



# MarkVCID Neuropsychological Testing Battery Worksheets

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By the MarkVCID Clinical Data, Physiological Data & Cognitive Assessments Subcommittee (Deborah Blacker, MD, ScD, Chair) and Coordinating Center (PI Steven Greenberg, MD, PhD).

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# MarkVCID MoCA & Neuropsychological Testing Battery Worksheets

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Before using these worksheets, please read the MarkVCID Evaluator's Instructions Manual for the Neuropsychological Testing Battery.

# **MoCA Worksheets**

Corresponds with NACC Form C2 Neuropsychological Battery Scores (UDS 3)

Subject ID	Date / /	Examiner's initials

S End Begin	A B 2			Copy		Praw CLOCK (	Ten past elev	ven)	POINTS
O	[ ]			[ ]	[ Cor		] mbers	[ ] Hands	/5
NAMING					£ 1				/3
MEMORY repeat them. Do 2 trial Do a recall after 5 minu	Read list of words, subject s, even if 1st trial is successful. utes.		FA 1st trial nd trial	CE VEL	.VET	CHURCH	DAISY	RED	No points
ATTENTION	Read list of digits (1 digit/		ubject has to republect has to republect				[ ] 2 1 [ ] 7 4	8 5 4 2	/2
Read list of letters. The	subject must tap with his h	nand at each				FAKDEAA	AJAMOF	AAB	/1
Serial 7 subtraction starting at 100 [ ] 93 [ ] 86 [ ] 79 [ ] 72 [ ] 65 4 or 5 correct subtractions: 3 pts, 2 or 3 correct: 2 pts, 1 correct: 0 pt				/3					
LANGUAGE  Repeat: I only know that John is the one to help today. [ ]  The cat always hid under the couch when dogs were in the room. [ ]				/2					
Fluency / Name maximum number of words in one minute that begin with the letter F [ ] (N ≥ 11 words)				/1					
ABSTRACTION	Similarity between e.g. ba	nana - orang	e = fruit [	] train – bi	cycle [	] watch - r	uler		/2
Optional	Has to recall words WITH NO CUE Category cue	FACE [ ]	VELVET [ ]	CHURCH [ ]	DAIS []	Y RED	Points for UNCUED recall only		/5
ORIENTATION	Multiple choice cue	] Month	[ ] Year	[]0	av	[ ] Place	[ ] C	itv	/6
© Z.Nasreddine MI	0. 40		ocatest.org		mal ≥26		69 85		/30
							Add 1 point if	– ≤ 12 yr edu	

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## **Verbal Fluency – F-Word Worksheet**

Corresponds with NACC Form C2 Neuropsychological Battery Scores (UDS 3)

This is the response form to record all responses or F-word fluency on the MoCA. Instructions for verbal fluency administration are included in the MoCA section of the MarkVCID Evaluator's Instructions Manual.

Say: "Tell me as many words as you can think of that begin with a certain letter of the alphabet that I will tell you in a moment. You can say any kind of word you want, except for proper nouns (like Bob or Boston), numbers, or words that begin with the same sound but have a different suffix, for example, love, lover, loving. I will tell you to stop after one minute. Are you ready? [Pause] Now, tell me as many words as you can think of that begin with the letter F. [Time for 60 sec]. Stop."

## PROMPTS:

If the subject pauses for 15 seconds:

Say "Keep going." - or - "What other words beginning with "F" can you think of?"

If the subject gives three consecutive words that do not start with the designated letter (provide this prompt only once):

Say "We are now using the letter F."

Complete the worksheet below and enter the scores here.

#### Record **F** responses:

1.	11.	21.	31.
2.	12.	22.	32.
3.	13.	23.	33.
4.	14.	24.	34.
5.	15.	25.	35.
6.	16.	26.	36.
7.	17.	27.	37.
8.	18.	28.	38.
9.	19.	29.	39.
10.	20.	30.	40.

SCORING	Number of correct <b>F-words</b> generated in 1 minute (0–40)	
	Number of <b>F-words</b> repeated in 1 minute (0–15)	. ——
	Number of <b>non-F-words</b> and rule violation errors in 1 minute (0–15)	

If number of correct F-words in 1 minutes is greater than or equal to 11, enter 1 on MarKVCID e-Case Report Form MoCA #12, otherwise enter 0.

Insert the three additional scores in the MarkVCID e-Case Report Form NP Testing Battery #6b-d.

		INDEX SCORES					
ITEMS	Points towards total score	Memory***	Executive	Attention/ concentration	Language	Visuospatial	Orientation
Trails	1	_	1	_	_		_
Cube	1	_	_	_	_	1	_
Clock Circle	1	_	1	_	_	1	_
Clock Hands	1	_	1	_	_	1	_
Clock Time	1	_	1	_	_	1	_
Language Naming	3	_	_	_	3	3	_
Memory: Registration (2 learning trials, total possible = 10)	0, not scored	-	-	Immediate recall, 2 trials total, max=10	-	_	_
Attention: Digits	2	_	2	2	_	_	_
Attention: Letter A	1	_	1	1	_	_	_
Attention: Serial 7s	3	_	3	3	_	_	_
Language: Repetition	2	_	_	2	2	_	_
Language: Fluency	1	_	1	_	1	_	_
Abstraction	2	_	2	_	-	_	_
Delayed Recall with no cue	5	=3x number words recalled freely (max=15)	_	-	_	_	_
Delayed Recall with category cue	0**	=2x number of words retrieved with category cue (max=10)	-	-	-	_	_
Delayed Recall, recognition	0**	=1x number of words recognized (max=5)	_	-	_	_	_
Orientation: date	1	_	_	_	_	_	1
Orientation: month	1	_	_	_	-	_	1
Orientation: year	1	-	_	_	-	-	1
Orientation: day	1	-	_	_	_	-	1
Orientation: place (name)	1	-	_	_	-	-	1
Orientation: city	1	-	_	_	_	-	1
Totals	30	15	13	18	6	7	6

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<sup>\*\*</sup>The standard administration of the MoCA does not score category and recognition responses, even if administered.

<sup>\*\*\*</sup>If all five words are freely recalled, then cued and category recall are not administered and the total score would be 15 (3 points for each word recalled). After free recall, category cues are given only for items not recalled. Each word correct with category cue is awarded 2 points. After category cues, only words not correct are then tested with recognition. Award 1 point for each word correct on recognition (max=5).

# **Craft Story 21 Recall (Immediate) Worksheets**

Corresponds with NACC Form C2 Neuropsychological Battery Scores (UDS 3)

C	ctions aloud. Then read ne everything you can ry is"
•	
tration ended	d:
IM SCORING)	):/44
SE SCORING)	):/ 25
	all (immediate)
Γ	ΓΙΜ SCORING

As soon as the story is over, give the recall instruction:

SAY: "Now tell me the story I just told you. Try to remember as much as you can."

Record the participant's recall, writing between the lines of the story above. For rapid and accurate transcribing of the story, use abbreviations as needed, omit filler words and irrelevant verbiage, and if absolutely necessary, say "A little slower, please," rather than miss story elements. Make sure your transcription of the story is legible before proceeding.

After transcribing the story, you must give the delayed recall cue.

SAY: "Later on, I will ask you to tell me this story again, so try not to forget it." Note the time so that later you can calculate the time that has elapsed between Craft Story 21 Recall (Immediate) test and the Craft Story 21 Recall (delayed) test.

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### Craft Story 21 RECALL (Immediate): Verbatim SCORING

PERFECT VERBATIM RESPONSE (1.0 POINT): Give the subject 1 point for every part for which content words are recalled exactly and completely. Allowances can be made for variations of verbs (e.g., "likes" for "liked," "join" for "joining") and minor omissions (e.g., "neighbor" for "neighbor's") or changes in number (e.g., "games" for "game"). The content words do not need to be recalled by the subject in the same order they were read to receive credit. The words can appear anywhere in the recall.

