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Uniform Data Set C1 (UDS v 3.0) March 2015 Psychometric Battery

Test

Benson Complex Figure Copy, Immediate
Benson Complex Figure Copy, Delayed
Benson Complex Figure Copy, Recognition
Boston Naming Test
Category Fluency (Animals, Vegetables)

Trailmaking A

Trailmaking B

Verbal Fluency: Phonemic Test

Wechsler Memory Scale-Revised

Digit Span Forward
Digit Span Backward
Logical Memory Story A, Immediate
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Logical Memory Story B, Delayed

Variable Name

UDSBENTC
UDSBENTD
UDSBENRS
BOSTON
ANIMALS, VEG
TRAILA, TRAIL_C
TRAILARR, TRAILALI
TRAILB, TrailB_C
TRAILBRR, TRAILBLI
UDSVERFC, UDSVERFN
UDSVERNF, UDSVERLC
UDSVERLR, UDSVERLN
UDSVERTN, UDSVERTE
UDSVERTI
DIGIF, DIGIFLEN
DIGIB, DIGIBLEN
LOGIMEM
MEMUNITS, MEMTIME
## Uniform Data Set C2 (UDS v3.0) March 2015 Psychometric Battery

<table>
<thead>
<tr>
<th>Test</th>
<th>Variable Name</th>
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<tr>
<td>Benson Complex Figure Copy, Immediate</td>
<td>UDSBENTC</td>
</tr>
<tr>
<td>Delayed</td>
<td>UDSBENTD</td>
</tr>
<tr>
<td>Recognition</td>
<td>UDSBENRS</td>
</tr>
<tr>
<td>Category Fluency (Animals, Vegetables)</td>
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<tr>
<td>Craft Story 21 Immediate Recall</td>
<td>CRAFTVRS, CRAFTURS</td>
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<tr>
<td>Verbatim, Paraphrase</td>
<td></td>
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<tr>
<td>Delayed Recall</td>
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<tr>
<td>Verbatim, Paraphrase</td>
<td></td>
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<tr>
<td>Delay Time, Cue Needed</td>
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<tr>
<td>Multilingual Naming Test (MINT)</td>
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<tr>
<td>Number Span Test Forward</td>
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<tr>
<td>Number Span Backward</td>
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<tr>
<td>Trailmaking A</td>
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<td>Trailmaking B</td>
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<tr>
<td>Verbal Fluency: Phonemic Test</td>
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</table>

## Standard WU ADRC Psychometric Battery for participants enrolled after 3/15/2015

<table>
<thead>
<tr>
<th>Test</th>
<th>Variable Name</th>
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</thead>
<tbody>
<tr>
<td>Benson Complex Figure Copy, Immediate</td>
<td>UDSBENTC</td>
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<td>UDSBENTD</td>
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<tr>
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<tr>
<td>Category Fluency (Animals, Vegetables)</td>
<td>ANIMALS, VEG</td>
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<tr>
<td>Color Only Stroop</td>
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<tr>
<td>Craft Story 21 Recall, Immediate</td>
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<td>Delayed</td>
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<tr>
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<tr>
<td>Free and Cued Selective Reminding Test</td>
<td>SRTfree</td>
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Handedness

Multilingual Naming Test (MINT)

Number Span Test: Forward
Number Span Test: Backward
Simon Task
Slosson Oral Reading Test
Stroop Switch

Tapping Task
Trailmaking A

Trailmaking B

Verbal Fluency: Phonemic Test

Wechsler Adult Intelligence Scale
  Block Design
  Information

Wechsler Adult Intelligence Scale-R
  Digit Symbol

Wechsler Adult Intelligence Scale- III
  Letter-Number Sequencing

Wechsler Memory Scale
  Associate Learning
  Mental Control

Wechsler Memory Scale-Revised
  Logical Memory Story A, Immediate
  and Delayed

Word Fluency (S & P)

Standard WU ADRC Psychometric Battery for participants enrolled before 3/16/2015

Test |
-----|

Variable Name

Benson Complex Figure Copy, Immediate |
UDSBENTC

Benson Complex Figure Copy, Delayed |
UDSBENTD
Recognition

**Boston Naming Test**

Category Fluency (Animals, Vegetables)

Color Only Stroop

Craft Story 21 Recall, Immediate

Delayed

Time elapsed, cued

Free and Cued Selective Reminding Test

Simon Task

Stroop Switch

Switching Task (CVOE)

Tapping Task

Trailmaking A

Trailmaking B

Verbal Fluency: Phonemic Test

Wechsler Adult Intelligence Scale

- Block Design
- Information

Wechsler Adult Intelligence Scale-R

- Digit Symbol

Wechsler Adult Intelligence Scale- III

- Letter-Number Sequencing

Wechsler Memory Scale

- Associate Learning
- Mental Control

Wechsler Memory Scale-Revised

- Digit Span Forward and Backward
- Logical Memory Story A, Immediate and Delayed

Word Fluency (S & P)

