# PSYCHOMETRIC TEST BATTERY CODE BOOK

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## Uniform Data Set (UDS) Psychometric Battery

<table>
<thead>
<tr>
<th>Test</th>
<th>Variable Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Boston Naming Test</td>
<td>BOSTON</td>
</tr>
<tr>
<td>Category Fluency (Animals, Vegetables)</td>
<td>ANIMALS, VEG</td>
</tr>
<tr>
<td>Trailmaking A and B</td>
<td>TRAILA, TRAILB</td>
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<tr>
<td>Wechsler Adult Intelligence Scale-R</td>
<td>WAIS</td>
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<tr>
<td>Digit Symbol - UDS enlarged form</td>
<td>DIGIF, DIGIFLEN</td>
</tr>
<tr>
<td>Wechsler Memory Scale-Revised</td>
<td>DIGIB, DIGIBLEN</td>
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<tr>
<td>Digit Span Forward</td>
<td>LOGIMEM</td>
</tr>
<tr>
<td>Digit Span Backward</td>
<td>MEMUNITS, MEMTIME</td>
</tr>
<tr>
<td>Logical Memory Story A, Immediate</td>
<td></td>
</tr>
<tr>
<td>and Delayed</td>
<td></td>
</tr>
</tbody>
</table>

## Standard WU ADRC Psychometric Battery

<table>
<thead>
<tr>
<th>Test</th>
<th>Variable Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Boston Naming Test</td>
<td>BNT</td>
</tr>
<tr>
<td>Category Fluency (Animals, Vegetables)</td>
<td>ANIMALS, VEG</td>
</tr>
<tr>
<td>Free and Cued Selective Reminding Test</td>
<td>SRTfree</td>
</tr>
<tr>
<td>Handedness</td>
<td></td>
</tr>
<tr>
<td>Test Name</td>
<td>Code</td>
</tr>
<tr>
<td>-----------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>Reading Span</td>
<td>readspan</td>
</tr>
<tr>
<td>Simon Task</td>
<td>SIMON</td>
</tr>
<tr>
<td>Slosson Oral Reading Test</td>
<td>SLOSSON</td>
</tr>
<tr>
<td>Switching Task (CVOE)</td>
<td>SWITCH</td>
</tr>
<tr>
<td>Trailmaking A and B</td>
<td>TMA, TMB</td>
</tr>
<tr>
<td>Wechsler Adult Intelligence Scale</td>
<td></td>
</tr>
<tr>
<td>Block Design</td>
<td>PSY021</td>
</tr>
<tr>
<td>Information</td>
<td>PSY019</td>
</tr>
<tr>
<td>Digit Symbol – standard form</td>
<td>DIGSYM</td>
</tr>
<tr>
<td>Wechsler Adult Intelligence Scale-Revised</td>
<td></td>
</tr>
<tr>
<td>Letter-Number Sequencing</td>
<td>LETTNUM</td>
</tr>
<tr>
<td>Wechsler Memory Scale</td>
<td></td>
</tr>
<tr>
<td>Associate Learning</td>
<td>ASSCMEM</td>
</tr>
<tr>
<td>Mental Control</td>
<td>MENTCONT</td>
</tr>
<tr>
<td>Wechsler Memory Scale-Revised</td>
<td></td>
</tr>
<tr>
<td>Digit Span Forward and Backward</td>
<td>DIGFOR, DIGBACK</td>
</tr>
<tr>
<td>Logical Memory Story A, Immediate</td>
<td>LOGIMEM</td>
</tr>
<tr>
<td>and Delayed</td>
<td>MEMUNIT, MEMTIME</td>
</tr>
<tr>
<td>Word Fluency (S &amp; P)</td>
<td>WORDFLU</td>
</tr>
</tbody>
</table>

**Adult Children Study (ACS) Psychometric Battery**

<table>
<thead>
<tr>
<th>Test Name</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Auditory Consonant Trigrams</td>
<td>trigrams</td>
</tr>
<tr>
<td>Benton Line Orientation</td>
<td>line</td>
</tr>
<tr>
<td>Category Fluency (Animals)</td>
<td>ANIMALS</td>
</tr>
<tr>
<td>Free and Cued Selective Reminding Test</td>
<td>SRTfree</td>
</tr>
<tr>
<td>Handedness</td>
<td></td>
</tr>
<tr>
<td>Reading Span</td>
<td>readspan</td>
</tr>
<tr>
<td>Simon Task</td>
<td>SIMON</td>
</tr>
<tr>
<td>Switching Task (CVOE)</td>
<td>SWITCH</td>
</tr>
<tr>
<td>Trailmaking A and B</td>
<td>TMA, TRAILB</td>
</tr>
<tr>
<td>Wechsler Adult Intelligence Scale-III</td>
<td></td>
</tr>
<tr>
<td>Block Design</td>
<td>block</td>
</tr>
<tr>
<td>Information</td>
<td>inform</td>
</tr>
<tr>
<td>Similarities</td>
<td>SIM</td>
</tr>
<tr>
<td>Wechsler Memory Scale-III</td>
<td></td>
</tr>
<tr>
<td>Letter-Number Sequencing</td>
<td>lettnum</td>
</tr>
<tr>
<td>Logical Memory I (Immediate)</td>
<td>lognmem</td>
</tr>
<tr>
<td>and II (Delayed)</td>
<td>lmdelay</td>
</tr>
<tr>
<td>Verbal Paired Associates</td>
<td>pairs</td>
</tr>
<tr>
<td>Woodcock-Johnson Spatial Relations</td>
<td>spatial</td>
</tr>
</tbody>
</table>
Tests No Longer Used

American Version of Nelson Adult Reading Test (AMNART)
Bender Gestalt
Benton Visual Form Discrimination
Benton Visual Retention Test – Forms C and D
Bradburn Affect Scale
Crossing-Off
Double Memory Test: Category Cued Recall
Dual Task
Entertainment Questionnaire
Halstead-Reitan
Astereognosis
Tactile/Sensory
Line Bisection Test
Luria-Nebraska Neuropsychological Battery
Motor
Rhythm
Positive and Negative Affect Schedule (PANAS)
Reaction Time
Sentence Formulation
Sentence Generation
Stroop
Syntax in Written Sentences
Token Test
Visual Neglect
Wechsler Adult Intelligence Scale
Comprehension
Picture Arrangement
Wechsler Adult Intelligence Scale III
Similarities
Wechsler Memory Scale
Digit Span
Information
Logical Memory
Orientation
(Sentence Recall)
Wisconsin Card Sorting Test
Zung Depression Scale
Each entry in the SAS data set has a brief variable name as shown at the left margin followed by the descriptive, shorthand label used in the SAS data set. For example, the Logical Memory subtest of the Wechsler Memory Scale – Revised is:

LOGIMEM WMS-R Logical Memory I Story A – Units Recalled

That is, its variable name is LOGIMEM, and its shorthand label is WMS-R Logical Memory I Story A.

Following each variable name and label is the date the test was first included. Tests no longer given are listed in the Tests No Longer Used section. Some tests have been modified; the date such modifications occurred, as well as a description of what was done, are indicated. References for standard tests are included. The range of scores on the variable is specified and the direction of quantitative scales is indicated (e.g., high score = good).

The order of administration of the tests in the battery has changed over time. See files for time period of interest.

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MISSING DATA CODE

There are a variety of reasons why participants cannot always complete testing. The following codes are used to indicate what happened.

I INJURY/ILLNESS refers to missing data due to broken finger, amputated digit, or an illness like polyneuropathy, arthritis, stroke, Parkinson's disease, deafness, or severe loss of vision. This code is related to motor tasks such as writing or other movements. This should not be confused with the next code, C.

C COULDN'T DO because of memory loss or cognitive confusion. The tester has to attempt to administer the task to use this code.

M MISSING is coded when the tester chose not to give a measure because the participant was uncooperative, agitated, hostile, had already demonstrated severe language disturbance, or the test battery was terminated prior to completion because of time constraints.

R REFUSED is the code used when the tester tried to administer the task but the participant refused to do it, (e.g., "I don't want to do that").

. Originally a DOT was used to indicate missing data for any reason. Therefore, data from earlier times of testing will have this generic code.

T TREMOR is observed by the tester as the reason measures are not completed, specifically in the case of individuals in the Parkinson’s disease sample but may be used with any tremor.

CODE FOR COMPUTERIZED TESTS

D No computerized test due to technical difficulties.

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### IDENTIFICATION INFORMATION

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>Case identification number</td>
</tr>
<tr>
<td>PSY_DATE</td>
<td>Date of psychometric assessment.</td>
</tr>
<tr>
<td>TESTER</td>
<td>Identification of tester. Coded by number.</td>
</tr>
<tr>
<td>PLACE</td>
<td>Where tested</td>
</tr>
<tr>
<td></td>
<td>1 = MAP office</td>
</tr>
<tr>
<td></td>
<td>2 = home</td>
</tr>
<tr>
<td></td>
<td>3 = nursing home</td>
</tr>
<tr>
<td></td>
<td>4 = hospital</td>
</tr>
<tr>
<td></td>
<td>5 = daycare</td>
</tr>
</tbody>
</table>

### ADDITIONAL AVAILABLE INFORMATION

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIRTH</td>
<td>Date of birth</td>
</tr>
<tr>
<td>EDUC</td>
<td>Years of education</td>
</tr>
<tr>
<td>GENDER</td>
<td>Sex of participant</td>
</tr>
<tr>
<td></td>
<td>1 = man</td>
</tr>
<tr>
<td></td>
<td>2 = woman</td>
</tr>
<tr>
<td>SES</td>
<td>Socioeconomic status (Hollingshead index)</td>
</tr>
<tr>
<td></td>
<td>Range = 1 - 5</td>
</tr>
<tr>
<td></td>
<td>1 = high status</td>
</tr>
<tr>
<td>TESTDATE</td>
<td>Date of clinical assessment</td>
</tr>
<tr>
<td>CDR</td>
<td>Clinical Dementia Rating from clinical assessment by</td>
</tr>
<tr>
<td></td>
<td>physician (name)</td>
</tr>
<tr>
<td></td>
<td>0 = not demented</td>
</tr>
<tr>
<td></td>
<td>0.5 = uncertain or very mild dementia</td>
</tr>
<tr>
<td></td>
<td>1 = mild dementia</td>
</tr>
<tr>
<td></td>
<td>2 = moderate dementia</td>
</tr>
<tr>
<td></td>
<td>3 = severe dementia</td>
</tr>
</tbody>
</table>