Maria's	
child	
Ricky	
played	
soccer	
every	
Monday	
three thirty	
he	
liked	
going	
field	
behind	
their	
house	
joining	
game	
one	
day	
he	
kicked	
ball	
SO	

hard	
it	
went	
over	
neighbor's	
fence	
three	
large	
dogs	
lived	
dogs'	
owner	
heard	
loud	
barking	
came	
out	
helped	
them	
retrieve	
ball	
Total	

#### **SCORING**

Number of items recalled for verbatim scoring: Immediate Recall Score: /44 maximum

Insert the score in the MarkVCID e-Case Report Form NP Testing Battery #1b Craft Story 21 recall (immediate)

# **GUIDELINES FOR PARAPHRASE SCORING, Craft Story 21**

Item	General rule	Alternative 1-point responses	0-point responses Points
Maria's	"Maria" or a variant of the name	Mary, Marie	Martha, Anna
child	"child" or a phrase denoting it was a young person	son, kid, boy, teenager, young man	guy, children, daughter
Ricky	"Ricky" or a variant of the name	Rick, Rich, Richie, Richard, Ricardo	Randy, Rusty, Robert
played	"played" is required	to play, plays	did (soccer)
soccer	"soccer" is required	futbol	baseball, volleyball, other sport
every Monday	"Monday" or an indication that it occurred on a weekday	_	every day, another day of the week
at 3:30	an indication that the activity took place in the afternoon	after school, every afternoon	after dinner, at night, in the morning
He liked going to the field	an indication that he went to an outdoor area	went outside, went to the yard, going to the backyard	went to the school, gym
behind their house	"house" or word denoting a house	home, residence, where they lived	any other building
and joining	an indication that he participated in a game	played w/ other kids, became part of the team, playing w/ the team	watching, played in the park
the game.	"game" in any context	_	_
One day	"One day" is required	_	_
he kicked	indication that he performed the activity with his foot	booted, punted	threw, hit (with no mention of the foot)
the ball	"Ball" is required	football, soccer ball	baseball, volleyball
so hard	an indication that force was used	so much force, so strongly, (kicked it) so far	_
that it went over	"Over" is required	_	_
the neighbor's	an indication that the person lived in the same area	nearby resident	friend's
fence	"fence" or a word denoting a fence of some kind	garden wall, wall	property line, street
where three	"Three" is required	three (boys)	_
large dogs lived.	an indication that there were dogs present	hounds, doggies	puppies, cats, kittens, other animals
the dogs' owner	an indication that the person was responsible for the dogs	neighbor (if owner implied and "neighbor" mentioned twice)	a bystander, the police
heard loud barking	an indication that the dogs were making noise	yelping, baying, yapping, heard the dogs	saw the dogs running around
came out	a word or phrase indicating that the owner was present	(owner) saw the ball	his mother came out, the dogs came out
and helped them	a word or phrase indicating that help was provided	assisted, aided, had to help	_
retrieve the ball.	an indication that they got the ball back	gave him the ball, return the ball, (helped him) get the ball —	

Number of items recalled for <b>paraphrase scoring</b> : Immediate Recall Score:	/25 maximum

Insert the score in the MarkVCID e-Case Report Form NP Testing Battery #1c Craft Story 21 recall (immediate)

# Number Span Test (Forward & Backward) Instructions & Worksheets

Corresponds with NACC Form C2 Neuropsychological Battery Scores (UDS 3)

Subject ID Date Date Date	Subject ID	Date///	Examiner's initials
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# Number Span Test: Forward

SAY: "I am going to ask you to repeat some numbers for me. Wait until I finish saying the numbers and then repeat them in the same order. For example, if I say 1 - 8 - 7, you would say 1 - 8 - 7. If I say 2 - 9 - 8, what would you say?" If the subject gives the wrong answer, say, "Actually, you would say 2 - 9 - 8."

SAY: "Repeat only the numbers I say each time." Then start with the test items. Read each item at a pace of 1 number per second.

Before each item, say, "Ready?"

Stop testing after two consecutive failures of the same span length.

Span length		Response	Response code incorrect = 0 correct = 1
3	1-8-4		
3	2 -7- 9		
4	4 -1- 6 - 2		
4	8 - 1- 9 - 5		
5	6 - 4 - 9 - 2 - 8		
3	7 - 3 - 8 - 6 - 1		
6	3 - 9 - 2 - 4 - 7 - 5		
O	6 - 2 - 8 - 3 - 1 - 9		
7	9 - 6 - 4 - 7 - 1 - 5 - 3		
/	7 - 4 - 9 - 2 - 6 - 8 - 1		
8	4-7-2-5-8-1-3-9		
0	2 - 9 - 5 - 7 - 3 - 6 - 1 - 8		
9	6-8-4-1-9-3-5-2-7		
3	1-3-9-2-7-5-8-6-4		
		Total correct:	
		Length of longest correct series:	

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Insert the score in the MarkVCID e-Case Report Form NP Testing Battery #3 Number Span test - Forward.

# Number Span Test: Backward

SAY: "I am now going to ask you to repeat some numbers for me but to reverse them from the way I say them. Wait until I finish saying the numbers and then repeat them in reverse order, or backward. For example, if I say 3-7-4, you would say 4-7-3. If I say 7-3-6, what would you say?" If the subject gives the wrong answer, say, "Actually, you would say 6-3-7."

SAY: "Repeat only the numbers I say each time, backward, in reverse order." Then start with the test items. Read each item at a pace of 1 number per second. Before each item, say, "Ready?"

Stop testing after two consecutive failures of the same span length

Span length		Response	Response code incorrect = 0 correct = 1
2	2 - 5		
	4 - 7		
3	2 - 9 - 6		
3	3 - 7 - 4		
4	7 - 1 - 8 - 6		
4	5 - 1 - 6 - 3		
5	5 - 2 - 4 - 9 - 1		
J	9 - 1 - 7 - 3 - 6		
6	6 - 8 - 5 - 7 - 9 - 2		
0	8 - 1 - 6 - 3 - 5 - 9		
7	1 - 5 - 2 - 9 - 7 - 3 - 8		
	7 - 3 - 1 - 6 - 8 - 5 - 2		
8	3 - 6 - 4 - 9 - 5 - 2 - 7 - 1		
0	6 - 3 - 5 - 7 - 1 - 8 - 2 - 9		
		Total correct:	
		Length of longest correct series:	

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Insert the score in the MarkVCID e-Case Report Form NP Testing Battery #4 Number Span test – Backward.

# **Category Fluency Worksheets**

Corresponds with NACC Form C2 Neuropsychological Battery Scores (UDS 3)

Subject ID	Date//	Examiner's initials
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# **Category Fluency**

INSTRUCTIONS SAY: "I am going to give you a category and I want you to name, as fast as you can, all of the things that belong in that category. For example, if I say 'articles of clothing,' you could say 'shirt,' 'tie,' or 'hat.' Can you think of other articles of clothing?"

Allow up to 20 seconds for the subject to produce two responses. Circle the number corresponding to the subject's responses, and read the associated instruction.

	Response code	Instruction
0	(No response)	"You could have said 'shoes' or 'coat' since they are articles of clothing."
1	(One or more incorrect responses, no correct response)	"No,is (are) not an article(s) of clothing. You could have said 'shoes' or 'coat' since they are articles of clothing."
2	(One or more correct response, no incorrect responses)	"That's right. You also could have said 'shoes' or 'coat'."
3	(One or more correct responses, one or more incorrect responses)	"is (are) correct, butis (are) not an article of clothing. You also could have said 'shoes' or 'coat'."
4	(Two or more correct responses)	"That's right."

Next, read the instructions for the Animals category (worksheet follows this instruction page):

SAY: "Now I want you to name things that belong to another category: Animals. You will have one minute. I want you to tell me all the animals you can think of in one minute. Ready? Begin."