Adult Children Study (ACS) Psychometric Battery

- Auditory Consonant Trigrams
- Benton Line Orientation
- Category Fluency (Animals)
- Free and Cued Selective Reminding Test
<table>
<thead>
<tr>
<th>Test</th>
<th>Code</th>
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<tr>
<td>Handedness</td>
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<td>Simon Task</td>
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<td>Color Only Stroop</td>
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<td>Stroop Switch</td>
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<td>Tapping Task</td>
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<tr>
<td>Trailmaking A and B</td>
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<tr>
<td>Wechsler Adult Intelligence Scale-III</td>
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<td>- Block Design</td>
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<td>- Information</td>
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<td>- Similarities</td>
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<td>Wechsler Memory Scale-III</td>
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<td>- Letter-Number Sequencing</td>
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<td>- Logical Memory I (Immediate)</td>
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<td>- Logical Memory II (Delayed)</td>
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<td>- Verbal Paired Associates</td>
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<td>American Version of Nelson Adult Reading Test (AMNART)</td>
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<td>Bender Gestalt</td>
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<td>Benton Visual Form Discrimination</td>
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<td>Benton Visual Retention Test – Forms C and D</td>
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<td>Bradburn Affect Scale</td>
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<td>Crossing-Off</td>
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<td>Digit Symbol (Standard form)</td>
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<td>Double Memory Test: Category Cued Recall</td>
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<td>Entertainment Questionnaire</td>
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<td>Halstead-Reitan</td>
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<td>- Astereognosis</td>
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<td>- Tactile/Sensory</td>
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<td>Line Bisection Test</td>
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<td>Luria-Nebraska Neuropsychological Battery</td>
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<td>Positive and Negative Affect Schedule (PANAS)</td>
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<td>Reaction Time</td>
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<td>Reading Span</td>
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<td>Sentence Formulation</td>
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<td>Sentence Generation</td>
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<tr>
<td>Stroop</td>
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<tr>
<td>Syntax in Written Sentences</td>
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</table>
Token Test
Visual Neglect
Wechsler Adult Intelligence Scale
   Comprehension
   Picture Arrangement
Weschsler Adult Intelligence Scale –R
   Digit Symbol, UDS enlarged version
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.
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").

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>
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<tbody>
<tr>
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<td>Date of psychometric assessment.</td>
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<tr>
<td>TESTER</td>
<td>Identification of tester. Coded by number.</td>
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<tr>
<td>PLACE</td>
<td>Where tested</td>
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<tr>
<td></td>
<td>1 = MAP office</td>
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<tr>
<td></td>
<td>2 = home</td>
</tr>
<tr>
<td></td>
<td>3 = nursing home</td>
</tr>
<tr>
<td></td>
<td>4 = hospital</td>
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<td></td>
<td>5 = daycare</td>
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## ADDITIONAL AVAILABLE INFORMATION

<table>
<thead>
<tr>
<th>BIRTH</th>
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</thead>
<tbody>
<tr>
<td>EDUC</td>
<td>Years of education</td>
</tr>
<tr>
<td>GENDER</td>
<td>Sex of participant 1 = man 2 = woman</td>
</tr>
<tr>
<td>SES</td>
<td>Socioeconomic status (Hollingshead index)</td>
</tr>
<tr>
<td></td>
<td>Range = 1 - 5 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 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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CRAFT STORY 21 RECALL (IMMEDIATE)

Date added: 3/16/2015


A brief story is read to the participant, who is then asked to retell it from memory immediately. The primary measure of performance is the number of story units recalled.

CRAFTVRS  Total Story units recalled, verbatim scoring

Range: 0-44  High Score = good

CRAFTURS  Total story units recalled, paraphrase scoring

Range: 0-25  High Score = good

BENSON COMPLEX FIGURE COPY

Date added: 3/16/2015


In this task, the participant is presented with a figure composed of geometric shapes and asked to reproduce the figure on the same page. The purpose of this test is to assess the participant’s visuoconstructional and visual memory functions. The accuracy of each shape and its placement is recorded.

UDSBENTC  Total score for copying the Benson figure

Range: 0-17  High Score = good

NUMBER SPAN TEST: FORWARD
The participant is read number sequences of increasing length and asked to repeat them. The longest span forward length is the length of the highest digit sequence the participant is able to repeat correctly. This is a widely used test of working memory (or attention).

**DIGFORCT**  Number of correct trials

Range: 0-14  
High Score = good

**DIGFORSRL**  Longest span forward

Range: 3-9  
High Score = good

**NUMBER SPAN TEST: BACKWARDS**

The participant is read number sequences at increasing length and then asked to repeat each sequence backwards. The primary measure of performance is the number of trials correctly reversed. The longest span backward length is the length of the highest digit sequence the participant is able to reverse. This is a widely used measure of working memory (attention).

**DIGBACCT**  Number of correct trials

Range: 0-14  
High Score = good

**DIGBACLS**  Longest span backward

Range: 2-8  
High Score = good

**TRAILMAKING A AND B**

[Link to previous versions used]

**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

**TRAILA_C**  TRAILMAKING FORM A NUMBER OF DIGITS CONNECTED

Date added: 3/24/94

Range: 0 – 24  High score = good

**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

**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

**TRAILBRR**  Number of commission errors
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

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

CRAFT STORY 21 RECALL (DELAYED)


The participant is asked to recall the story read to them at the beginning of the testing. This is a measure of delayed recall (episodic memory).

CRAFTDVR  Total story units recalled, verbatim scoring

Range: 0-44

High Score = good

CRAFTDRE  Total story units recalled, paraphrase scoring

Range: 0-25

High Score = good

CRAFTDTI  Delayed time

Range: Unknown

High Score = NA

CRAFTCUE  Cue (boy) needed

Range: 0-1

High Score = NA

BENSON COMPLEX FIGURE RECALL

Approximately 10 to 15 minutes after the subject copies the Benson Figure, the participant is asked to draw the figure again, by memory, on a blank page. The accuracy of each shape and its placement are recorded. The primary measure of performance is the total score for the 10-to-15 minute delayed drawing of the Benson figure.

**UDSBENTD**  Total score for drawing the Benson figure following delay

Range: 0-17  
High Score = good

**UDSBENRS**  Recognition of original stimulus among four options

Range: 0-1  
High Score = good

**MULTILINGUAL NAMING TEST (MINT)**

Date added: 3/16/2015


The participant is presented with 30 objects and asked to name the object that appears in front of them. This test measures the ability of the participant to orally label (name) objects. This test measures aphasia and object naming deficits.