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Uniform Data Set Neuropsychological Battery (UDS)
(Listed in order of administration)

**WMS-R LOGICAL MEMORY IA - Immediate**

Date added: 9/1/05


LOGIMEM  Only Story A is administered. Scored according to WMS-R manual

Range: 0-25  High score = good

**WMS-R DIGIT SPAN FORWARD**

Date added: 9/1/05


Administered according to WMS-R manual. Scored according to UDS guidebook, which yields two scores:

**DIGIF**  Total number of trials correct prior to two consecutive errors at the same digit length

Range: 0 - 12  High score = good

**DIGIFLEN**  Digit span forward length

Range: 0 - 8  High score = good

**WMS-R DIGIT SPAN BACKWARD**

Date added: 9/1/05

Administered according to WMS-R manual. Scored according to UDS guidebook, which yields two scores:

**DIGIB**  
Total number of trials correct prior to two consecutive errors at the same digit length  

Range: 0 - 12  
High score = good

**DIGIBLEN**  
Digit span backward length  

Range: 0 - 7  
High score = good

**CATEGORY FLUENCY - ANIMALS AND VEGETABLES**

Date added: 9/1/05


**ANIMALS**  
Participants name as many different animals as they can for a minute.  

Range: 0 and above  
High score = good

**VEG**  
Participants name as many different vegetables as they can for a minute.  

Range: 0 and above  
High score = good

**TRAILMAKING A AND B**

Date added: 9/1/05


**TRAILA**  
The score is the number of seconds spent in connecting 25 numbered circles in sequential order. UDS variable reported maximum is 150 seconds.  

Range: 0 - 150  
High score = poor

**TRAILARR**  
Number of commission errors  

Date added: 2/25/2008
The score is the number of errors of commission made while connecting 25 numbered circles in sequential order within the 150 second time limit.

Range: 0 – 40

High score = poor

TRAILALI Number of correct lines

Date added: 2/25/2008

The score is the number of lines correctly connected to 25 numbered circles in sequential order within the 150 second time limit.

Range: 0 – 24

High score = good

TRAILB The score is the number of seconds spent connecting numbered circles (1-13) to circles containing letters of the alphabet (A-L) in alternating sequential order. A maximum of 300 seconds is allowed.

Range: 0 - 300

High score = poor

TRAILBRR Number of commission errors

Date added: 2/25/2008

The score is the number of errors of commission made while connecting numbered circles (1-13) to lettered circles (A-L) in alternating sequential order within the 300 second time limit.

Range: 0 – 40

High score = poor

TRAILBLI Number of correct lines

Date added: 2/25/2008

The score is the number of lines correctly connected between numbered circles (1-13) and lettered circles (A-L) in alternating sequential order within the 300 second time limit.

Range: 0 – 24

High score = good

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WAIS-R DIGIT SYMBOL

Date added: 3/06/06

WAIS  This is an enlarged Digit Symbol form that measures 15 x 24 cm rather than 9.5 x 13 cm as in the standard WAIS-R. Otherwise administered and raw scored according to WAIS-R manual.

Range: 0 - 93

High score = good

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WMS-R LOGICAL MEMORY IIA - DELAYED

Date added: 9/1/05


MEMUNITS  Administered after WAIS-R Digit Symbol and scored according to WMS-R manual

Range: 0-25

High score = good

MEMTIME  Minutes elapsed since Logical Memory IA-Immediate

Range: 0-85 minutes

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BOSTON NAMING TEST - 30 (ODD NUMBERED ITEMS)

Date added: 9/1/05


Begin at item 1 and present all 30 (odd numbered) items in order. Allow 20 seconds for each response. If participant gives a response that indicates a misperception of the picture, administer the printed stimulus cue. Allow 20 seconds for response. If response following stimulus cue is incorrect, the printed phonemic cue is given. The total score is the number of items named correctly to include those named following given stimulus cues.
BOSTON Total correct

Range: 0 - 30

High score = good

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BOSTON NAMING TEST (ODD NUMBERED ITEMS)

Date added: 9/1/05


Begin at item 1 and present all 30 (odd numbered) items in order. Allow 20 seconds for each response. If participant gives a response that indicates a misperception of the picture, administer the printed stimulus cue. Allow 20 seconds for response. Total score is the number of items named correctly including those named following given stimulus cues and then multiplied by 2 so as to be consistent with previous 60-item version.

**BNT**

**Total correct**

Range: 0 - 60

High score = good

CATEGORY FLUENCY - ANIMALS AND VEGETABLES

Date added: 9/1/05


**ANIMALS**

Participants name as many different animals as they can for a minute.

Range: 0 and above

High score = good

**VEG**

Participants name as many different vegetables as they can for a minute.

Range: 0 and above

High score = good
FREE AND CUED SELECTIVE REMINDING TEST

Date added: 8/1/02


During learning the participant is required to provide the name of a pictured item (e.g., grapes) when given the category cue (e.g., fruit). This 16-item list learning test includes immediate category-cued recall (four items at a time) to confirm initial correct encoding and provide retrieval practice before the test phase. For scoring purposes there are three recall trials, each trial preceded by 20 seconds of interference by counting backwards from 97 by 3s. On each recall the participant is allowed up to 90 seconds to recall items. Then the participant is given the category cue for items that were not recalled. If the item is not retrieved in 10 seconds, the examiner tells the participant what it is. The scores are the number of items recalled on each of 3 trails under free and then cued recall.

Range for each trial: 0-16 High score = good

<table>
<thead>
<tr>
<th>SRTF</th>
<th>Free &amp; Cued SRT: Trial 1 Free Recall</th>
</tr>
</thead>
<tbody>
<tr>
<td>SRT1C</td>
<td>Free &amp; Cued SRT: Trial 1 Cued Recall</td>
</tr>
<tr>
<td>SRT2F</td>
<td>Free &amp; Cued SRT: Trial 2 Free Recall</td>
</tr>
<tr>
<td>SRT2C</td>
<td>Free &amp; Cued SRT: Trial 2 Cued Recall</td>
</tr>
<tr>
<td>SRT3F</td>
<td>Free &amp; Cued SRT: Trial 3 Free Recall</td>
</tr>
<tr>
<td>SRT3C</td>
<td>Free &amp; Cued SRT: Trial 3 Cued Recall</td>
</tr>
</tbody>
</table>

There are two summary scores:

<table>
<thead>
<tr>
<th>SRTfree</th>
<th>SRT1F + SRT2F + SRT3F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range:</td>
<td>0 - 48</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SRT total</th>
<th>SRTfree + SRT1C + SRT2C + SRT3C</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range:</td>
<td>0 - 48</td>
</tr>
</tbody>
</table>

High score = good
HANDEDNESS: Administered only at entry into study.

Date added: 2/22/84 Modified: 11/4/88


The participant is asked to demonstrate 8 actions using objects (e.g., comb one's hair). The objects are placed in the center of the table prior to the request. The hand used to demonstrate the action is noted. When the object has 2 parts (e.g., the box with a lid, the hand used to demonstrate the action is still noted. In this case, the hand used to take off the lid) The normal rule for determining handedness is 6 out of 8 actions. Testers also make a note when most or all of the actions on the handedness task are performed with a different hand used for writing during the testing session.

PSY232 HANDEDNESS LEFT
Score is number of actions using left hand.
Range: 0 - 8 High score = left handed

PSY233 HANDEDNESS BOTH
Score is number of actions using both hands. This is very rare.
Range: 0 - 8 High score = handedness unresolved

PSY234 HANDEDNESS NO RESPONSE
Score is number of requests that yielded no response.
Range: 0 - 8 High score = unresponsive

PSY113 HANDEDNESS: RIGHT
Score is number of actions using right hand
Range: 0 - 8 High score = right handed

PSY114 GESTURAL IRREGULARITIES
Score is number of inappropriate responses (e.g., using a pencil to comb hair)
Range: 0 - 8 High score = poor

READING SPAN

Date added: 4/1/09

Participants must remember the last word of sentences presented on the computer screen while judging if the sentence makes a statement that is true or false. The number of sentences read prior to recall increases from 1 to 7 in blocks of three trials for each span length (i.e., number of sentences read prior to recall). For example, on each trial in the first block, the participant reads the sentence and judges if it is true or false; the next screen displays question marks and the participant immediately recalls the last word of the sentence. On each trial of the second block, the participant reads the first sentence and judges if it is true or false, then reads the second sentence and judges if it is true or false, is presented with the screen with question marks and then recalls the last word of each of the two preceding sentences. For a trial to be scored as correct the order of the recalled words must be the same as the order in which the sentences were presented. The test is discontinued when the participant fails to get at least two correct trials in a block of three trials. One of two scores can be used: readspan or readtot.

readspan  Reading span length

The number of sentences in each trial for the last block of trials for which participant had at least two correct trials.

Range: 0 – 7           High score = good

readtot  Reading total correct trials

The total number of correct span trials through the block for which participant had at least two correct trials (i.e., block that determined the variable readspan).