Start timer as you say "Begin." Write actual responses as legibly as possible on the Worksheet for Category Fluency — Animals. Stop the procedure at 60 seconds. One prompt ("tell me all the animals you can think of") is permitted if the participant makes no response for 15 seconds or expresses incapacity (e.g., "I can't think of any more"). It is also permissible to repeat the instruction or category if the subject specifically requests it.

Insert the score in the MarkVCID e-Case Report Form NP Testing Battery #5 Category Fluency – Animals.

# Worksheet for Category Fluency — Animals

1	27	53.
2	28	54.
3	29.	55.
4	30.	56.
5	31	57.
6	32.	58.
7	33	59
8	34	60.
9	35	61.
10	36	62.
11	37	63.
12	38.	64.
13	39	65
14	40.	66.
15	41	67.
16	42.	68.
17	43.	69.
18	44	70.
19	45	71
20	46	72.
21	47.	73.
22	48	74
23	49.	75
24	50	76.
25	51	77
26	52.	

## **Trail Making A & B Worksheets**

Corresponds with NACC Form C2 Neuropsychological Battery Scores (UDS 3)

Subject ID	Date/	/ Examiner's initials

## **Trail Making Test**

#### Part A

Place the form for SAMPLE A in front of the subject. Read aloud the instructions:

SAY: "There are numbers in circles on this page. Please take the pencil and draw a line from one number to the next, in order. Start at 1 [point to the number], then go to 2 [point to the number], then go to 3 [point to the number] and so on. Please try not to lift the pencil as you move from one number to the next. Work as quickly as you can. Begin here [point to "Begin" number] and end here [point to "End" number]."

If the subject makes an error, mark through the line and go back to the point at which the error was made and say, for example, "You were at number 2. What is the next number?" Wait for the subject's response. If the subject indicates 3, say "Please start here [point to the 2] and continue." If the subject indicates any other number, say "the next number would be 3." Then point to 2 and say "Please start here and continue." If the subject cannot complete the sample and clearly does not comprehend the task, do not administer Test.

A. In that event, on the recording form enter the appropriate code (996 = cognitive/ behavioral problem).

If the subject completes the sample, go to TEST A.

SAY: "On this page there are more numbers in circles. Please take the pencil and draw a line from one circle to the next, in order. Start at 1 [point to "Begin" number] and end here [point to "End" number]. Please try not to lift the pencil as you move from one circle to the next. Work as quickly as you can." Start timing as soon as the instruction is given to begin.

NOTE: In giving the instructions for the test form (as opposed to the sample), the examiner tells the subject to move from one *circle* to the next and does not use the word "number."

If the subject makes an error, mark through the line and say "that one was not correct." Point to the last correct number and say "Please start here and continue." This is done for each error. The examiner should attempt to provide corrections as quickly as possible. Stop timing when the Trail is completed, or stop subject when the maximum time is reached. Allow a maximum of 150 seconds for the test.

### Part B

Place the form for SAMPLE B in front of the subject. Present the sample for Part B even if the subject failed the sample for Part A. Read aloud the instructions:

SAY: "there are numbers and letters in circles on this page. Please take the pencil and draw a line, alternating in order between the numbers and letters.

Start at number 1 [point to the number], then go to the first letter, A [point to the letter], then go to the next number, 2 [point to the number], and then the next letter, B [point to the letter], and so on. Please try not to lift the pencil as you move from one number or letter to the next. Work as quickly as you can."

If the subject makes an error, mark through the line and go back to the point at which the error was made and say, for example, "You were at number 2. What is the next letter?" Wait for the subject's response. If it is correct, say "Please start here [point to the 2] and continue." If the subject picks the wrong item, say "the next letter would be B [point to the B]." Then point to the 2 and say "Please start here and continue." If the subject cannot complete the sample and clearly does not comprehend the task, do not administer the test. Enter the appropriate code (996 = cognitive/behavioral problem).

If the subject completes the sample correctly, go to TEST B.

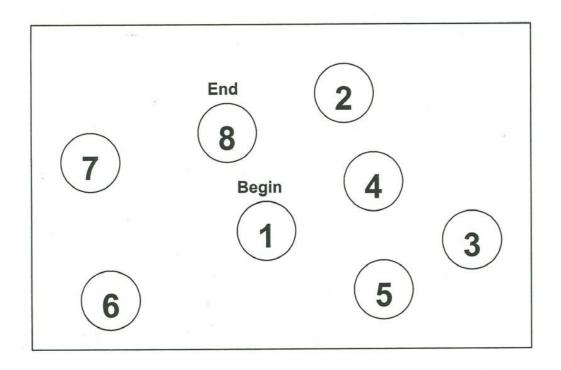
SAY: "On this page, there are more numbers and letters in circles. Please take the pencil and draw a line from one circle to the next, alternating in order between the numbers and letters. Start at 1 [point to the "Begin" number] and end here [point to the "End" number]. Please try not to lift the pencil as you move from one circle to the next. Work as quickly as you can." Start timing as soon as the instruction is given to begin.

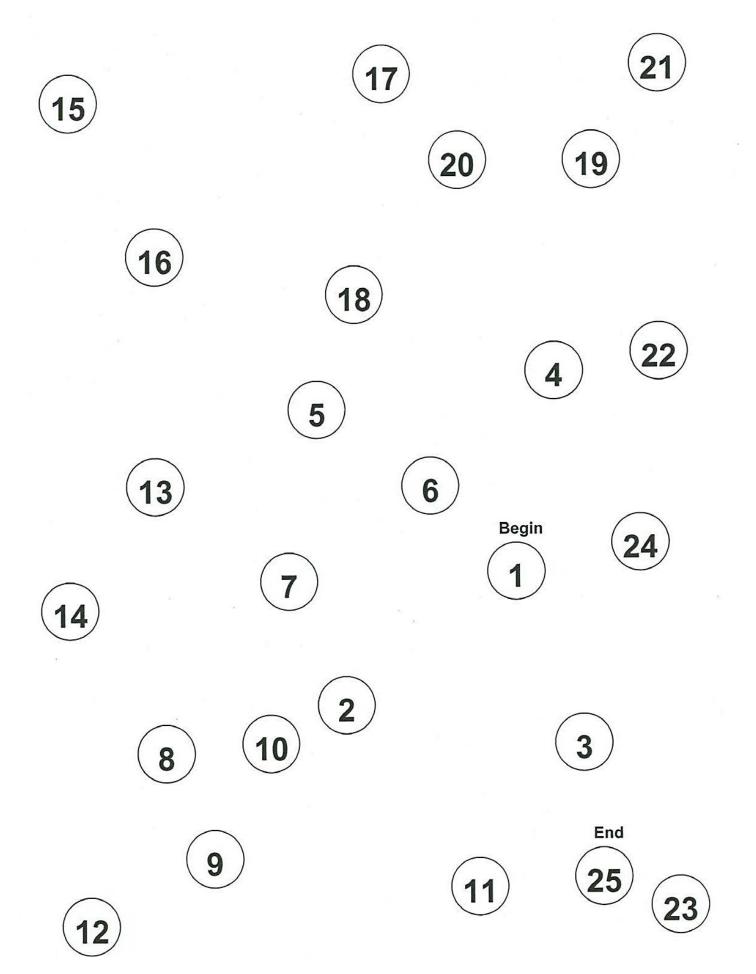
NOTE: In giving the instructions for the test form (as opposed to the sample), the examiner tells the subject to move from one *circle* to the next and does not use the words "number" or "letter."

If the subject makes an error, mark through the line and say, "that one was not correct." Point to the last correct item and say, "Please start here and continue." This is done for each error. Do not indicate whether the next item should be a number or a letter. The examiner should attempt to provide corrections as quickly as possible. Stop timing when the Trail is completed, or stop subject when the maximum time is reached. Allow a maximum of 300 seconds for the test.