**MINTTOTS**  Total score of correctly named items

Range: 0-32  
High Score = good

**MINTTOTW**  Total correct without semantic cue

Range: 0-32  
High Score = good
MINTSCNG  Number of Semantic cues given

Range: 0-32  
High Score = NA

MINTSCNC  Number correct with Semantic cues

Range: 0-32  
High Score = NA

MINTPCNG  Number of Phonemic cues given

Range: 0-32  
High Score = poor

MINTPCNC  Number correct with Phonemic cue

Range: 0-32  
High Score = NA

**VERBAL FLUENCY: PHONEMIC TEST**

Date added: 3/16/2015

References: Reproduced by permission of the author, Argye E. Hillis, MD; do not copy or distribute without author’s permission. Form created as part of the FTLD Module to the Uniform Data Set of the National Alzheimer’s Coordinating Center. Copyright © 2013 University of Washington.

In this task, the participant is told a letter of the alphabet (F) and asked to state as many words as possible that begin with that letter within 60 seconds. After 60 seconds, this is repeated with a second letter (L). The primary measure of performance is the total number of correct F-words and L-words.

UDSVERFC  Number of correct F-words produced in 1 minute

Range: 0-40  
High Score = good

UDSVERFN  Number of F-words repeated in 1 minute

Range: 0-15  
High score = poor

UDSVERNF  Number of non-F-words and rule violation errors in 1 minute

Range: 0-15  
High Score = poor
UDSVERLC Number of correct L-words produced in 1 minute

Range: 0-40 High Score = good

UDSVERLR Number of correct L-words repeated in 1 minute

Range: 0-15 High Score = poor

UDSVERLN Number of non-L-words and rule violation errors in 1 minute

Range: 0-15 High Score = poor

UDSVERTN Total number of F-words and L-words

Range: 0-80 High Score = good

UDSVERTE Total number of F-word and L-word repetition errors

Range: 0-30 High Score = poor

UDSVERTI Total number of non-F/L-words and rule violation errors

Uniform Data Set Neuropsychological Battery (UDS 3 C1) (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

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BENSON COMPLEX FIGURE COPY

Date added: 3/16/2015

Scored according to NACC UDS 3 scoring rules. The score is the number of correctly copied aspects of a Benson complex figure presented.

**UDSBENTC**  Total score for copying the Benson figure

Range: 0-17

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

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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

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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

TRAILA_C  TRAILMAKING FORM A NUMBER OF DIGITS CONNECTED

Date added: 3/24/94

Range:  0 – 24  High score = good

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.
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

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

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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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

BENSON COMPLEX FIGURE RECALL

Date added: 3/16/2015


UDSBENTD Total number of correctly drawn items of Benson figure recalled following delay

Range: 0-17

High Score = good

UDSBENRS Recognition of original stimulus among four options

Range: 0-1

High Score = good

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
BENSON COMPLEX FIGURE

Date added: 3/16/2015


In this task, the participant is presented with a figure composed of geometric shapes and asked to reproduce the figure on the same page. The purpose of this test is to assess the participant’s visuoconstructional and visual memory functions. The accuracy of each shape and its placement is recorded. Scored according to NACC UDS 3 scoring rules.

BENSON FIGURE COPY

UDSBENTC Total score for copying the Benson figure

Range: 0-17 High Score = good

BENSON FIGURE RECALL

UDSBENTD Total score for drawing the Benson figure from memory following delay

Range: 0-17 High Score = good

UDSBENRS Recognition of original stimulus among four options

Range: 0-1 High Score = good

RETURN TO TABLE OF CONTENTS

CATEGORY FLUENCY - ANIMALS AND VEGETABLES

Date added: 9/1/05 Link to previous version used 3/17/97 to 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

COLOR ONLY STROOP

Date added: 9/1/2014


The participant sees a word printed in one of these 4 different colors (red, blue, yellow, green) and is directed to say the color in which the word is typed. A microphone is used to capture response time. The examiner hits the labeled key that reflects the participant’s response, or hits the key labeled mic, for a mic error. A microphone error occurs when the participant’s initial response is not picked up by the mic, or when participant triggers the mic by some accidental means (a cough, touching microphone, etc.) that would render the response time for that item irrelevant. For any response in which the participant self-corrects the original response is keyed in to reflect the response that corresponds with the reaction time. A practice trial consists of 16 items. The actual task consists of 104 trials. Practice trials are not included in the scoring.

stroopcolor  Number of correct responses out of 104 trials
Range: 0 – 104  High score = good

CRAFT STORY 21

Date added: 3/16/2015


A brief story is read to the participant, who is then asked to retell it from memory immediately. The primary measure of performance is the number of story units recalled both immediately after story is presented and after a delay.

**CRAFT STORY RECALL (Immediate)**

- **CRAFTVRS** Total Story units recalled immediately after story presented, verbatim scoring
  - Range: 0-44
  - High Score = good

- **CRAFTURS** Total story units recalled immediately after story presented, paraphrase scoring
  - Range: 0-25
  - High Score = good

**CRAFT STORY 21 RECALL (Delayed)**

- **CRAFTDVR** Total story units recalled after delay, verbatim scoring
  - Range: 0-44
  - High Score = good

- **CRAFTDRE** Total story units recalled after delay, paraphrase scoring
  - Range: 0-25
  - High Score = good

- **CRAFTDTI** Delayed time
  - Range: Unknown
  - High Score = NA

- **CRAFTCUE** Cue (boy) needed
  - Range: 0-1
  - High Score = NA

**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 trials under free and then cued recall.

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

SRT1F  Free & Cued SRT: Trial 1 Free Recall
SRT1C  Free & Cued SRT: Trial 1 Cued Recall
SRT2F  Free & Cued SRT: Trial 2 Free Recall
SRT2C  Free & Cued SRT: Trial 2 Cued Recall
SRT3F  Free & Cued SRT: Trial 3 Free Recall
SRT3C  Free & Cued SRT: Trial 3 Cued Recall

There are two summary scores:

SRTfree  SRT1F + SRT2F + SRT3F
Range: 0 - 48
High score = good

SRT total  SRTfree + SRT1C + SRT2C + SRT3C
Range: 0 - 48
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

MULTILINGUAL NAMING TEST (MINT)

Date added: 3/16/2015


The participant is presented with 30 objects and asked to name the object that appears in front of them. This test measures the ability of the participant to orally label (name) objects. This test measures aphasia and object naming deficits.