Range: 0 – 21           High score = good

SIMON TASK

Date added: 4/1/09


The participant sees a large arrow pointing to the right (60 trials) or left (60 trials) on the computer and presses the P key when the arrow points right and the Q key when it points left. One third of the trials represent the neutral condition; the arrows (half pointing right, half point right) are shown in the middle of the screen. One third of the trials represent the congruent condition; arrows pointing right are shown on the right side of the screen and arrows pointing left are shown on the
left side of the screen. The remaining third of the trials reflect a mismatch between the direction of the arrow and the position on the screen; arrows pointing right are on the left side and arrows pointing left are on the right side. Response latencies (RT) and accuracy are recorded for each trial.

simerror Percentage of errors on all 120 trials.

Range: 0 to 100 Low score = good

Prior to calculating the remaining three scores, the data are trimmed. First, trials with RTs of 200 ms or less are deleted. Then trials that are 3 SDs or more away from the mean of the correct trials are deleted.

simonrt Mean RT of all trials after trimming.

Range: 200 and above Low score = good

simonsd SD of RTs from all trials after trimming.

Range: 0 and above Low score = good

SIMON Coefficient of variation = simonsd/simonrt

Range: 0 and above Low score = good

SLOSSON ORAL READING TEST-REVISED (SORT-R): Administered only at entry into study.

Date Added: 12/9/98


Scoring is from the SORT-R manual.

SLOSSON SORT-R Raw Score

Range: 0 - 200 High score = good

SWITCHING TASK (CVOE)

Date Added: 4/1/09

Participants see letter-digit pairs (e.g., N14) in the center of the screen. In the first block of 50 trials (10 practice, 40 test) they press the P key if the letter is a vowel and the Q key if it is a consonant. For the next 50 trials (10 practice, 40 test) they press the P key if the digit is even and the Q key if it is odd. In the final block of 62 mixed trials (10 practice, 52 test) the instructions (consonant and vowel or odd and even) that are shown in the lower right and lower corners of the screen change every two trials. Thus, the participant makes consonant vowel decisions for two trials and then the odd even decisions and so forth. Response latencies (RT) and accuracy are recorded for each trial. Practice trials are not included in the scoring.

switcher  Percentage of errors out of 132 trials.

Prior to calculating the remaining three scores, the data are trimmed. First, trials with RTs of 200 ms or less are deleted. Then trials that are 3 SDs or more away from the mean of the correct trials are deleted.

switchrt  Mean RT of all correct trials after trimming.

Range:  201 and above  Low score = good

switchsd  SD of RTs from all correct trials after trimming.

Range:  0 and above  Low score = good

SWITCH  Coefficient of variation = switchsd/switchrt

Range:  0 and above  Low score = good

TRAILMAKING A AND B

Date added:  9/1/05  Link to previous versions used


TMA  TRAILMAKING A:  The score is the number of seconds spent in connecting 25 numbered circles in sequential order in 180 seconds.  UDS variable reported to maximum of 150 seconds.

Range:  0 - 180  High score = poor

TRAILA_C  TRAILMAKING FORM A NUMBER OF DIGITS CONNECTED

Date added:  3/24/94
The score is the number of digits in circles (1-25) connected in sequential order within 180 seconds.

Range: 0 – 24

High score = good

TMASEC TRAILA_C divided by TMA

Range: 0 and above

High score = good

TMB

TRAILMAKING B: The score is the number of seconds spent in connecting numbered circles (1-13) to lettered circles (A-L) in alternating sequential order.. A maximum of 180 seconds is allowed. Time noted during the 300-s administration in the UDS.

Range: 0 - 180

High score = poor

TRAILB_C TRAILMAKING FORM B NUMBER DIGITS AND LETTERS CONNECTED

Date added: 3/24/94

The score is the number of digits (1-13) connected to letters (A-L) in alternating sequential order within 180 seconds.

Range: 0 - 24

High score = good

TMBSEC TRAILB_C divided by TMB

Range: 0 and above

High score = good

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WECHSLER ADULT INTELLIGENCE SCALE (WAIS)

Date added: 7/79


PSY021 WAIS BLOCK DESIGN

The participant replicates models or pictures of two-color designs with blocks.

Administered and raw scored according to WAIS manual

Range: 0 - 48

High score = good

PSY019 WAIS INFORMATION
The participant answers a series of questions about factual information. Administered and raw scored according to WAIS manual

Range: 0 - 29

High score = good

WECHSLER ADULT INTELLIGENCE SCALE - REVISED (WAIS-R)

DIGIT SYMBOL (Standard form)

Date added: 9/1/05

Link to previous WAIS version used


DIGSYM Administered and raw scored according to WAIS-R manual.

Range: 0 - 93

High score = good

WECHSLER MEMORY SCALE (WMS)

Date added: 7/79


ASSOCIATE LEARNING

Scored according to WMS manual.

PSY010 WMS ASSOCIATES RECALL: EASY

Sum of correctly recalled easy pairs over 3 trials.

Range: 0 -18

High score = good

PSY011 WMS ASSOCIATES RECALL: HARD

Sum of correctly recalled hard pairs over 3 trials.

Range: 0 - 12

High score = good
asscmem  Summary score = (PSY010 divided by 2) + PSY011

Range: 0 - 21                      High score = good

MENTAL CONTROL

PSY003  WMS MENTAL CONTROL COUNT BACK FROM 20

Range: 0 - 3                      High score = good
Scored according to WMS manual.

PSY072  WMS MENTAL CONTROL ALPHABET

Range: 0 - 3                      High score = good
Scored according to WMS manual.

PSY078  WMS MENTAL CONTROL SERIAL COUNTING BY 3

Range: 0 - 3                      High Score = good
Scored according to WMS manual.

MENTCONT  Summary score = PSY003 + PSY072 + PSY078

Range: 0 - 9                      High score = good

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WECHSLER MEMORY SCALE - REVISED (WMS-R)

Date added: 9/1/05                      Link to previous WMS versions used


DIGIT SPAN FORWARD

Administered according to WMS-R manual.

DIGFOR  Digit span forward length

Range: 0 - 8                      High score = good

DIGIT SPAN BACKWARD

Administered according to WMS-R manual.

DIGBACK  Digit span backward length
LOGICAL MEMORY IA – Immediate

LOGIMEM  Only Story A is administered. Scored according to WMS-R manual

Range: 0-25  High score = good

LOGICAL MEMORY IIA – Delayed

MEMUNITS  Administered after WAIS-R Digit Symbol in prescribed UDS order, and scored according to WMS-R manual

Range: 0-25  High score = good

MEMTIME  Minutes elapsed since Logical Memory IA-Immediate

Range: 0 and above

WMS-R LOGICAL MEMORY Story A – Verbatim Scoring

Date added: 9/1/05  Link to previous WMS version used


This is an alternate, verbatim scoring of the WMS-R Logical Memory story A as used by Johnson et al. (2003). Record only those propositions that are recalled verbatim. No synonyms allowed.

LMVERA  Story A: Range 0 – 35  High Score = good

WECHSLER MEMORY SCALE-III (WMS-III)

Date added: 4/1/09


LETTER-NUMBER SEQUENCING
The participant is read a combination of numbers and letters and is asked to repeat them, saying the numbers first in ascending order and then the letters in alphabetical order. Administered and scored according to the WMS-III manual.

**lettnum**  
WMS-III Letter Number Sequencing  
Range: 0 to 21  
High Score = good

**WORD FLUENCY**

Date added: 7/79


**PSY032**  
WORD FLUENCY LETTER S  
Participants are asked to name as many words that begin with the letter S as they can in 1 minute.  
Range: 0 and above  
High score = good

**PSY033**  
WORD FLUENCY LETTER P  
Participants are asked to name as many words that begin with the letter P as they can in 1 minute.  
Range: 0 and above  
High score = good

**wordflu**  
Summary score = PSY032 + PSY 033  
Range: 0 and above  
High score = good

**ADULT CHILDREN STUDY (ACS) BATTERY**

*(Tests listed alphabetically)*

**AUDITORY CONSONANT TRIGRAMS (BROWN-PETERSON)**

Date added: 7/14/05

References:


Three consonants are read to the participant followed immediately by a random number. The participant is asked to count out loud backwards from that number by threes for either 9, 18, or 36 seconds determined randomly. The participant then recalls the consonant trigram. The score is the sum of the number of consonants recalled correctly over 20 trials.

<table>
<thead>
<tr>
<th>trigrams</th>
<th>Auditory Consonant Trigrams</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range: 0 to 60</td>
<td>High score = good</td>
</tr>
</tbody>
</table>

BENTON JUDGMENT OF LINE ORIENTATION FORM V

Date added: 7/14/05


Participant judges which two lines drawn at different angles on a response card correspond to the placement of two lines drawn at different angles on a stimulus card.

<table>
<thead>
<tr>
<th>line</th>
<th>Line Orientation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range: 0 to 30</td>
<td>High score = good</td>
</tr>
</tbody>
</table>

CATEGORY FLUENCY - ANIMALS

Date added: 7/14/05

Participates name as many different animals as they can for a minute.

Range: 0 and above

High score = good

**FREE AND CUED SELECTIVE REMINDING TEST**

Date added: 7/14/05


During learning the participant is required to provide the name of a pictured item (e.g., grapes) when given the category cue (e.g., fruit). This 16-item list learning test includes immediate category-cued recall (four items at a time) to confirm initial correct encoding and provide retrieval practice before the test phase. For scoring purposes there are three recall trials, each trial preceded by 20 seconds of interference by counting backwards from 97 by 3s. On each recall the participant is allowed up to 90 seconds to recall items. Then the participant is given the category cue for items that were not recalled. If the item is not retrieved in 10 seconds, the examiner tells the participant what it is. The scores are the number of items recalled on each of 3 trails under free and then cued recall. For each of these six scores, the range is 0-16.