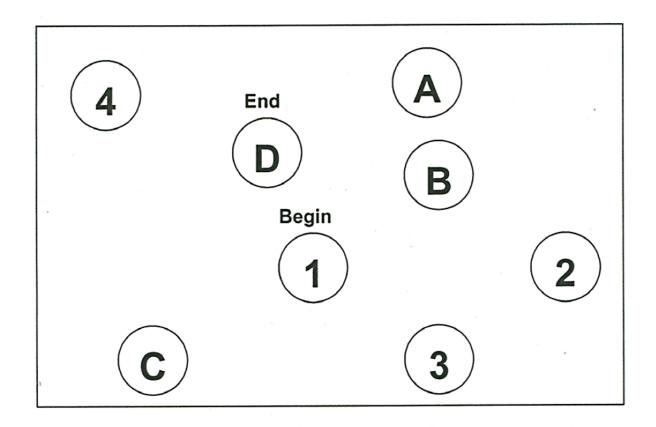
Insert the score in the MarkVCID e-Case Report Form NP Testing Battery Trail Making Test A (#7) and B (#8).

# Sample A





# Sample B



End Begin

17

## **Multilingual Naming Test (MINT) Worksheets**

Corresponds with NACC Form C2 Neuropsychological Battery Scores (UDS 3)

Subject ID	Date /	/ Examiner's initials
Cubject ID	Date	/EXUITING 3 ITITIONS

# MINT (Multilingual Naming Test)

# **Instructions and Cueing**

SAY: "I am going to show you some pictures of objects, one at a time. Please tell me the name of each object, that is, tell me what it is called. If you cannot think of the name try to make your best guess. If you don't know what the object is, I will try to help you. Do you have any questions?"

Stop testing after six consecutive failures.

				Uncued	Semantic cue		Phone	mic cue
Item #	English	Semantic cue	Spontaneous response(s)	correct	correct	incorrect	correct	incorrect
1	<u>Bu</u> tterfly	an insect						
2	<u>G</u> love	an article of clothing						
3	<u>L</u> ightbulb	used to see better and is turned on electrically						
4	<u>W</u> atch	used to tell the time						
5	<u>C</u> andle	is used in the dark to make light						
6	<u>C</u> lown	found in a circus						
7	<u>K</u> ite	a toy that uses the wind to make it fly						
8	<u>r</u> ainbow	it's colorful and is found in the sky after it rains						
9	<u>W</u> itch	a woman with magical powers						
10	<u>S</u> eesaw	found on a playground						
11	<u>F</u> lashlight	used to see better and is battery- operated						
12	<u>P</u> eacock	a bird						
13	<u>S</u> nail	an animal						
14	<u>W</u> hale	an ocean animal						
15	<u>C</u> age	an enclosure for animals						
16	<u>n</u> est	it's where birds lay their eggs						

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				Uncued	Semantic cue		Phonemic cue	
Item #	English	Semantic cue	Spontaneous Response(s)	correct	correct	incorrect	correct	incorrect
17	<u>P</u> lug	found on electronic devices						
18	<u>W</u> ig	it's worn on the head						
19	<u>S</u> crew	it's like a nail but it grooves into wood or a wall						
20	<u>S</u> carf	clothing worn on the neck						
21	<u>W</u> ell	used to obtain water						
22	<u>D</u> ustpan	used to remove dust and trash						
23	Pa rachute	used to jump from airplane						
24	<u>B</u> lind	used to block out light						
25	<u>H</u> inge	part of a door						
26	<u>F</u> unnel	used for pouring liquid from one container to another						
27	<u>G</u> auge	used to measure air pressure						
28	<u>P</u> orthole	found on a ship						
29	<u>A</u> nvil	used for shaping metal						
30	<u>M</u> ortar	used to grind different substances						
31	<u>P</u> estle	used to grind different substances						
32	<u>A</u> xle	a supporting shaft on which wheels revolve						

# SCORING:

1.0 point for each correct answer under Uncued or Semantic columns, 0.0 points for correct answer und	ler
Phonemic column	

a. Total correct without a cue ("Uncued" column):	
b. Total correct with a semantic cue given ("Semantic" column):	
c. Total correct (sum of a+b, maximum of 32):	

Insert the score in the MarkVCID e-Case Report Form NP Testing Battery #9 Multilingual Naming Test

# **MiNT**

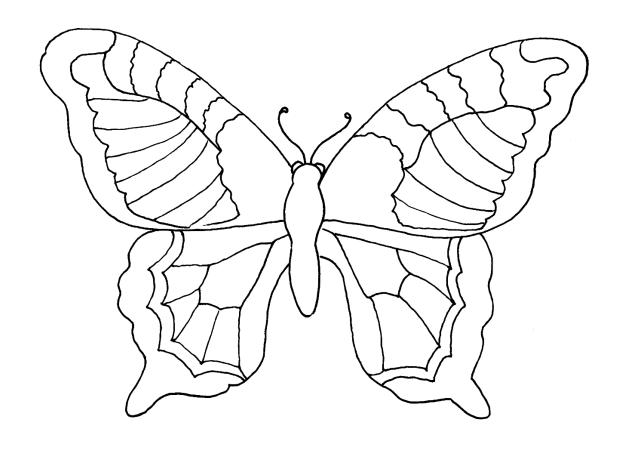
# Multilingual Naming Test

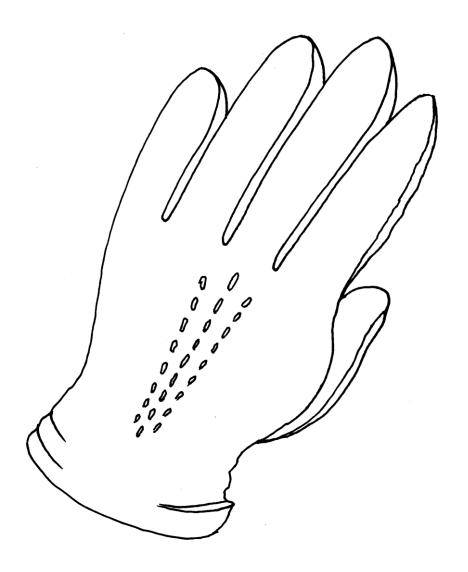
For speakers of English, Spanish, Mandarin, Hebrew, or any combination of these languages

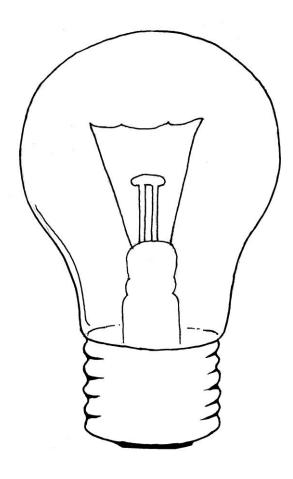
Address for correspondence: tgollan@ucsd.edu

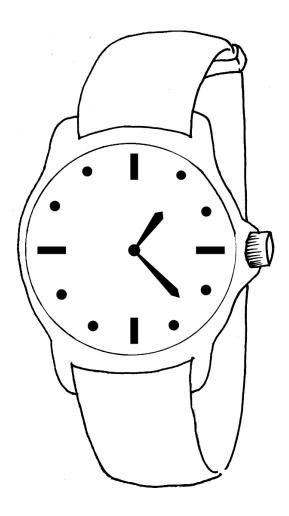
Ivanova, I., Salmon, D.P., & Gollan, T.H. The Multilingual Naming Test in Alzheimer's disease: Clues to the origin of naming impairments. *The Journal of the International Neuropsychological Society*, 2013; 19:272-283.

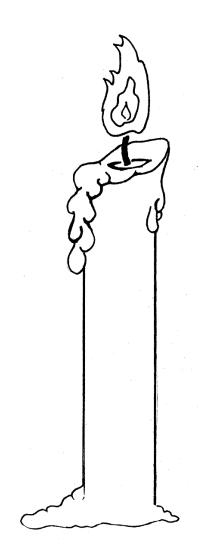
Gollan, T.H., Weissberger, G., Runnqvist, E., Montoya, R.I., & Cera, C.M. (2012) Self- ratings of spoken language dominance: A multi-lingual naming test (MINT) and preliminary norms for young and aging Spanish-English bilinguals. Bilingualism: Language and Cognition, 15, 594-615.