MINTTOTS  Total score of correctly named items
Range: 0-32                        High Score = good

MINTTOTW  Total correct without semantic cue
Number Span Test: Forward

Date added: 3/16/2015

References: Reproduced by permission of the author, Joel Kramer, PsyD; do not copy or distribute without author’s permission. Form created as part of the Uniform Data Set of the National Alzheimer’s Coordinating Center, copyright © 2013 University of Washington.

The participant is read number sequences of increasing length and asked to repeat them. The longest span forward length is the length of the highest digit sequence the participant is able to repeat correctly. This is a widely used test of working memory (or attention).

DIGFORCT Number of correct trials
Range: 0-14 High Score = good

DIGFORS L Longest span forward
Range: 3-9 High Score = good

Number Span Test: Backwards
The participant is read number sequences at increasing length and then asked to repeat each sequence backwards. The primary measure of performance is the number of trials correctly reversed. The longest span backward length is the length of the highest digit sequence the participant is able to reverse. This is a widely used measure of working memory (attention).

**DIGBACCT**  Number of correct trials

Range: 0-14  
High Score = good

**DIGBACLS**  Longest span backward

Range: 2-8  
High 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 left 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. Practice trials are not included in the scoring.

switchCV  Number of correct responses on consonant/vowel choice block out of 40 trials
Range: 0-40  High score = good

switchOE  Number of correct responses on even/odd choice block out of 40 trials
Range: 0-40  High score = good

switchmixed  Number of correct responses on mixed consonant/vowel and even/odd block out of 52 trials
Range: 0-52  High score = good

switch  Percentage correct responses out of total 132 trials.
Range = 0 to 100  High score = good

STROOP SWITCH

Date added: 9/1/2014


The participant again sees a word (red, blue, yellow or green) printed in one of these 4 different colors. A prompt for either WORD or COLOR appears on the screen before each trial. If the prompt reads WORD, the participant reads the word. If the prompt reads COLOR, the participant says the color in which the word is written. A microphone is used to capture response time and examiner records on a paper answer sheet whether the response was correct, incorrect, self-corrected or a microphone error occurred. There are two practice trials containing 40 trials total, and the actual task consists of 88 items. Practice trials are not included in the scoring.

**stroopswitch**  Number of correct responses  out of 88 trials

Range 0 to 88  High score = good

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**TAPPING TASK**

Date added:  9/1/2014


The participant hears a set of tones that create a regular beat and is directed to tap the spacebar in time with the beat. After practicing tapping in time with the tones, the participant is told that the tones will discontinue after several repetitions but that they should continue to tap on the spacebar in the same rhythm until STOP appears on the screen. There are two practice trials before the actual test consisting of 24 trials total with a rhythm of 1250ms  . During the actual test, the tones are sounded at a rhythm of 1500 ms. and 109 trials are required. Practice trials are not included in the scoring.

**tapping**  Median response time out of 109 trials

Range:  Undefined  High Score = NA

**RETURN TO TABLE OF CONTENTS**

**TRAILMAKING A AND B**

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


**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

**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

**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

**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

**TRAILBRR**  
Number of commission errors
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

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

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 (WAIS-R)

Date added: 9/1/05

**WAIS-R DIGIT SYMBOL (Standard form)**

Date added: 9/1/05 Link to previous WAIS version used
Dropped: 9/1/2014
Date added back: 3/16/2015

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

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**

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**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**

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**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

**Summary score = PSY032 + PSY 033**

Range: 0 and above  
High score = good

**VERBAL FLUENCY: PHONEMIC TEST**

Date added: 3/16/2015

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In this task, the participant is told a letter of the alphabet (F) and asked to state as many words as possible that begin with that letter within 60 seconds. After 60 seconds, this is repeated with a second letter (L). The primary measure of performance is the total number of correct F-words and L-words.

**UDSVERFC**  
Number of correct F-words produced in 1 minute

Range: 0-40  
High Score = good

**UDSVERFN**  
Number of F-words repeated in 1 minute

Range: 0-15  
High score = poor

**UDSVERNF**  
Number of non-F-words and rule violation errors in 1 minute

Range: 0-15  
High Score = poor

**UDSVERLC**  
Number of correct L-words produced in 1 minute

Range: 0-40  
High Score = good

**UDSVERLR**  
Number of correct L-words repeated in 1 minute

Range: 0-15  
High Score = poor

**UDSVERLN**  
Number of non-L-words and rule violation errors in 1 minute

Range: 0-15  
High Score = poor
UDSVERTN  Total number of F-words and L-words
Range: 0-80  High Score = good

UDSVERTE  Total number of F-word and L-word repetition errors
Range: 0-30  High Score = poor

UDSVERTI  Total number of non-F/L-words and rule violation errors
Range: 0-30  High Score = poor

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Washington University ADRC Standard Psychometric Battery
For Follow-ups – UDS V3 C1-based
(Listed alphabetically)

BENSON COMPLEX FIGURE

Date added: 3/16/2015


In this task, the participant is presented with a figure composed of geometric shapes and asked to reproduce the figure on the same page. The purpose of this test is to assess the participant’s visuоconstructional and visual memory functions. The accuracy of each shape and its placement is recorded. Scored according to NACC UDS 3 scoring rules.