Range: 0-16

High score = good

Range for each trial: 0-16

High score = good

<table>
<thead>
<tr>
<th>SRT1F</th>
<th>Free &amp; Cued SRT: Trial 1 Free Recall</th>
</tr>
</thead>
<tbody>
<tr>
<td>SRT1C</td>
<td>Free &amp; Cued SRT: Trial 1 Cued Recall</td>
</tr>
<tr>
<td>SRT2F</td>
<td>Free &amp; Cued SRT: Trial 2 Free Recall</td>
</tr>
<tr>
<td>SRT2C</td>
<td>Free &amp; Cued SRT: Trial 2 Cued Recall</td>
</tr>
<tr>
<td>SRT3F</td>
<td>Free &amp; Cued SRT: Trial 3 Free Recall</td>
</tr>
<tr>
<td>SRT3C</td>
<td>Free &amp; Cued SRT: Trial 3 Cued Recall</td>
</tr>
</tbody>
</table>

There are two summary scores:

**SRT** free  = SRT1F + SRT2F + SRT3F

Range: 0 - 48

High score = good

**SRT** total  = SRT free + SRT1C + SRT2C + SRT3C

Range: 0 - 48

High score = good
**HANDEDNESS: Administered only at entry into study**

Date added: 7/14/05


The participant is asked to demonstrate 8 actions using objects (e.g., comb one's hair). The objects are placed in the center of the table prior to the request. The hand used to demonstrate the action is noted. When the object has 2 parts (e.g., the box with a lid), the hand used to demonstrate the action is still noted; (in this case, the hand used to take off the lid). The normal rule for determining handedness is 6 out of 8 actions.

Testers also make a note when most or all of the actions on the handedness tasks are performed with the opposite hand that was used for writing during the testing session.

**PSY232  HANDEDNESS LEFT**

Score is number of actions using left hand.
Range: 0 - 8
High score = left handed

**PSY233  HANDEDNESS BOTH**

Score is number of actions using both hands. This is very rare.
Range: 0 - 8
High score = handedness unresolved

**PSY234  HANDEDNESS NO RESPONSE**

Score is number of requests that yielded no response.
Range: 0 - 8
High score = unresponsive

**PSY113  HANDEDNESS: RIGHT**

Score is number of actions using right hand
Range: 0 - 8
High score = right handed

**PSY114  GESTURAL IRREGULARITIES**

Score is number of inappropriate responses (e.g., using a pencil to comb hair)
Range: 0 - 8
High score = poor

**READING SPAN**

Date added: 11/16/09

Participants must remember the last word of sentences presented on the computer screen while judging if the sentence makes a statement that is true or false. The number of sentences read prior to recall increases from 1 to 7 in blocks of three trials for each span length (i.e., number of sentences read prior to recall). For example, on each trial in the first block, the participant reads the sentence and judges if it is true or false; the next screen displays question marks and the participant immediately recalls the last word of the sentence. On each trial of the second block, the participant reads the first sentence and judges if it is true or false, then reads the second sentence and judges if it is true or false, is presented with the screen with question marks and then recalls the last word of each of the two preceding sentences. For a trial to be scored as correct the order of the recalled words must be the same as the order in which the sentences were presented. The test is discontinued when the participant fails to get at least two correct trials in a block of three trials.

One of two scores can be used: readspan or readtot.

readspan  Reading span length

The number of sentences in each trial for the last block of trials for which participant had at least two correct trials.

Range: 0 – 7  High score = good

readtot  Reading total correct trials

The total number of correct span trials through the block for which participant had at least two correct trials (i.e., block that determined the variable readspan).

Range: 0 – 21  High score = good

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SIMON TASK

Date added: 11/16/09


The participant sees a large arrow pointing to the right (60 trials) or left (60 trials) on the computer and presses the P key when the arrow points right and the Q key when it points left. One third of the trials represent the neutral condition; the arrows (half pointing right, half point right) are shown in the middle of the screen. One third of the trials represent the congruent condition; arrows pointing right are
shown on the right side of the screen and arrows pointing left are shown on the left side of the screen. The remaining third of the trials reflect a mismatch between the direction of the arrow and the position on the screen; arrows pointing right are on the left side and arrows pointing left are on the right side. Response latencies (RT) and accuracy are recorded for each trial.

**simerror** Percentage of errors on all 120 trials.

Range: 0 to 100 Low score = good

Prior to calculating the remaining three scores, the data are trimmed. First, trials with RTs of 200 ms or less are deleted. Then trials that are 3 SDs or more away from the mean of the correct trials are deleted.

**Simonrt** Mean RT of all trials after trimming.

Range: 200 and above Low score = good

**Simonsd** SD of RTs from all trials after trimming.

Range: 0 and above Low score = good

**SIMON** Coefficient of variation = simonsd/simonrt

Range: 0 and above Low score = good

**SWITCHING TASK (CVOE)**

Date Added: 11/16/09


Participants see letter-digit pairs (e.g., N14) in the center of the screen. In the first block of 50 trials (10 practice, 40 test) they press the P key if the letter is a vowel and the Q key if it a consonant. For the next 50 trials (10 practice, 40 test) they press the P key if the digit is even and the Q key if it is odd. In the final block of 62 mixed trials (10 practice, 52 test) the instructions (consonant and vowel or odd and even) that are shown in the lower right and lower corners of the screen change every two trials. Thus, the participant makes consonant vowel decisions for two trials and then the odd even decisions and so forth. Response latencies (RT) and accuracy are recorded for each trial. Practice trials are not included in the scoring.

**switcher** Percentage of errors out of 132 trials.

Prior to calculating the remaining three scores, the data are trimmed. First, trials with RTs of 200 ms or less are deleted. Then trials that are 3 SDs or more away from the mean of the correct trials are deleted.
switchrt  Mean RT of all correct trials after trimming.
Range:  201 and above    Low score = good
switchsd  SD of RTs from all correct trials after trimming.
Range:   0 and above     Low score = good
SWITCH  Coefficient of variation = switchsd/switchrt
Range:  0 and above     Low score = good

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TRAILMAKING A and B

Date added:  7/14/05

TMA  The score is the number of seconds spent in connecting 25 numbered circles in sequential order. A maximum of 180 seconds is allowed.
Range:  0 - 180     High score = poor
TrailA_C  The score is the number of digits in circles (1-25) connected in sequential order within 180 seconds.
Range:  0 – 24      High score – good
TMASEC  TRAILA_C divided by TMA
Range:  0 and above      High score = good

TRAILB  The score is the number of seconds spent in connecting numbered circles (1-13) to lettered circles (A-L) in alternating sequential order. A maximum of 300 seconds is allowed; data are also gathered at 180 seconds
Range:  0 - 300     High score = poor
TrailB_C  The score is the number of digits (1-13) connected to letters (A-L) in alternating sequential order within 180 seconds.
Range:  0 – 24      High score = good
TMBSEC  TRAILB_C divided by TMB

Range: 0 and above  High score = good

TRAILBLI  The score is the number of lines correctly connected between numbered circles (1-13) and lettered circles (A-L) in alternating sequential order within the 300 second time limit.

Date added: 1/1/2009

Range: 0 – 24  High score = good

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WECHSLER ADULT INTELLIGENCE SCALE - III (WAIS-III)


BLOCK DESIGN

Date added: 7/14/05

The participant replicates models or pictures of two-color designs with blocks. Administered and raw scored according to the WAIS-III manual.

block  WAIS-III Block Design

Range: 0 to 68  High score = good

INFORMATION

Date added: 7/14/05

The participant answers a series of questions about factual information. Administered and raw scored according to WAIS-III manual.

inform  WAIS-III Information

Range: 0 to 28  High score = good

SIMILARITIES
The participant is asked how two objects or concepts are alike. Score reflects abstract reasoning abilities. Raw scored according to WAIS-III manual.

SIM  WAIS-III Similarities

Range: 0-33  High Score = good

WECHSLER MEMORY SCALE-III (WMS-III)

Date added: 7/14/05


LETTER-NUMBER SEQUENCING

The participant is read a combination of numbers and letters and is asked to repeat them, saying the numbers first in ascending order and then the letters in alphabetical order. Administered and scored according to the WMS-III manual.

lettnum  WMS-III Letter Number Sequencing

Range: 0 to 21  High Score = good

LOGICAL MEMORY I - IMMEDIATE RECALL

The participant is read two short stories and is asked to recall them. Administered and scored according to WMS-III manual with the exception that Story B is only given once.

logmem  WMS-III Logical Memory Immediate

Range: 0 to 50  High Score = good
LOGICAL MEMORY II - DELAYED RECALL

Delayed recall trial administered and scored (recall total score) according to WMS-III manual.

Imdelay  WMS-III Logical Memory Delayed

Range: 0 to 50  High score = good

VERBAL PAIRED ASSOCIATES

The participant learns eight paired associates of low association over 4 trials. Administered and scored according to WMS-III manual.

pairs  WMS-III Verbal Paired Associates I

Range: 0 to 32  High score = good

WOODCOCK-JOHNSON SPATIAL RELATIONS

Date added: 7/14/05


Participant looks at a series of “whole” shapes with interior lines dividing the shape into regular and irregular pieces. Next to the whole shape is a group of six shape pieces, labeled with letters of the alphabet. The participant indicates which of the shape pieces would be needed to make up the “whole” shape. The 33 test items are presented in order of ascending difficulty and require two or three responses. The score is the number of correctly identified pieces.

spatial  Spatial Relations

Range: 0 - 81  High score = good

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TESTS NO LONGER USED

AMERICAN VERSION OF NELSON ADULT READING TEST (AMNART)

Date added: 3/15/93  Date dropped: 1/2/04


Beginning 9/12/94 the test items were reduced from 50 to 45. The tests prior to that time were rescored retrospectively so that the items and scores in the database are the same.

PSY254 Range: 0 - 45  High score= good

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BENDER GESTALT

Date added: 7/79  Date dropped: 12/30/89


PSY037 BENDER GESTALT Total error score.

Score is the total of PSY118+...PSY129. Each of these variables is scored 1 if the participant made that type of error or 0 if not. Scoring is according to a modified Hutt-Briskin system (Lacks, 1984).