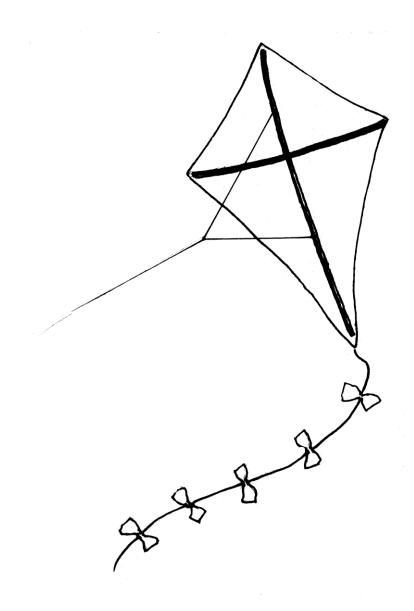


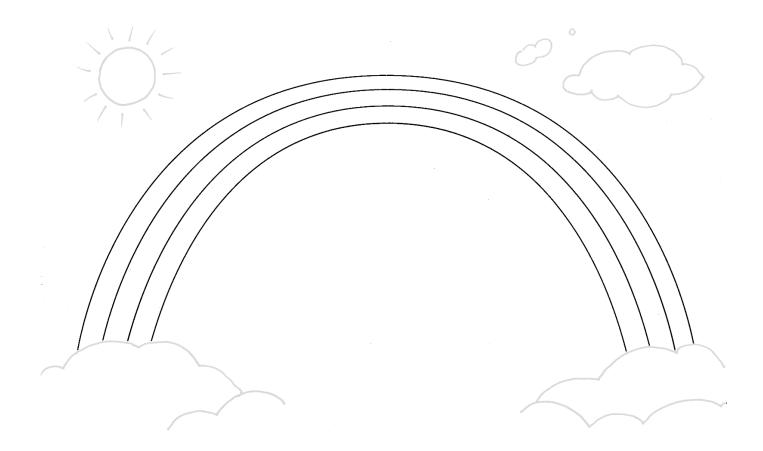




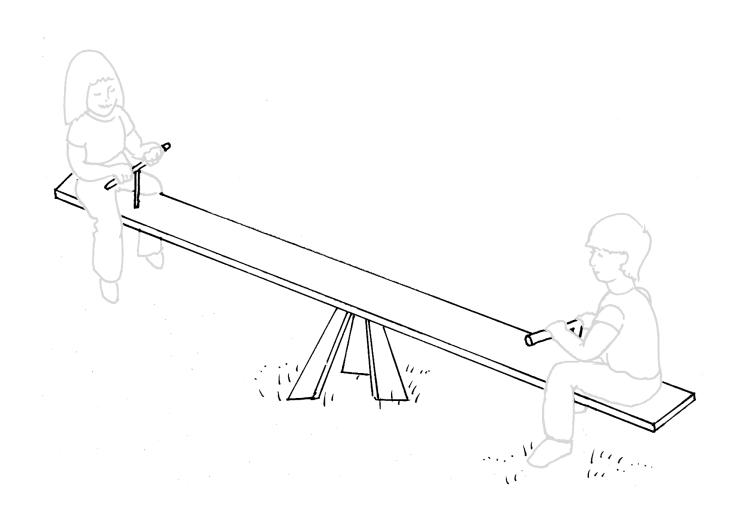


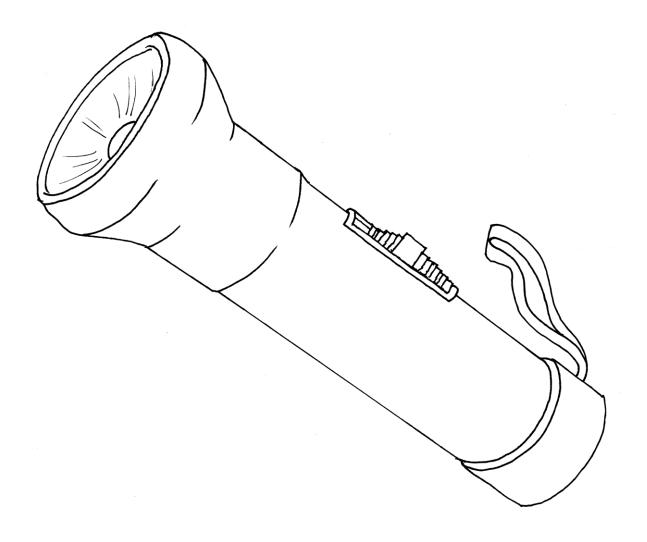


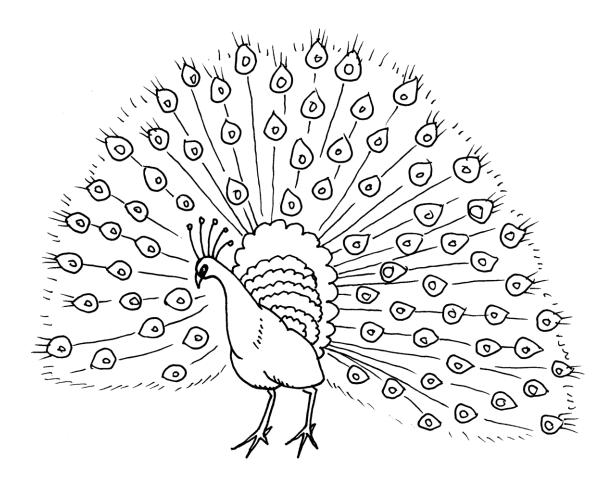


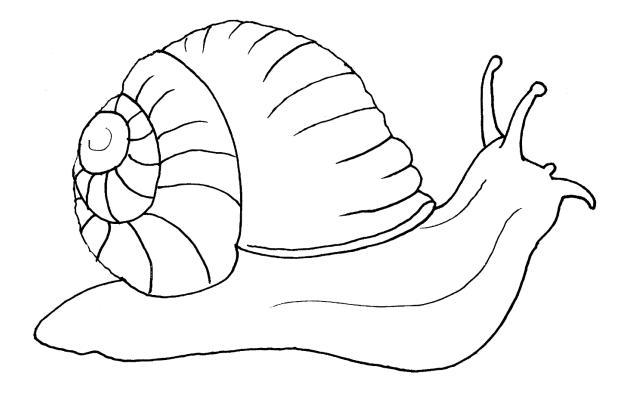


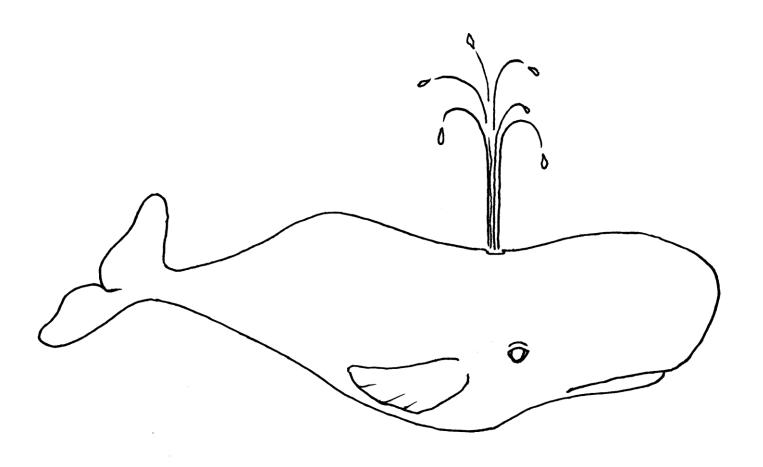


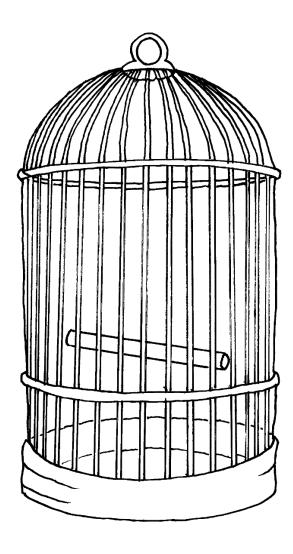




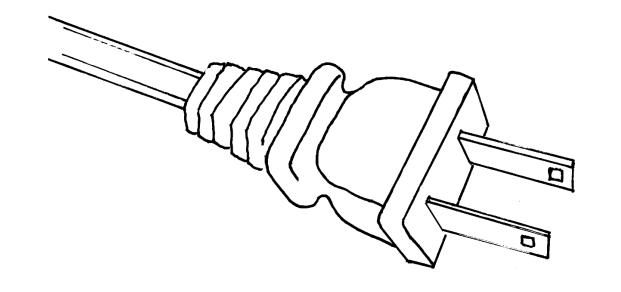


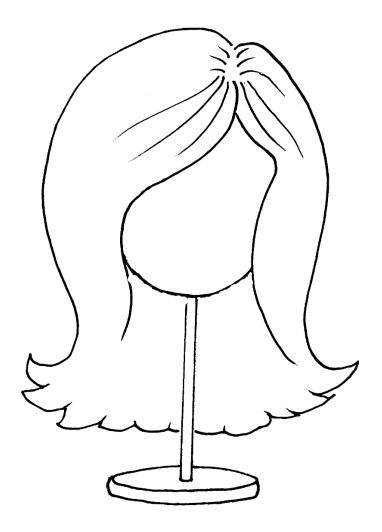


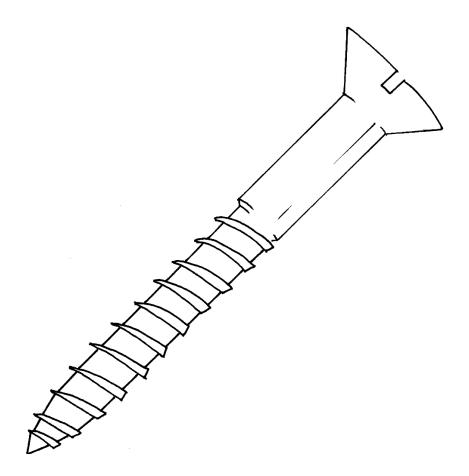


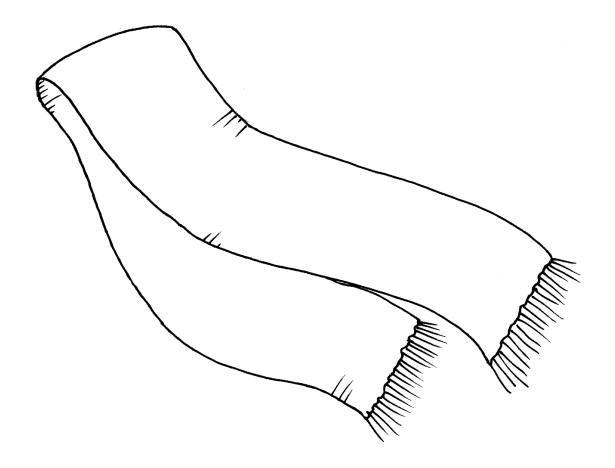


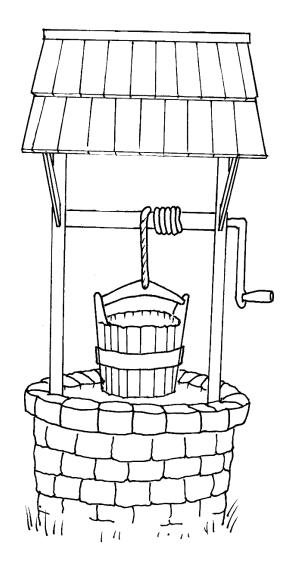


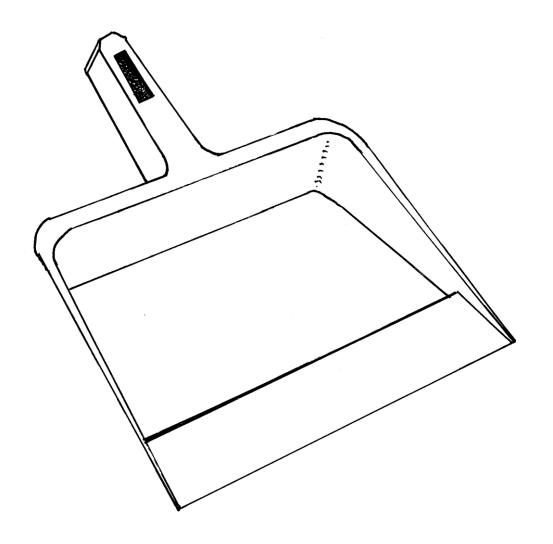


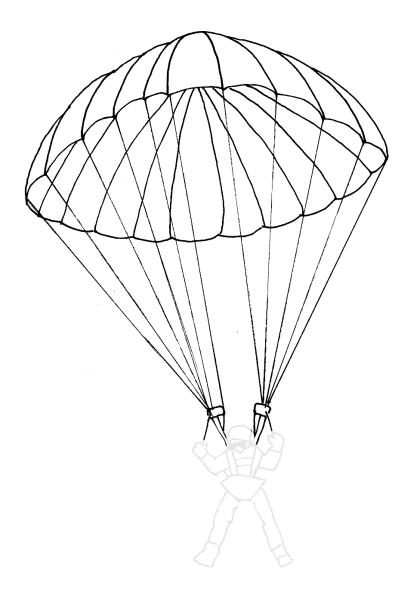


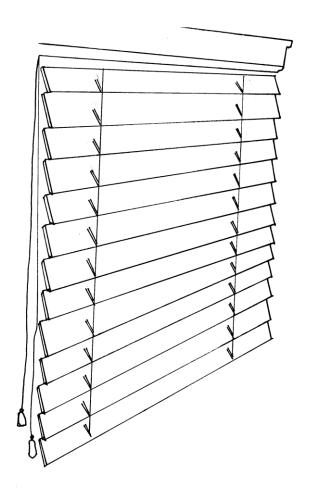


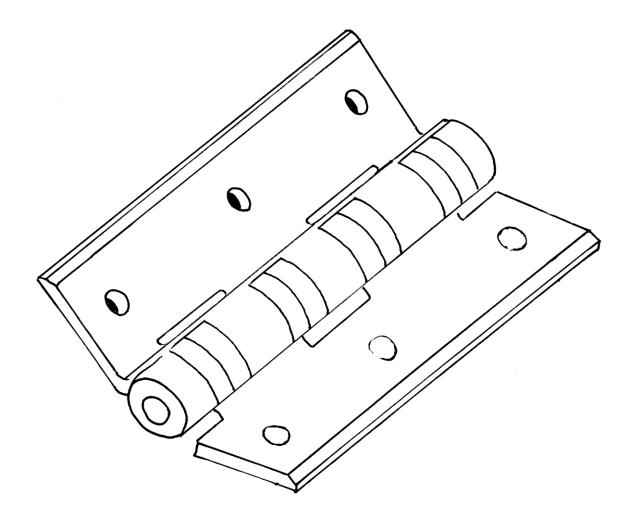


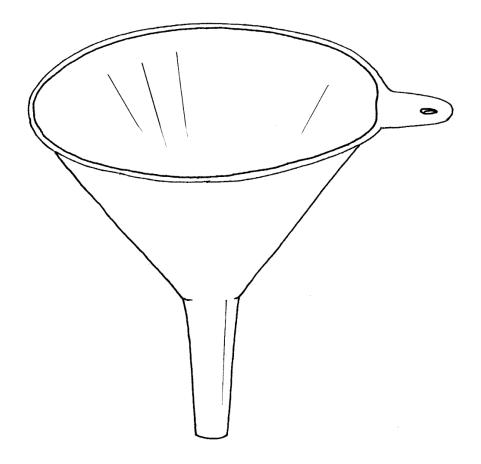


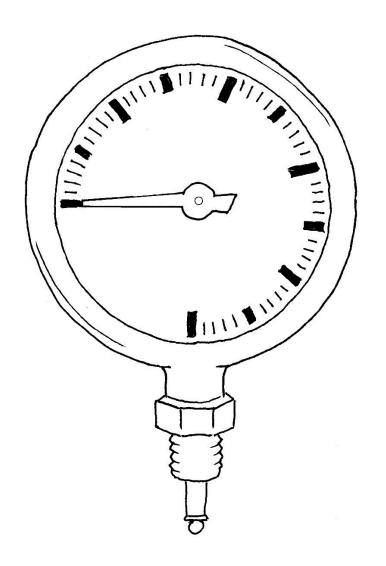


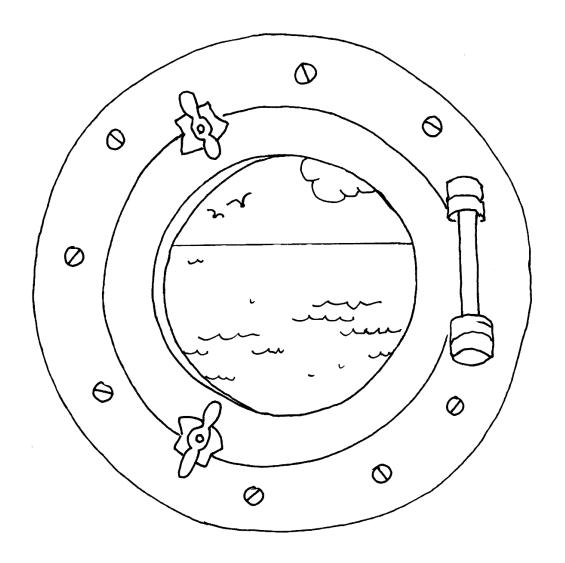


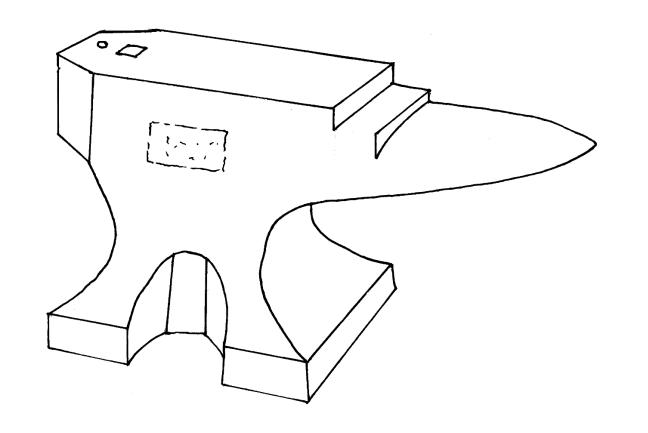


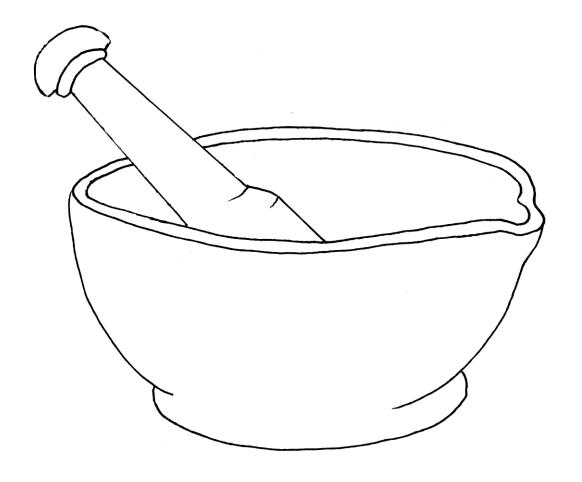


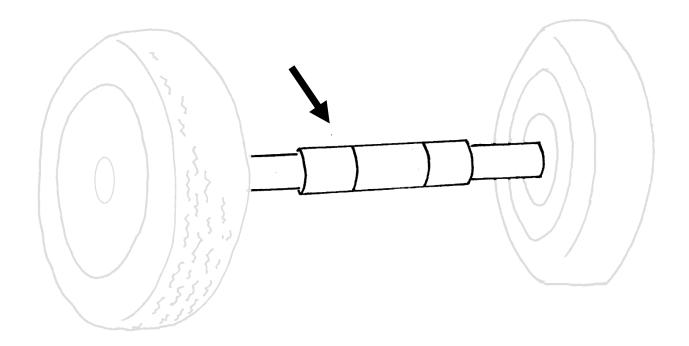












Craft Story 21 Recall (Delayed) Worksheets