BENSON FIGURE COPY

UDSBENTC  Total score for copying the Benson figure
Range: 0-17  High Score = good

BENSON FIGURE RECALL

UDSBENTD  Total score for drawing the Benson figure from memory following delay
Range: 0-17  High Score = good

UDSBENRS  Recognition of original stimulus among four options
Range: 0-1  High Score = good

**BOSTON NAMING TEST (ODD NUMBERED ITEMS)**

Date added:  9/1/05  Link to previous versions used from 7/79-9/05


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.

**BOSTON**  Total correct
Range: 0 - 60  High score = good

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**CATEGORY FLUENCY - ANIMALS AND VEGETABLES**

Date added:  9/1/05  Link to previous version used 3/17/97 to 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

COLOR ONLY STROOP

Date added:  9/1/2014


The participant sees a word printed in one of these 4 different colors (red, blue, yellow, green) and is directed to say the color in which the word is typed. A microphone is used to capture response time. The examiner hits the labeled key that reflects the participant’s response, or hits the key labeled mic, for a mic error. A microphone error occurs when the participant’s initial response is not picked up by the mic, or when participant triggers the mic by some accidental means (a cough, touching microphone, etc.) that would render the response time for that item irrelevant. For any response in which the participant self-corrects the original response is keyed in to reflect the response that corresponds with the reaction time. A practice trial consists of 16 items. The actual task consists of 104 trials. Practice trials are not included in the scoring.

stroopcolor     Number of correct responses out of 104 trials

Range:  0 – 104     High score = good

CRAFT STORY 21

Date added:  3/16/2015


A brief story is read to the participant, who is then asked to retell it from memory immediately. The primary measure of performance is the number of story units recalled both immediately after story is presented and after a delay.

CRAFT STORY 21 RECALL (Immediate)
CRAFTVRS  Total Story units recalled immediately after story presented, verbatim scoring
Range: 0-44  High Score = good

CRAFTURS  Total story units recalled immediately after story presented, paraphrase scoring
Range: 0-25  High Score = good

CRAFT STORY 21 RECALL (Delayed)

CRAFTDVR  Total story units recalled after delay, verbatim scoring
Range: 0-44  High Score = good

CRAFTDRE  Total story units recalled after delay, paraphrase scoring
Range: 0-25  High Score = good

CRAFTDTI  Delayed time
Range: Unknown  High Score = NA

CRAFTCUE  Cue (boy) needed
Range: 0-1  High Score = NA

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 trials under free and then cued recall.
Range for each trial: 0-16  High score = good

SRT1F  Free & Cued SRT: Trial 1 Free Recall
SRT1C  Free & Cued SRT: Trial 1 Cued Recall
SRT2F  Free & Cued SRT: Trial 2 Free Recall
SRT2C  Free & Cued SRT: Trial 2 Cued Recall
SRT3F  Free & Cued SRT: Trial 3 Free Recall
SRT3C  Free & Cued SRT: Trial 3 Cued Recall

There are two summary scores:

SRTfree  SRT1F + SRT2F + SRT3F
         Range: 0 - 48  High score = good

SRT total  SRTfree + SRT1C + SRT2C + SRT3C
         Range: 0 - 48  High score = good

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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 left 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. Practice trials are not included in the scoring.

switchCV Number of correct responses on consonant/vowel choice block out of 40 trials
         Range: 0-40  High score = good

switchOE Number of correct responses on even/odd choice block out of 40 trials
The participant again sees a word (red, blue, yellow or green) printed in one of these 4 different colors. A prompt for either WORD or COLOR appears on the screen before each trial. If the prompt reads WORD, the participant reads the word. If the prompt reads COLOR, the participant says the color in which the word is written. A microphone is used to capture response time and examiner records on a paper answer sheet whether the response was correct, incorrect, self-corrected or a microphone error occurred. There are two practice trials containing 40 trials total, and the actual task consists of 88 items. Practice trials are not included in the scoring.

**Stroop Switch**

Date added: 9/1/2014


The participant again sees a word (red, blue, yellow or green) printed in one of these 4 different colors. A prompt for either WORD or COLOR appears on the screen before each trial. If the prompt reads WORD, the participant reads the word. If the prompt reads COLOR, the participant says the color in which the word is written. A microphone is used to capture response time and examiner records on a paper answer sheet whether the response was correct, incorrect, self-corrected or a microphone error occurred. There are two practice trials containing 40 trials total, and the actual task consists of 88 items. Practice trials are not included in the scoring.

**Stroop Switch**

Date added: 9/1/2014


The participant again sees a word (red, blue, yellow or green) printed in one of these 4 different colors. A prompt for either WORD or COLOR appears on the screen before each trial. If the prompt reads WORD, the participant reads the word. If the prompt reads COLOR, the participant says the color in which the word is written. A microphone is used to capture response time and examiner records on a paper answer sheet whether the response was correct, incorrect, self-corrected or a microphone error occurred. There are two practice trials containing 40 trials total, and the actual task consists of 88 items. Practice trials are not included in the scoring.
TAPPING TASK

Date added: 9/1/2014


The participant hears a set of tones that create a regular beat and is directed to tap the spacebar in time with the beat. After practicing tapping in time with the tones, the participant is told that the tones will discontinue after several repetitions but that they should continue to tap on the spacebar in the same rhythm until STOP appears on the screen. There are two practice trials before the actual test consisting of 24 trials total with a rhythm of 1250ms. During the actual test, the tones are sounded at a rhythm of 1500 ms. and 109 trials are required. Practice trials are not included in the scoring.