PSY118 ROTATION
Range: 0 - 1  High score = poor

PSY119 OVERLAPPING DIFFICULTY
Range: 0 - 1  High score = poor

PSY120 SIMPLIFICATION
Range: 0 - 1  High score = poor

PSY121 FRAGMENTATION
Range: 0 - 1  High score = poor

PSY122 RETROGRESSION
Range: 0 - 1  High score = poor

PSY123 PERSEVERATION
Range: 0 - 1  High score = poor

PSY124 COLLISION
Range: 0 - 1  High score = poor

PSY125 IMPOTENCE
Range: 0 - 1  High score = poor

PSY126 CLOSURE DIFFICULTY
Range: 0 - 1  High score = poor

PSY127 MOTOR INCOORDINATION
Range: 0 - 1  High score = poor

PSY128 ANGULATION DIFFICULTY
Range: 0 - 1  High score = poor

PSY129 COHESION
Range: 0 - 1  High score = poor

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BENTON VISUAL FORM DISCRIMINATION

Date added: 4/27/88  Date dropped: 10/28/92


PSY247 VISUAL FORM DISCRIMINATION # CORRECT
Range: 0 - 16  High score = good

PSY248 VISUAL FORM DISCRIMINATION PERIPHERAL ERROR
Range: 0 - 16  High score = poor

PSY249 VISUAL FORM DISCRIMINATION MAJOR ROTATION
Range: 0 - 16  High score = poor

PSY250 VISUAL FORM DISCRIMINATION MAJOR DISTORTION
Range: 0 - 16  High score = poor

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**BENTON VISUAL RETENTION TEST – Form C**

Date added: 7/79            Date dropped: 4/1/09


**PSY023 BENTON FORM C DELAY # CORRECT**

Form C of the Benton Visual Retention Test administered with a 10-second viewing time. Score is number correct.
Range: 0 - 10 High score = good

**PSY090 BENTON FORM C ERRORS: OMISSIONS**

Score is number of omission errors
Range: 0 - 26 High score = poor

**PSY091 BENTON FORM C ERRORS: DISTORTIONS**

Score is number of distortion errors
Range: 0 - 26 High score = poor

**PSY092 BENTON FORM C ERRORS: PERSEVERATIONS**

Score is number of perseveration errors
Range: 0 - 25 High score = poor

**PSY093 BENTON FORM C ERRORS: ROTATIONS**

Score is number of rotation errors
Range: 0 - 26 High score = poor

**PSY094 BENTON FORM C ERRORS: MISPLACEMENTS**

Score is number of misplacement errors
Range: 0 - 23 High score = poor

**PSY095 BENTON FORM C ERRORS: SIZE**

Score is number of size errors
Range: 0 - 16 High score = poor

Summary score (errors): PSY090 + ... + PSY095
Range: 0 - 65 High score = poor

**PSY235 BENTON FORM C ERRORS RIGHT**

Score is number of errors on right side of figure
Range: 0 - 26 High score = poor
BENTON VISUAL RETENTION TEST – Form D

Date added: 7/79                     Date dropped: 1/2/04


BENTON FORM C ERRORS LEFT

Score is number of errors on left side of figure
Range: 0 - 26                        High score = poor

BENTON FORM D COPY # CORRECT

Form D of the Benton Visual Retention Test is administered with no delay; stimulus present when copied. Score is number correct.
Range: 0 - 10                        High score = good

BENTON FORM D ERRORS: OMISSIONS

Score is number of omission errors
Range: 0 - 26                        High score = poor

BENTON FORM D ERRORS: DISTORTIONS

Score is number of distortion errors
Range: 0 - 26                        High score = poor

BENTON FORM D ERRORS: PERSEVERATIONS

Score is number of distortion errors
Range: 0 - 25                         High score = poor

BENTON FORM D ERRORS: ROTATIONS

Score is number of rotation errors
Range: 0 - 26                        High score = poor

BENTON FORM D ERRORS: MISPLACEMENTS

Score is number of rotation errors
Range: 0 - 23                         High score = poor

BENTON FORM D ERRORS: SIZE

Score is number of rotation errors
Range: 0 - 16                         High score = poor
Summary score (errors) = PSY096 + ... + PSY101
Range: 0 - 65 High score = poor

PSY237 BENTON FORM D ERRORS RIGHT
Score is number of errors on right
Range: 0 - 26 High score = poor

PSY238 BENTON FORM D ERRORS LEFT
Score is number of errors on left
Range: 0 - 26 High score = poor

BOSTON NAMING TEST (85 item version)

Date added: 7/79 Date dropped: 9/1/84

All tests were rescored to conform to revised 60-item version; rescored data available in PSY027.


According to the 1976 experimental scoring booklet, administration was begun with item 39. If any of the next 8 items are failed, proceed backward from item failed until a total of 8 consecutive preceding items are passed. Then resume in a forward direction until 6 consecutive errors; stop.

PSY27 BOSTON NAMING TEST 85 ITEMS

PSY27 is the correct variable name, not to be confused with PSY027; it is not a typographical error.

Score is number correct
Range: 0 - 85 High score = good

PSY028 BOSTON NAMING TEST: # CORRECT WITHOUT CUE AT T1
Range: 0 - 85 High score = good

PSY029 BOSTON NAMING TEST: # CORRECT WITH CUE AT T1
Range = 0 - 85 High score could be either good or poor, depending on number correct without cue.

PSY030 BOSTON NAMING TEST: # TOTAL CORRECT AT T1
Range = 0 - 85 High score = good
PSY031   BOSTON NAMING TEST: LAST CORRECT RESPONSE AT T1
Range = 0 - 85       High score = good

BOSTON NAMING TEST (60 item version)

Date added: 4/1/84 (but see PSY27, Boston Naming Test, 85-item version. Data from rescored tests from 7/79 to 4/1/84 included here.)
Date dropped: 9/1/05


PSY027   BOSTON NAMING TEST (60 item version)

Administration altered to begin with the first item (effective 4/1/84 to 8/1/04). Effective August 1, 2004, administration changed back to standard procedure (i.e., begin with item 30). No cues are given. The score is the number named correctly; beginning 8/1/04 credit is given for earlier items not administered. Maximum viewing time for each item is 20 seconds.

Range: 0 - 60       High score = good

PSY027 recoded as BNT as of 9/1/05

PSY105   BOSTON NAMING TEST NUMBER CORRECT PRINTED CUE

Date added: 5/84       Date dropped: 11/20/91

Reference: Devised for this project.

If no response is given within 20 seconds, a card containing the stimulus drawing with four printed words arranged horizontally below it is presented. One printed word is the name of the stimulus item. The three other words are matched for frequency and number of syllables. The three incorrect words are not semantically related to the stimulus. The score is the number of items correctly named after presentation of printed cue.

Range: 0 - 60       High score = good or poor, depends on score on PSY027

PSY109   BOSTON NAMING TEST NUMBER CORRECT OBJECT CUE

Date added: 2/22/84       Date dropped: 9/18/86

Reference: Devised for this project.
If the stimulus is not named after administration of the printed cue, the real object or a miniature is presented.

Range: 0 - 60  
High score = good or poor, depends on score in PSY027

BRADBURN AFFECT BALANCE SCALE  
Date added: 4/93  
Date dropped: 11/94  

BRAD1 - BRAD10  1 = YES, 0 = NO, Response to each question

BRADP  
Positive affect  
Range 0 - 5  
Score is number of YES answers to items 1, 3, 5, 7, 9

BRADN  
Negative affect  
Range 0 - 5  
Score is number of YES answers to items 2, 4, 6, 8, 10

BRADBAL  
Affect balance - the difference between BRADP and BRADN

CATEGORY FLUENCY--ANIMAL NAMING  
Date added: 3/17/97  
Date modified to conform to UDS: 9/1/05  
Rescored using only first four 15-second intervals.


Participants are asked to name as many different animals as they can for about a minute. Total score is based on the most productive consecutive 60 seconds. They are actually allowed 90 seconds.

animal 1  
Number of animal names recorded verbatim in first 15 seconds

animal 2  
Number of animal names recorded verbatim in 15-30 second interval

animal 3  
Number of animal names recorded verbatim in 30 - 45 second interval

animal 4  
Number of animal names recorded verbatim in 45-60 second interval
animal 5 Number of animal names recorded verbatim in 60-75 second interval
animal 6 Number of animal names recorded verbatim in 75-90 second interval
Animal Total of animal 1 through animal 4
Range: 0 and above High score = good

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CROSSING OFF

Date added: 7/79 Date dropped: 4/1/09


The score is the number of lines crossed off divided by the number of seconds taken to complete the page. This quotient is then multiplied by 100. A maximum of 180 seconds is allowed.

PSY017L CROSSING OFF # LINES

Range: 0 - 96 High score = good

PSY017S CROSSING OFF # SECONDS

Range: 1 - 180

PSY017 Summary score = (PSY017L divided by PSY017S) x 100

Range: 0 and above High score = good

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DOUBLE MEMORY TEST: Category Cued Recall

Date added: 4/7/97 Date dropped: 9/17/98


BUSCH01 -- BUSCH64

During the acquisition phase, participant is shown 4 words, each from a different category on a screen. Appropriate category cues are shown one at a time in the center of the screen. There are 16 different categories with a total of 64 screens. Immediately after participant is asked to name the four items from each category in any order.
This test can be obtained from Dr. Herman Buschke. His email address is: buschke@aecon.yu.edu.

DUAL TASK

Date added: 4/10/02       Date dropped: 4/17/03
Reference: Devised for this project

DUAL  This task measures the effects of divided attention that can be done by very mildly and mildly demented participants as well as healthy older participants. Participants first complete a letter trails task similar to Trailmaking A in which they draw a line through a sequence of letters from A to Z on an 8.5- x 11-inch sheet of paper. The letters are placed so that it is possible to connect the entire 26-letter sequence without crossing any previously drawn line. The length of time it takes to finish this task is noted. Then the participant is asked to count backward by 1s from 100. This continues for the length of time the participant required to mark the alphabet trail. For both these single tasks the participant is instructed to work as quickly and as accurately as possible. Finally, the participant is asked to perform the two tasks simultaneously.