Corresponds with NACC Form C2 Neuropsychological Battery Scores (UDS 3)

Subject ID	/	Examiner's initials
Craft Story 21 Recall (Delayed)		
Instructions: Administer this test approximate (Immediate), making note of the time administrate If 20 minutes have not elapsed, do not add other as blood pressure, weight, etc. Administer Craftime elapsed.	ation of Craft Story 21 Recall (Delayed) tests to fill the interval. You may obtain	) began. NOTE: other data, such
SAY: "I read you a story a few minutes ago.	Can you tell me what you rememb	er about that story now?
If the subject does not recall the story or having be and SAY: "It was a story about a boy. Can yo	•	d below
Maria's / child / Ricky / played / soccer / every / Monday	I	
at 3:30. / He / liked / going / to the field / behind / thei	r / house /	
and joining / the game. / One / day, / he / kicked / the	ball / so / hard /	
that it / went / over / the neighbor's / fence / where th	ree / large /	
dogs / lived. / the dogs' / owner / heard / loud / bark	king, / came /	
out, / and helped / them / retrieve / the ball.		
	Record time administration be	egan:
Total	I story units recalled (VERBATIM SCOF	RING): / 44
Total story u	units recalled (PARAPHRASE SCOR	ING): / 25
Time e	elapsed since Craft Story 21 Recall (Del	ayed): minutes
	Cue ("boy") ne	eeded: No Yes
Reproduced by permission of the author, Suzanne Craft, PhD; do Uniform Data Set of the National Alzheimer's Coordinating C		
Insert the score in the MarkVCID e-Case Report	Form NP Testing Battery #2b-e Craft Story 21 r	ecall (delayed)

# CRAFT STORY 21 RECALL (DELAYED): VERBATIM SCORING

Maria's	
child	
Ricky	
played	
soccer	
every	
Monday	
three thirty	
he	
liked	
going	
field	
behind	
their	
house	
joining	
game	
one	
day	
he	
kicked	
ball	

TOTAL	
ball	
retrieve	
them	
helped	
out	
came	
barking	
loud	
heard	
owner	
dogs'	
lived	
dogs	
large	
three	
fence	
neighbor's	
over	
went	
it	
hard	
SO	

Number of items recalled for verbatim scoring	ng: Delayed Recall Score	/44 maximum
---	--------------------------	-------------

Insert the score in the MarkVCID e-Case Report Form NP Testing Battery #2b Craft Story 21 recall (delayed)