Median response time out of 109 trials

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<th>Range</th>
<th>High Score</th>
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</thead>
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</tbody>
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TRAILMAKING A AND B

Date added: 9/1/2005


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

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<thead>
<tr>
<th>Range</th>
<th>High score</th>
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<tbody>
<tr>
<td>0 - 150</td>
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TRAILA_C TRAILMAKING FORM A NUMBER OF DIGITS CONNECTED

Date added: 3/24/94
Range:  0 – 24      High score = good

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

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

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

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 (WAIS-R)

Date added: 9/1/05


WAIS-R DIGIT SYMBOL (Standard form)

Date added: 9/1/05  
Link to previous WAIS version used
Dropped: 9/1/2014
Date added back: 3/16/2015

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

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

Range: 0 - 7  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

WECHSLER MEMORY SCALE - REVISED (WMS-R)

Date added: 9/1/05

                   Link to previous WMS versions used

Antonio, Texas: Psychological Corporation.

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
        Range: 0 - 7         High score = good
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

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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
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.

### Auditory Consonant Trigrams

| Range: 0 to 60 | High score = good |

### 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.

| Range: 0 to 30 | High score = good |

### CATEGORY FLUENCY - ANIMALS

Date added: 7/14/05


Animals participants name as many different animals as they can for a minute.

| Range: 0 and above | High score = good |

### COLOR ONLY STROOP

Date added: 9/1/2014
The participant sees a word printed in one of these 4 different colors (red, blue, yellow, green) and is directed to say the color in which the word is typed. A microphone is used to capture response time. The examiner hits the labeled key that reflects the participant’s response, or hits the key labeled mic, for a mic error. A microphone error occurs when the participant’s initial response is not picked up by the mic, or when participant triggers the mic by some accidental means (a cough, touching microphone, etc.) that would render the response time for that item irrelevant. For any response in which the participant self-corrects the original response is keyed in to reflect the response that corresponds with the reaction time. A practice trial consists of 16 items. The actual task consists of 104 trials. Practice trials are not included in the scoring.

<table>
<thead>
<tr>
<th>stroopcolor</th>
<th>Number of correct responses out of 104 trials</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range: 0 – 104</td>
<td>High score = good</td>
</tr>
</tbody>
</table>

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 trials 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

SRT1F  Free & Cued SRT: Trial 1 Free Recall
SRT1C  Free & Cued SRT: Trial 1 Cued Recall
SRT2F  Free & Cued SRT: Trial 2 Free Recall
SRT2C  Free & Cued SRT: Trial 2 Cued Recall
SRT3F  Free & Cued SRT: Trial 3 Free Recall
SRT3C  Free & Cued SRT: Trial 3 Cued Recall

There are two summary scores:

SRTfree = SRT1F + SRT2F + SRT3F

Range: 0 - 48  High score = good

SRT total = SRTfree + 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

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.

simonnumber Number of correct responses on all 120 trials.
Range:  0 to 120                          High score = good

SIMON   Percentage correct responses on all 120 trials
Range 0 to 100                          High score = good

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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 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 left 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.  Practice trials are not included in the scoring.

switchCV  Number of correct responses on consonant/vowel choice block out of 40 trials
Range:  0-40                          High score = good

switchOE  Number of correct responses on even/odd choice block out of 40 trials
Range:  0-40                          High score = good

switchmixed  Number of correct responses on mixed consonant/vowel and even/odd block out of 52 trials
Range:  0-52                          High score = good

switch   Percentage correct responses out of total 132 trials.
Range = 0 to 100                          High score = good

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STROOP SWITCH

Date added: 9/1/2014


The participant again sees a word (red, blue, yellow or green) printed in one of these 4 different colors. A prompt for either WORD or COLOR appears on the screen before each trial. If the prompt reads WORD, the participant reads the word. If the prompt reads COLOR, the participant says the color in which the word is written. A microphone is used to capture response time and examiner records on a paper answer sheet whether the response was correct, incorrect, self-corrected or a microphone error occurred. There are two practice trials containing 40 trials total, and the actual task consists of 88 items. Practice trials are not included in the scoring.

stroopswitch Number of correct responses out of 88 trials

Range 0 to 88 High score = good

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TAPPING TASK

Date added: 9/1/2014


The participant hears a set of tones that create a regular beat and is directed to tap the spacebar in time with the beat. After practicing tapping in time with the tones, the participant is told that the tones will discontinue after several repetitions but that they should continue to tap on the spacebar in the same rhythm until STOP appears on the screen. There are two practice trials before the actual test consisting of 24 trials total with a rhythm of 1250ms. During the actual test, the tones are sounded at a rhythm of 1500 ms. and 109 trials are required. Practice trials are not included in the scoring.

Tapping Median response time out of 109 trials

Range: Undefined High Score = NA

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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

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

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.
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.

<table>
<thead>
<tr>
<th>block</th>
<th>WAIS-III Block Design</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range</td>
<td>0 to 68</td>
</tr>
<tr>
<td></td>
<td>High score = good</td>
</tr>
</tbody>
</table>

**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.

<table>
<thead>
<tr>
<th>inform</th>
<th>WAIS-III Information</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range</td>
<td>0 to 28</td>
</tr>
<tr>
<td></td>
<td>High score = good</td>
</tr>
</tbody>
</table>

**SIMILARITIES**

Date added: 7/14/05

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

<table>
<thead>
<tr>
<th>SIM</th>
<th>WAIS-III Similarities</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
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.

lmdelay 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 Relations

Range: 0 - 81 High score = good
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

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).