Time and errors are scored according to manual.

ENTERTAINMENT QUESTIONNAIRE

Date added: 7/79       Date dropped: 6/82

PSY034  ENTERTAINMENT QUESTIONNAIRE: RECALL T1
Range: 0 - 12       High score = good

PSY035  ENTERTAINMENT QUESTIONNAIRE: RECALL &/OR RECOG T1
Range: 0 - 12       High score = good
HALSTEAD-REITAN TACTILE/SENSORY

Date added: 6/82 Date dropped: 12/1/88


PSY051 REITAN # ERRORS FINGER AGNOSIA RIGHT

Finger agnosia (PSY051 and PSY052) is Item 17a of the Halstead battery. Score is # of errors.

Range = 0 - 20 High score = poor

PSY052 REITAN # ERRORS FINGER AGNOSIA LEFT

Finger agnosia (PSY051 and PSY052) is Item 17a of the Halstead battery. Score is # of errors.

Range = 0 - 20 High score = poor

PSY053 REITAN # ERRORS FINGER NUMBER WRITING RIGHT

Finger number writing is Item 25 from the Halstead battery. Score is # of errors.

Range = 0 - 20 High score = poor

PSY054 REITAN # ERRORS FINGER NUMBER WRITING LEFT

Finger number writing is Item 25 from the Halstead battery. Score is # of errors.

Range = 0 - 20 High score = poor

Summary score = PSY051 + PSY052 + PSY053 + PSY054
Range: 0 - 80 High score = poor

HALSTEAD-REITAN ASTEREOGNOSIS Item 26, Halstead Battery

Date added: 6/82 Date dropped: 3/15/95

PSY055 REITAN # ERRORS COINS SINGLY RIGHT

Range = 0 - 3 High score = poor

PSY056 REITAN # ERRORS COINS SINGLY LEFT

Range = 0 - 3 High score = poor

PSY057 REITAN # ERRORS COINS BOTH RIGHT

Range = 0 - 3 High score = poor

PSY058 REITAN # ERRORS COINS BOTH LEFT

Range = 0 - 3 High score = poor
Summary score = PSY055 + PSY056 + PSY057 + PSY058
Range = 0 - 12
High score = poor

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**LINE BISECTION TEST**

Date added: 12/83  Date dropped: 8/8/86


Details of administration and scoring are provided in the reference. The participant chooses the first hand (right or left) to use.

PSY138  LINE BISECT, R HAND OMISSIONS RT.
PSY139  LINE BISECT, R HAND OMISSIONS LFT.
PSY140  LINE BISECT, R HAND OMISSIONS CTR.
PSY142  LINE BISECT, R HAND RT., NO. LINES RT.
PSY143  LINE BISECT, R HAND RT., % LINES RT.
PSY144  LINE BISECT, R HAND RT., NO. LINES LFT.
PSY145  LINE BISECT, R HAND RT., % LINES LFT.
PSY146  LINE BISECT, R HAND RT., NO. LINE CTR.
PSY149  LINE BISECT, R HAND LFT., NO. LINES RT.
PSY150  LINE BISECT, R HAND LFT., % LINES RT.
PSY151  LINE BISECT, R HAND LFT., NO. LINES LFT.
PSY152  LINE BISECT, R HAND LFT., % LINES LFT.
PSY153  LINE BISECT, R HAND LFT., NO LINES CTR.
PSY156  LINE BISECT, R HAND CTR., NO LINES RT.
PSY157  LINE BISECT, R HAND CTR., % LINES RT.
PSY158  LINE BISECT, R HAND CTR., NO LINES LFT.
PSY159  LINE BISECT, R HAND CTR., % LINES LFT.
PSY160  LINE BISECT, R HAND CTR., NO. LINES CTR.
PSY163  LINE BISECT, R HAND TIME
PSY167  LINE BISECT, L HAND OMISSIONS RT.
PSY168  LINE BISECT, L HAND OMISSIONS LFT.
PSY169  LINE BISECT, L HAND OMISSIONS CTR.
PSY171  LINE BISECT, L HAND RT., NO. LINES RT.
PSY172  LINE BISECT, L HAND RT., % LINES RT.
PSY173  LINE BISECT, L HAND RT., NO LINES LFT.
PSY174  LINE BISECT, L HAND RT., % LINES LFT.
PSY175  LINE BISECT, L HAND RT., NO. LINES CTR.
PSY178  LINE BISECT, L HAND LFT., NO LINES RT.
PSY179  LINE BISECT, L HAND LFT., % LINES RT.
PSY180  LINE BISECT, L HAND LFT., NO LINES LFT
PSY181  LINE BISECT, L HAND LFT., % LINES LFT.
PSY182  LINE BISECT, L HAND LFT., NO. LINES CTR.
PSY185  LINE BISECT, L HAND CTR., NO LINES RT.
PSY186  LINE BISECT, L HAND CTR., % LINES RT.
PSY187  LINE BISECT, L HAND CTR., NO. LINES LFT.
PSY188  LINE BISECT, L HAND CTR., % LINES LFT.
PSY189  LINE BISECT, L HAND CTR., NO. LINES CTR.
PSY192  LINE BISECT, L HAND TIME

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LURIA-NEBRASKA NEUROPSYCHOLOGICAL BATTERY

Date added: 6/82  Date dropped: 10/31/91


The score is the number of incorrectly executed motor tasks.
PSY045  LURIA MOTOR: OPPOSITE KNOCKS # ERRORS
Item 48 on Luria-Nebraska Motor Function scale. The score is the number of incorrectly executed motor tasks.
Range: 0 - 10  High score = poor

PSY046  LURIA MOTOR: HAND SQUEEZES # ERRORS
Item 49 on Luria-Nebraska Motor Function scale. The score is the number of incorrectly executed motor tasks.
Range: 0 - 4  High score = poor

PSY047  LURIA MOTOR: KNOCK 1 LEFT 2 RIGHT # ERRORS
Item 50 on Luria-Nebraska Motor Function scale. The score is the number of incorrectly executed motor tasks.
Range: 0 - 4  High score = poor

PSY048  LURIA MOTOR: OPPOSITE INTENSITY # ERRORS
Item 51 on Luria-Nebraska Motor Function scale. The score is the number of incorrectly executed motor tasks.
Range: 0 - 4  High score = poor

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LURIA-NEBRASKA NEUROPSYCHOLOGICAL BATTERY
(Subtest of the Seashore Tests of Musical Talent;)

PSY136  LURIA RHYTHM ERRORS PITCH
Date added: 4/14/83  Date dropped: 8/31/96
Items 52, 53, and 54 from Luria-Nebraska Rhythm. Score is numbers of errors.
Range: 0 - 16  High score = poor

PSY242  HAPPY BIRTHDAY
Date added: 4/19/84  Date dropped: 2/26/92
Item 57, Luria-Nebraska Rhythm
Range: 0 - 1  High score = poor
LURIA RHYTHM ERRORS NUMBER

Date added: 4/14/83          Date dropped: 8/31/96

Items 58, 59, and 60, Luria-Nebraska Rhythm. Score is number of errors.
Range: 0 - 10          High score = poor

POSITIVE AND NEGATIVE AFFECT SCHEDULE (PANAS) First Administration

Date added: 4/93          Date dropped: 11/94


This 20 item test was given twice. The first administration was the first measure of the psychometric battery and the second administration was at the end of the testing. The data include all 20 items of the first administration and all 20 items of the second administration.

PANAS1 - PANAS20  1 = YES, 0 = NO, Response to each word

PANASP  Positive affect at first administration
Range 0 - 10          Score is number of YES answers to items 1, 3, 5, 9, 10, 12, 14, 16, 17, 19

PANASN  Negative affect at first administration
Range 0 - 10          Score is number of YES answers to items 2, 4, 6, 7, 8, 11, 13, 15, 18, 20

POSITIVE AND NEGATIVE AFFECT SCHEDULE (PANAS) Second Administration

Date added: 4/93          Date dropped: 11/94


PANAS21 - PANAS40  1 = YES, 0 = NO, Response to each word

PANASPR  Positive affect at second administration
Range 0 - 10  
Score is number of YES answers in items 21, 23, 25, 29, 30, 32, 34 36, 37, 39

PANASNR  
Negative affect at second administration

Range 0 - 10  
Score is number of YES answers in items 22, 24, 26, 27, 28, 31, 33, 35, 38, 40.

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REACTION TIME TESTS

Date added: 3/1/99  
Date dropped: 9/6/01


SIMPLERT  
SIMPLE REACTION TIME TEST

Median reaction time from four blocks of nine trials each (total = 36) of key press (“X” for left handers, “M” for right handers) with the index finger in response to the appearance of a square in the middle of a laptop computer screen following preparatory intervals (PI) of 1, 2, or 3 seconds indicated by the written phrase ‘Get Ready’ printed in the center of the screen.

Four 1-second, three 2-second, and two 3-second PI trials are randomized within a block (order varies). The inter-trial interval is 500 ms. Each trial is terminated with the key press. Six practice trials with two 1-second, two 2-second, and two 3-second PIs precede the 36 trials. Participant was instructed to keep their index finger on key throughout the entire experiment. If the key was pressed too soon, the phrase “not yet” appeared on the screen and the trial was repeated.

Instructions, provided verbally and appearing on the screen before the start of the test read as follows:

“Please rest your wrists on the keyboard in a way where you avoid pressing any keys beside the one you will be asked to press. You will see the words “Get Ready” on the screen, followed by a square. As soon as the square appears, hit the square button. If you press the button before the square appears, you will see the words “Not Yet” on the screen. If you hit an incorrect button, the word “Wrong” will appear on the screen.”