#### **GUIDELINES FOR PARAPHRASE SCORING, CRAFT STORY 21**

Item	General rule	Alternative 1-point responses	0-point responses	Points
Maria's	"Maria" or a variant of the name	Mary, Marie	Martha, Anna	
child	"child" or a phrase denoting it was a young person	son, kid, boy, teenager, young man	guy, children, daughter	
Ricky	"Ricky" or a variant of the name	Rick, Rich, Richie, Richard, Ricardo	Randy, Rusty, Robert	
played	"played" is required	to play, plays	did (soccer)	
soccer	"soccer" is required	futbol	baseball, volleyball, other sport	
every Monday	"Monday" or an indication that it occurred on a weekday	_	every day, another day of the week	
at 3:30	an indication that the activity took place in the afternoon	after school, every afternoon	after dinner, at night, in the morning	
He liked going to the field	an indication that he went to an outdoor area	went outside, went to the yard, going to the backyard	went to the school, gym	
behind their house	"house" or word denoting a house	home, residence, where they lived	any other building	
and joining	an indication that he participated in a game	played w/ other kids, became part of the team, playing w/ the team	watching, played in the park	
the game.	"game" in any context	_	_	
One day	"One day" is required	_	_	
he kicked	indication that he performed the activity with his foot	booted, punted	threw, hit (with no mention of the foot)	
the ball	"Ball" is required	football, soccer ball	baseball, volleyball	
so hard	an indication that force was used	so much force, so strongly, (kicked it) so far	_	
that it went over	"Over" is required	_	_	
the neighbor's	an indication that the person lived in the same area	nearby resident	friend's	
fence	"fence" or a word denoting a fence of some kind	garden wall, wall	property line, street	
where three	"Three" is required	three (boys)	_	
large dogs lived.	an indication that there were dogs present	hounds, doggies	puppies, cats, kittens, other animals	
The dogs' owner	an indication that the person was responsible for the dogs	neighbor (if owner implied and "neighbor" mentioned twice)	a bystander, the police	
heard loud barking	an indication that the dogs were making noise	yelping, baying, yapping, heard the dogs	saw the dogs running around	
came out	a word or phrase indicating that the owner was present	(owner) saw the ball	his mother came out, the dogs came out	
and helped them	a word or phrase indicating that help was provided	assisted, aided, had to help	_	
retrieve the ball.	an indication that they got the ball back	gave him the ball, return the ball, (helped him) get the ball—		

Number of items recalled for paraphrase scoring: **Delayed Recall Score**: \_\_\_\_\_**/25 maximum** 

Insert the score in the MarkVCID e-Case Report Form NP Testing Battery #2c (craft story 21 recall, delayed)

# Word List Learning with Immediate/Delay/Recognition Worksheets

(Corresponds with CVLT, CVLT-SF, HVLT, SEVLT (SPANISH)

This manual does NOT contain administration and scoring instructions for the CVLT, CVLT-SF, HVLT, or SEVLT.

Please contact your site neuropsychologist or psychometrician for additional instructions specific to your site's practices.

Insert each score in the MarkVCID e-Case Report Form NP Testing Battery, item #10 (word list learning with immediate/delay/recognition).

# **Clinical Dementia Rating Instructions & Worksheets**

Corresponds with NACC Form B4 (UDS 3)

This form is to be completed by the clinician or other trained health professional, based on co-participant report and behavioral and neurological exam of the subject. In the extremely rare instances when no co-participant is available, the clinician or other trained health professional must complete this form using all other available information and his/her best clinical judgment. Score only as decline from previous level due to <u>cognitive loss</u>, not impairment due to other factors, such as physical disability.

#### **SECTION 1: Standard CDR**

	CDR (CLINICAL DEMENTIA RATING)						
	Was the CDR administered? No Yes  If No, please provide the primary reason: Physical problem Verbal refusal  Cognitive/behavior problem Other problem (specify):						
Da	te of Evaluation: _	////	(MM/DD/Y	YYY)			
Se	ection 1: Standard	d CDR					
	Please enter			IMPAIRMENT			
	score below:	None – 0	Questionable – 0.5	Mild – 1	Moderate – 2	Severe – 3	
1.	Memory	No memory loss, or slight inconsistent forgetfulness	Consistent slight forgetfulness; partial recollection of events; "benign" forgetfulness	Moderate memory loss, more marked for recent events; defect interferes with everyday activities	Severe memory loss; only highly learned material retained; new material rapidly lost	Severe memory loss; only fragments remain	
2.	Orientation ·	Fully oriented	Fully oriented except for slight difficulty with time relationships	Moderate difficulty with time relationships; oriented for place at examination; may have geographic disorientation elsewhere	Severe difficulty with time relationships; usually disoriented to time, often to place	Oriented to person only	
3.	Judgment and problem solving	Solves everyday problems, handles business and financial affairs well; judgment good in relation to past performance	Slight impairment in solving problems, similarities, and differences	Moderate difficulty in handling problems, similarities, and differences; social judgment usually maintained	Severely impaired in handling problems, similarities, and differences; social judgment usually impaired	Unable to make judgments or solve problems	
4.	Community affairs	Independent function at usual level in job, shopping, volunteer and social groups	Slight impairment in these activities	Unable to function independently at these activities, although may still be engaged in some; appears normal to casual inspection	No pretense of independent function outside the home; appears well enough to be taken to functions outside the family home	No pretense of independent function outside the home; appears too ill to be taken to functions outside the family home	
5.	Home and hobbies	Life at home, hobbies, and intellectual interests well maintained	Life at home, hobbies, and intellectual interests slightly impaired	Mild but definite impairment of function at home; more difficult chores abandoned; more complicated hobbies and interests abandoned	Only simple chores preserved; very restricted interests, poorly maintained	No significant function in the home	
6.	Personal care 0	Fully capable of self-care (= 0).		Needs prompting	Requires assistance in dressing, hygiene, keeping of personal effects	Requires much help with personal care; frequent incontinence	
7.	Auto-calculated	d Standard CDR Sum	of Boxes				
8.	8 STANDARD GLOBAL CDR use calculator: https://www.alz.washington.edu/cdrnacc.html						

### **CDR SECTION 2:**

Section 2: Supplemental CDR					
Please enter score	IMPAIRMENT				
below:	None – 0	Questionable – 0.5	Mild – 1	Moderate – 2	Severe – 3
9. Behavior, comportment, and personality	Socially appropriate behavior	Questionable changes in comportment, empathy, appropriateness of actions	Mild but definite changes in behavior	Moderate behavioral changes, affecting interpersonal relationships and interactions in a significant manner	Severe behavioral changes, making interpersonal interactions all unidirectional
10. Language	No language difficulty, or occasional mild tip- of-the tongue	Consistent mild word-finding difficulties; simplification of word choice; circumlocution; decreased phrase length; and/or mild comprehension difficulties	Moderate word- finding difficulty in speech; cannot name objects in environment; reduced phrase length and/or agrammatical speech and/or reduced comprehension in conversation and reading	Moderate to severe impairments in either speech or comprehension; has difficulty communicating thoughts; writing may be slightly more effective	Severe comprehension deficits; no intelligible speech

Insert each score in the  ${\bf MarkVCID}$  e-Case Report Form CDR section.

To calculate the Standard Global CDR, please use the following calculator: <a href="https://www.alz.washington.edu/cdrnacc.html">https://www.alz.washington.edu/cdrnacc.html</a>
Enter the Calculated Global CDR in the space provided.

Subject ID	Date /	/ /	Examiner's initials	
Subject 1D	Date /	,		

# Geriatric Depression Scale (short form)

Instructions:

Circle the answer that best describes how you felt over the <u>past week</u>.

1.	Are you basically satisfied with your life?	yes	no
2.	Have you dropped many of your activities and interests?	yes	no
3.	Do you feel that your life is empty?	yes	no
4.	Do you often get bored?	yes	no
5.	Are you in good spirits most of the time?	yes	no
6.	Are you afraid that something bad is going to happen to you?	yes	no
7.	Do you feel happy most of the time?	yes	no
8.	Do you often feel helpless?	yes	no
9.	Do you prefer to stay at home, rather than going out and doing things?	yes	no
10.	Do you feel that you have more problems with memory than most?	yes	no
11.	Do you think it is wonderful to be alive now?	yes	no
12.	Do you feel worthless the way you are now?	yes	no
13.	Do you feel full of energy?	yes	no
14.	Do you feel that your situation is hopeless?	yes	no
15.	Do you think that most people are better off than you are?	ves	no

Input the patient's response in the MarkVCID e-Case Report Form GDS section. Items will auto-calculate to generate a total score.

Any missing responses will NOT ALLOW a total score to be calculated.