Range: 0 - 12 High score = poor

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
<table>
<thead>
<tr>
<th>Code</th>
<th>Test Name</th>
<th>Range</th>
<th>Scores Interpretation</th>
</tr>
</thead>
<tbody>
<tr>
<td>PSY122</td>
<td>RETROGRESSION</td>
<td>0 - 1</td>
<td>High score = poor</td>
</tr>
<tr>
<td>PSY123</td>
<td>PERSEVERATION</td>
<td>0 - 1</td>
<td>High score = poor</td>
</tr>
<tr>
<td>PSY124</td>
<td>COLLISION</td>
<td>0 - 1</td>
<td>High score = poor</td>
</tr>
<tr>
<td>PSY125</td>
<td>IMPOTENCE</td>
<td>0 - 1</td>
<td>High score = poor</td>
</tr>
<tr>
<td>PSY126</td>
<td>CLOSURE DIFFICULTY</td>
<td>0 - 1</td>
<td>High score = poor</td>
</tr>
<tr>
<td>PSY127</td>
<td>MOTOR INCOORDINATION</td>
<td>0 - 1</td>
<td>High score = poor</td>
</tr>
<tr>
<td>PSY128</td>
<td>ANGULATION DIFFICULTY</td>
<td>0 - 1</td>
<td>High score = poor</td>
</tr>
<tr>
<td>PSY129</td>
<td>COHESION</td>
<td>0 - 1</td>
<td>High score = poor</td>
</tr>
</tbody>
</table>

**BENTON VISUAL FORM DISCRIMINATION**

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


<table>
<thead>
<tr>
<th>Code</th>
<th>Test Name</th>
<th>Range</th>
<th>Scores Interpretation</th>
</tr>
</thead>
<tbody>
<tr>
<td>PSY247</td>
<td>VISUAL FORM DISCRIMINATION # CORRECT</td>
<td>0 - 16</td>
<td>High score = good</td>
</tr>
<tr>
<td>PSY248</td>
<td>VISUAL FORM DISCRIMINATION PERIPHERAL ERROR</td>
<td>0 - 16</td>
<td>High score = poor</td>
</tr>
<tr>
<td>PSY249</td>
<td>VISUAL FORM DISCRIMINATION MAJOR ROTATION</td>
<td>0 - 16</td>
<td>High score = poor</td>
</tr>
<tr>
<td>PSY250</td>
<td>VISUAL FORM DISCRIMINATION MAJOR DISTORTION</td>
<td>0 - 16</td>
<td>High score = poor</td>
</tr>
</tbody>
</table>
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

PSY236  BENTON FORM C ERRORS LEFT

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BENTON VISUAL RETENTION TEST – Form D

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


**PSY025 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

**PSY096 BENTON FORM D ERRORS: OMISSIONS**

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

**PSY097 BENTON FORM D ERRORS: DISTORTIONS**

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

**PSY098 BENTON FORM D ERRORS: PERSEVERATIONS**

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

**PSY099 BENTON FORM D ERRORS: ROTATIONS**

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

**PSY100 BENTON FORM D ERRORS: MISPLACEMENTS**

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

**PSY101 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

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

WECHSLER ADULT INTELLIGENCE SCALE - REVISED (WAIS-R)

DIGIT SYMBOL (Standard form)

Date added: 9/1/05  Date dropped: 9/1/2014  Date added back: 3/16/2015


DIGSYM  Administered and raw scored according to WAIS-R manual.
Range: 0 - 93  High score = good
DOUBLE MEMORY TEST: Category Cued Recall

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


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.

Range: 0 - 64      High score = good

This test can be obtained from Dr. Herman Buschke. His email address is: buschke@aecon.yu.edu.

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DUAL TASK

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

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.

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ENTERTAINMENT QUESTIONNAIRE


**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;)

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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

PSY137  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

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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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**READING SPAN**

Date added: 11/16/09  Date dropped: 9/1/2014

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

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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.

FIRST VB  MAIN VERB
PRONS  PRONOUNS (INDEFINITE AND PERSONAL)
SECONDVB  EMBEDDED AND SUBORDINATE VERBS
NEG  NEGATIVES
CONJ  CONJUNCTIONS
QUESTS  YES/NO & WH-QUESTIONS
SENT1  GRAMMATICAL SENTENCE
TOTAL  SUM OF THE ABOVE
MLU  MEAN LENGTH OF UTTERANCE

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.

MCU  MEAN CLAUSES PER UTTERANCE

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.

PROPTOT  COUNT FOR PROPOSITIONS


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.

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TOKEN TEST

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


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

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TRAILMAKING FORM A


<table>
<thead>
<tr>
<th>PSY018</th>
<th>TRAILMAKING FORM A IN SECONDS  Trailmaking. Part A</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

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. Recoded to TRAILA 2/25/2008 per UDS.

Range: 0 - 180 High score = poor

TMASEC TRAILA_C divided by TMA

Range: 0 and above High score = good

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

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. Recoded to TRAILB. 2/25/2008 per UDS.

Range: 0 - 180 High score = poor

TMBSEC TRAILB_C divided by TMB
**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

---

**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
PSY022 recoded as variable DIGSYM as of 9/1/05

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)
Range: 0 - 90      High score = poor

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.
WECHSLER ADULT INTELLIGENCE SCALE - REVISED (WAIS-R)

DIGIT SYMBOL (Enlarged Form)

Date added: 3/06/06                     Date dropped 3/16/2015


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

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 = good

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.

Range: 0 - 5
High score = good

PSY071 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).

Range = 0 - 23       High score = good
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
LMVERA   Story A: Range 0 - 35
LMVERB   Story B: Range 0 – 34          High Score = good
LMVERB   Story B: Range 0 - 34

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          High score = good
PSY074   Range: 0 - 9
PSY076   SENTENCE RECALL 4 BYTES D+E+F
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.