CHOICERT  
CHOICE REACTION TIME TEST (NO DISTRACTION)

This task was similar to the simple reaction time task but there were four blocks of 18 trials each (total trials = 72). On half of the 18 trials in a block, the stimulus is “X” and on the other half the stimulus is “O.” Participant pressed the “X” key
(marked with an “X”) if the stimulus was “X” and the “M” key (marked with an “O”) if the stimulus was “O.” Within a block there were four 1-second, three 2-second, and two 1-second PIs for the “X” stimuli and a like number of “O” stimuli. Trials were randomized within a block. There were six practice trials, one for each stimulus (X, O) at each PI (1, 2, or 3 seconds). If the wrong key was pressed the word “Wrong” appeared on the screen.

Instructions: “Please rest your wrists on the keyboard so that you avoid pressing any keys beside the one you will be asked to press. You will see the words, “Get Ready” on the screen followed by an X or an O. If an X appears, hit the X button, and if an O appears, hit the O button. Press the correct key as soon as the X or O appears. If you press the button before the X or O appears, you will see the words, “Not Yet” on the screen. If you hit an incorrect button, the word “Wrong” will appear on the screen.”

INTERFRT CHOICE REACTION TIME WITH DISTRACTION

Identical to the choice reaction time experiment but done while listening to a tape recording of a weather report.

Instructions are identical to above except they begin with the sentence: “This test is the same as the last test except that you will hear a recording of a weather report during the test.”

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SENTENCE FORMULATION

Date added: 2/22/84 Date dropped: 8/15/91
Reference: Devised for this project.

The participant was asked, "Tell me a sentence". After verbally stating a sentence, the participant was asked, "Please write it for me." Beginning 7/29/89 the sentence was tape-recorded; the tapes are available in the MAP office.

PSY201 SENTENCE FORMULATION REQUEST

1 = Yes, a verbal sentence was produced
0 = No, a verbal sentence was not produced

PSY210 WRITTEN: CURSIVE 1 PRINTED 2 ILLEGIBLE 3

1 = sentence written in cursive
2 = sentence printed
3 = sentence written illegibly
PSY253  **SENTENCE GENERATION**

Date added: 5/6/92  Date dropped: 7/1/96

Reference: Devised to collect data for replication of earlier analyses of PSY201.

The participant is asked to "Write any complete sentence on this piece of paper."

1 = Participant was engaged in the task and produced recognizable words.

"C", "M", "R", "T" are other scores that may apply.

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STROOP

Date added: 11/21/96  Date dropped: 7/24/00


MDNRTC  MDNRTI  MDNRTN  ERRORC  ERRORI  ERRORN

Administered and scored on computer. Scoring consists of median latencies and errors scored for each of the three different conditions: neutral, congruent, incongruent.

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SYNTAX IN WRITTEN SENTENCES

Date added: 2/22/84  Date dropped: 7/1/96

**DEVELOPMENTAL SENTENCE SCORING (DSS)**


DSS was developed to analyze the growth of children's language. Points are assigned to eight categories of grammatical constructions based on the order or emergence of different forms in children's speech. An utterance total (derived by summing together the total points for each category plus 1 point if the utterance is a grammatical sentence) and/or a language sample average can be computed. The categories of personal pronouns and indefinite pronouns are combined into a single pronoun category and the categories of yes/no questions and wh-questions are combined into a single question category.
Mean length of utterance is widely used in child language literature as a measure of grammatical development. It is computed by totaling the number of words in each response.

Mean clause per utterance was developed as an alternative to MLU to assess the complexity of language samples obtained from older adults. Mean clause per utterance is computed by totaling the number of each main, embedded, and subordinate clause in a sentence.

Propositions are widely used in cognitive psychology to describe the semantic or propositional content of texts. A proposition corresponds to a basic idea. In general, each proposition is a predicate, expressing an action or state, a modification of a predicate such as a qualification, a quantification, or a negation, and connections between predicates, such as conjunction, disjunction, or contrast. The total number of propositions in each sentence is counted.
**TOKEN TEST**

Date added: 6/82  Date dropped: 1/17/90


<table>
<thead>
<tr>
<th>PSY130</th>
<th>TOKEN TEST # CORRECT PART 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range: 0 - 7</td>
<td>High score = good</td>
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<tr>
<th>PSY131</th>
<th>TOKEN TEST # CORRECT PART 2</th>
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<td>Range: 0 - 4</td>
<td>High score = good</td>
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<tr>
<th>PSY132</th>
<th>TOKEN TEST # CORRECT PART 3</th>
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<tr>
<td>Range: 0 - 4</td>
<td>High score = good</td>
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<tr>
<th>PSY133</th>
<th>TOKEN TEST # CORRECT PART 4</th>
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<tbody>
<tr>
<td>Range: 0 - 4</td>
<td>High score = good</td>
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<table>
<thead>
<tr>
<th>PSY134</th>
<th>TOKEN TEST # CORRECT PART 5</th>
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<tr>
<td>Range: 0 - 4</td>
<td>High score = good</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>PSY135</th>
<th>TOKEN TEST # CORRECT PART 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range: 0 - 13</td>
<td>High score = good</td>
</tr>
</tbody>
</table>

**Summary score** = PSY130 + PSY131 + PSY132 + PSY133 + PSY134 + PSY135

Range: 0 - 36  High score = good

**TRAILMAKING FORM A**


<table>
<thead>
<tr>
<th>PSY018</th>
<th>TRAILMAKING FORM A IN SECONDS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Date added: 7/79</td>
<td>Date modified to conform to UDS: 9/1/05</td>
</tr>
</tbody>
</table>

The score is the number of seconds spent in connecting 25 numbered circles in sequential order. A maximum of 180 seconds is allowed.

Range: 0 - 180  High score = poor

PSY018 5 recoded as TMA as of 9/1/05
TRAILMAKING FORM B


PSY252 TRAILMAKING FORM B IN SECONDS Trailmaking, Part B
Date added: 9/91 Date dropped: 1/27/94
Date reinstated: 3/24/94 Date modified to conform to UDS: 9/1/05

The score is the number of seconds spent in connecting numbered circles (1-13) alternately to letters of the alphabet (A-L) in sequential order. A maximum of 180 seconds is allowed.

Range: 0 - 180 Low score = good

PSY252 recoded as TMB as of 9/1/05

TRAIL300 TRAILMAKING FORM B IN SECONDS Trailmaking, Part B
Date added: 1/28/94 Date dropped: 3/23/94

This variable was dropped and the data purged from database. The 5-minute time limit was too long. The 3-minute time limit was reinstated

Range 0 – 300 Low score = good

VISUAL NEGLECT

Date added: 12/83 Date dropped: 12/31/89


PSY196 VISUAL NEGLECT LINES NEGLECTED RIGHT
Score is number of lines omitted
Range: 0 - 12 High score = poor

PSY197 VISUAL NEGLECT LINES NEGLECTED LEFT
Score is number of lines omitted
Range: 0 - 12 High score = poor

PSY198 VISUAL NEGLECT LINES NEGLECTED CENTER
Score is number of lines omitted
Range: 0 - 16 High score = poor
Summary score = PSY196 + PSY197 + PSY198

Range: 0 - 40          High score = poor

PSY199  VISUAL NEGLECT TIME (in seconds)

Range: 0 - 180         High score = poor

PSY200  VISUAL NEGLECT HANDEDNESS

1 = Right
0 = Left             High score = poor

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WECHSLER ADULT INTELLIGENCE SCALE (WAIS)

PSY020  WAIS COMPREHENSION

Date added: 7/79         Date dropped 12/2/88
Raw score according to WAIS manual
Range: 0 - 14             High score = good

PSY022  WAIS DIGIT SYMBOL

Date added: 7/79         Date modified to conform to UDS: 9/1/05
Raw score according to WAIS manual
Range: 0 - 90             High score = good

PSY089  DIGIT SYMBOL COPY

Date added: 12/83 only for those who could not do the Digit Symbol (PSY022)
8/5/86, for everyone      Date dropped: 10/03/96
Reference: Devised for this project.

Participant just copies the digits; no coding. A maximum of 90 seconds is allowed.
Range: 0 - 90              High score = good

PSY241  DIGIT SYMBOL, COPY TIME

Date added: 12/83 only for those who could not do the Digit Symbol (PSY022)
8/5/86, for everyone      Date dropped: 10/03/96
Reference: Devised for this project.

Time taken to complete Digit Symbol Copy (PSY089)
PSY245  INCIDENTAL MEMORY RECALL: TOTAL

Date added: 5/1/87  Date dropped: 8/15/91


Participant is asked to recall the Digit Symbol pairings. Score equals number of symbols recalled.

Range: 0 - 9  High score = good

PSY246  INCIDENTAL MEMORY RECALL: MATCHED

Date added: 5/1/87  Date dropped: 8/15/91

Same as PSY245 but score equals number of symbols recalled and correctly matched to numbers.

Range: 0 - 9  High score = good

WAIS PICTURE ARRANGEMENT

Date added: 5/15/84  Date dropped: 2/12/92


Only the first three items are administered. No time limits were used.

PSY230  WAIS PICTURE ARRANGEMENT COULD NOT DO

Range: 0 - 1  High score = could not do

PSY231  WAIS PICTURE ARRANGEMENT # CORRECT

Score is the number of correct sequences

Range: 0 - 3  High score = good

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WECHSLER ADULT INTELLIGENCE SCALE III (WAIS-III)

SIMILARITIES

Date added: 8/1/02
Date dropped from standard ADRC battery: 4/1/09, retained in ACS battery
Participant is asked how two objects or concepts are alike. Score reflect abstract reasoning abilities.

SIM Raw scored according to WAIS-III manual

Range: 0-33 High score = goo

WECHSLER MEMORY SCALE (WMS)


PSY001 WMS INFORMATION
Subtest I. Personal and Current Information

Date added: 7/79 Date dropped: 1/84

Scored according to WMS manual. The names of persons incumbent at the time of testing were scored as correct in Question 5 (the governor of Missouri) and Question 6 (the mayor of St. Louis). Similar questions were asked in the Clinical Assessment administered by physicians.

Range: 0 - 6 High score = good

PSY070 MAP INFORMATION Alternate form of WMS Information

Date added: 1/84 Date dropped: 8/14/91

Reference: Devised for this project.

This is a simplified version of WMS Information. It is scored for content accuracy by comparison with the current clinical assessment. The score is the sum of correct responses to Questions 1-6.

Range: 0 - 6 High score = good

PSY002 WMS ORIENTATION
Subtest II. Orientation

Date added: 7/79 Date dropped: 1/84

Scored according to WMS manual. Similar questions were asked in the Clinical Assessment administered by physicians.
MAP ORIENTATION  Alternate form of WMS Orientation  
Date added: 1/84  Date dropped: 8/14/91
Reference: Devised for this project.
Simplified version of WMS Orientation. Score is sum of correct responses to Questions 1-5.
Range: 0 - 5  High score = good

MAP MENTAL CONTROL  Simplified version of WMS Mental Control
Date added: 1/84  Date dropped: 10/31/91
Reference: Devised for this project.
Each of the three parts is scored in the same manner as WMS Mental Control (i.e., bonus points for rapid performance and penalties for errors).

PSY079  MAP MENTAL CONTROL COUNT BACK FROM 10
Range: 0 - 3  High score = good

PSY080  MAP MENTAL CONTROL SPELL NAME
Range: 0 - 3  High score = good

PSY081  MAP MENTAL CONTROL SERIAL COUNTING BY 2
Range: 0 - 3  High score = good

Summary score = PSY079 + PSY080 + PSY081
Range: 0 - 9  High score = good

PSY004  WMS LOGICAL MEMORY
Subtest IV.  WMS Logical Memory
Date added: 7/79  Date dropped: 9/1/05
Scored according to WMS manual.
Range: 0 - 23  High score = good

PSY073  WMS LOGICAL MEMORY DELAYED RECALL
Date added: 2/22/84  Date dropped: 6/16/91
This measure is administered 30 minutes after the first **WMS** Logical Memory presentation (PSY004), thus the placement among other tests varies for each individual. It is scored according to the standard instructions for the Logical Memory in the **WMS** manual (see PSY004).

<table>
<thead>
<tr>
<th>PSY251</th>
<th><strong>WMS LOGICAL MEMORY - 10 MINUTE RECALL</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Date added: 6/17/91</td>
<td>Date dropped: 9/1/05</td>
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</tbody>
</table>

Range = 0 - 23 High score = good

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**WMS LOGICAL MEMORY - VERBATIM SCORING**

Date added: 1/2/04 Date revised: 9/1/05


This is an alternate, verbatim scoring of the **WMS** Logical Memory stories A & B as used by Johnson et al. (2003). Record only those propositions that are recalled verbatim. No synonyms allowed.

**LMVERA** Story A: Range 0 – 35 High Score = good

**LMVERB** Story B: Range 0 – 34 High Score = good

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**MAP SENTENCE RECALL** Simplified WMS Logical Memory

Date added: 2/22/84 PSY074 and PSY076
Date added: 7/9/86 PSY239 and PSY240
Date dropped: 9/11/91

Reference: Devised for this project.

This procedure is administered immediately after the WMS Logical Memory Delayed Recall trial. Participant is asked to recall three sentences (PSY074) each containing only three pieces of information and then three sentences (PSY076) each containing only four pieces of information. Subsequently three additional phrases, each containing only two pieces of information (PSY239) and three additional phrases, each only one piece of information (PSY240) were added. The score is the sum of the pieces of information in the sentences repeated (almost verbatim). Some
minor omissions are allowed. If only one word in a two-word byte is repeated, a half point (.5) is allowed.

PSY074  SENTENCE RECALL 3 BYTES A+B+C  
Range: 0 - 9  High score = good

PSY076  SENTENCE RECALL 4 BYTES D+E+F  
Range: 0 - 12  High score = good

PSY239  SENTENCE RECALL 2 BYTES G+H+I  
Range: 0 - 6  High score = good

PSY240  SENTENCE RECALL 1 BYTE J+K+L  
Range: 0 - 3  High score = good

Summary score (until 9/86) = PSY074 + PSY076  
Range = 0 - 21  High score = good

Summary score (after 9/86) = PSY074 + PSY076 + PSY239 + PSY240  
Range = 0 - 30  High score = good

WMS DIGIT SPAN  Subtest V.  WMS Digit Span

Date added: 7/79  Date modified to conform to UDS: 9/1/05

Scored according to the WMS manual.

PSY005  DIGITS FORWARD  
Range: 0 - 8  High score = good

PSY005 recoded as variable DIGFOR as of 9/1/05

PSY006  DIGITS BACKWARD  
Range: 0 - 7  High score = good

PSY006 recoded as variable DIGBACK as of 9/1/05

PSY008  VISUAL DIGIT SPAN: SIMULTANEOUS

Date added: 7/79  Date dropped: 8/14/91

Reference: Devised for this project.

This procedure is modeled after the auditory digit span subtest of the Wechsler Memory Scale. Strings of numbers ranging in length from 2 to 8 digits are printed horizontally on cards. There are two cards with strings of each length. Presentation of each string is for as many seconds as there are digits on the card. If the first string of a particular length is passed, the second string with that number of digits is not administered. For example, the first card with a string of 2 digits is presented for 2 seconds; then the card is removed. If the participant repeats the 2 digits correctly, the first string of 3 digits is presented next for 3 seconds. If the participant does not repeat the first card with a string of 2 digits correctly, the second card with a string of 2 digits is presented for 2 seconds. Testing is discontinued when a participant fails to
repeat both of the strings of a particular length. The score is the number of digits in the longest string reported correctly.

**Range:** 0 - 8  \  **High score = good**

**PSY009 VISUAL DIGIT SPAN: SEQUENTIAL**

**Date added:** 7/79  \  **Date dropped:** 8/14/91

**Reference:** Devised for this project.

This procedure is also modeled after the auditory digit span subtest of the Wechsler Memory Scale. Single digits, rather than strings of digits, are printed on cards. The cards are grouped in sets of 2 through 8 cards. There are two sets of cards at each level (i.e., 2 through 8) or a total of 14 sets of cards. Cards are presented serially with each card shown for 1 second. After the last card in the group is taken away, the participant is asked to recite the numbers from the cards in that set in the order given. If the first set at a level is recited correctly, the second set at that level is not administered. For example, if the participant repeats the first set of 2 digits correctly, the first set of 3 cards is presented next. If the participant does not recite the 2 digits from the first set of 2 cards correctly, the second set of 2 cards is presented. Testing is discontinued when a participant fails to recite in the correct order the digits on both sets of cards at a particular level (i.e., number of cards in a set). The score is the number of digits in the longest set recited correctly.

**Range:** 0 - 8  \  **High score = good**

**WMS ASSOCIATE LEARNING: RECOGNITION**

**Date added:** 7/79  \  **Date dropped:** 1/2/04

**Reference:** Devised for this project.

A recognition trial for the pairs from the WMS Associate Learning subtest is administered immediately following the third recall trial of the WMS Associate Learning subtest. The stimulus word of each pair is printed in large type at the top of a card with four words (including the correct response) printed in smaller type horizontally below. The easy and hard pairs are interspersed, as in the WMS Associate Learning subtest, and are presented in a different random order than used on any of the recall trials. This recognition trial is scored in the same manner as the standard recall version except there is only one recognition trial.

**PSY013 WMS ASSOCIATES RECOGNITION: EASY**  \  **Easy pairs**  \  **Range:** 0 - 6  \  **High score = good**

**PSY014 WMS ASSOCIATES RECOGNITION: HARD**  \  **Hard pairs**  \  **Range:** 0 - 4  \  **High score = good**

**Summary score = (PSY013 divided by 2) + PSY014**

**Range:** 0 - 5  \  **High score = good**

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WISCONSIN CARD SORTING TEST: Computer Version 4, Research Edition

Date added: 2/19/04                      Date dropped: 12/31/08

References:


Computerized administration and scoring of the WCST according to Heaton et al. (1993). Note following change in procedure: the participant points to choice on the screen and the tester manipulates the mouse to make the response. The participant tells the tester if he or she wants to change the response and the tester clicks on the screen. See manual for definition of scores.

wcstpsc  Special score
         R = refused
         C = cognitive confusion
         I = physical difficulties
         M = examiner decided to not administer (cooperation not possible)
         A = all administered

wcstrad  Number trials administered
         Range: 0 - 128  High score = poor

wcsttote  Total errors
         Range: 0 - 128  High score = poor

wcsttottc  Total number correct trials
         Range: 0 - 128  High score = good

wcstperr  Perseverative responses
         Range: 0 - 126  High score = poor

wcstper  Perseverative errors
         Range: 0 - 126  High score = poor
wcstnpe  Nonperseverative errors
    Range: 0 - 128 High score = poor
wcstclre  Conceptual level responses (%)
    Range: 0 - 100 High score = good
wcstcatc  Categories completed
    Range: 0 - 6 High score = good
wcsttrcm  Trials to first category
    Range: 10 - 129 High score = poor
wcstfail  Failure to maintain set
    Range: 0 - 21 High score = poor
wcstlm   Learning to learn (%)
    Range: negative to positive High score = good

ZUNG DEPRESSION SCALE

Date added: 7/79                 Date dropped: 6/82

PSY036 ZUNG DEPRESSION: SDS SCALE AT T1


Raw scores were converted to SDS scores using the conversion table.
    Range: 0 - 100 High score = more depressed

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American Version of Nelson Adult Reading Test (AMNART)
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Bender Gestalt
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Benton Visual Retention Test – Form C
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