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Range</th>
<th>High Score</th>
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<tbody>
<tr>
<td>wcstpsc</td>
<td>Special score</td>
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<tr>
<td>R</td>
<td>refused</td>
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<tr>
<td>C</td>
<td>cognitive confusion</td>
<td></td>
<td></td>
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<tr>
<td>I</td>
<td>physical difficulties</td>
<td></td>
<td></td>
</tr>
<tr>
<td>M</td>
<td>examiner decided to not administer (cooperation not possible)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>A</td>
<td>all administered</td>
<td></td>
<td></td>
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<tr>
<td>wcstrad</td>
<td>Number trials administered</td>
<td>0 - 128</td>
<td>poor</td>
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<td>wcsttotc</td>
<td>Total number correct trials</td>
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<td>wcsttotc</td>
<td>Total errors</td>
<td>0 - 128</td>
<td>poor</td>
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<tr>
<td>wcstperr</td>
<td>Perseverative responses</td>
<td>0 - 126</td>
<td>poor</td>
</tr>
<tr>
<td>wcstperr</td>
<td>Perseverative errors</td>
<td>0 - 126</td>
<td>poor</td>
</tr>
<tr>
<td>wcstnpe</td>
<td>Nonperseverative errors</td>
<td>0 - 128</td>
<td>poor</td>
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<td>wcstclre</td>
<td>Conceptual level responses (%)</td>
<td>0 - 100</td>
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<td>wcstcatc</td>
<td>Categories completed</td>
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</table>
Range: 0 - 6                      High score = good

wcstrcm   Trials to first category
Range: 10 - 129                    High score = poor

wcstfail  Failure to maintain set
Range: 0 - 21                      High score = poor

wcstlrn   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

Index of Tests by Name

A
American Version of Nelson Adult Reading Test (AMNART)
Auditory Consonant Trigrams

B
Bender Gestalt
Benson Complex Figure Copy – Immediate, Delayed, Recognition
Benton Line Orientation
Benton Visual Form Discrimination
Benton Visual Relations Test – Form D
Benton Visual Retention Test – Form C
Boston Naming Test
   30 (Odd Numbered Items)
   60 Item Version
   85 Item Version
   Number Correct Object Cue
Number Correct Printed Cue
Bradburn Affect Scale

C
Category Fluency (Animals)
Category Fluency (Vegetables)
Color Only Stroop
Craft Story 21 Recall – Immediate and Delayed
Crossing Off

D
Double Memory Test: Category Cued Recall
Dual Task

E
Entertainment Questionnaire

F
Free and Cued Selective Reminding Test

G

H
Halstead-Reitan
Astereognosis
Tactile/Sensory
Handedness

I

J

K

L
Line Bisection Test
Luria-Nebraska Neuropsychological Battery
Motor
Rhythm

M
Multilingual Naming Test (MINT)

N
Number Span Test (Forward and Backward)
Positive and Negative Affect Schedule (PANAS)

Reaction Time
Reading Span

Sentence Formulation
Sentence Generation
Simon Task
Slosson Oral Reading Test
Stroop Switch
Switching Task (CVOE)
Syntax in Written Sentences

Tapping Task
Token Test
Trailmaking A and B

Verbal Fluency Phonemic Test: F & L
Visual Neglect

Wechsler Adult Intelligence Scale
Block Design
Comprehension
Digit Symbol
Digit Symbol Copy (MAP)
Incidental Memory Recall
Information
Picture Arrangement
Wechsler Adult Intelligence Scale-Revised
Digit Symbol – standard form
Digit Symbol – UDS enlarged form
Wechsler Adult Intelligence Scale-III
Block Design
Information

Similarities

Wechsler Memory Scale
Associate Learning
Digit Span
  Visual Digit Span: Sequential (MAP)
  Visual Digit Span: Simultaneous (MAP)
Information
  MAP Information
Logical Memory
  Verbatim Scoring (MAP)
Mental Control
  MAP Mental Control - Count Back From 10
  MAP Mental Control - Serial Counting by 2
  MAP Mental Control - Spell Name
Orientation
  MAP Orientation
Sentence Recall
  MAP Sentence Recall

Wechsler Memory Scale-Revised
  Digit Span Forward and Backward
  Logical Memory Story A Delayed
  Logical Memory Story A Immediate
    Verbatim Scoring (MAP)

Wechsler Memory Scale-III
  Letter-Number Sequencing
  Logical Memory I (Immediate) and II (Delayed)
  Verbal Paired Associates
Wisconsin Card Sorting Test
Woodcock-Johnson Spatial Relations
Word Fluency (S & P)

X

Y

Z
  Zung Depression Scale

Index of Tests by Variable Name
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lm延迟
LMVERA
LMVERB
LOGIMEM
logmem
MCU
MDNRTC
MDNRTI
MDNRTN
MEMTIME
MEMUNITS
MENTCONT
MINTTOTS
MINTTOTW
MINTSCNG
MINTSCNC
MINTPCNG
MINTPCNC
MLU
NEG
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PANAS21-PANAS40
PANASN
PANASNR
PANASP
PANASPR
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PROPTOT
PSY27
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PSY013
PSY014
PSY017
PSY017L
TRAILB
TRAILB_C
TRAILBRR
TRAILBLI
trigrams
UDSBENTC
UDSBENTD
UDSBENRS
UDSVERFC
UDSVERFN
UDSVERNF
UDSVERLC
UDSVERLR
UDSVERLN
UDSVERTN
UDSVERTE
UDSVERTI
VEG
WAIS
westcate
westclre
westfail
westlm
westmpe
westpere
westperr
westspsc
westtote
westtrad
westtrem
wordflu