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This tool does not constitute, and is not intended to constitute, a standard of medical care. It is a guide derived from the Standardized Concussion Assessment Tool 2 (SCAT2) (McCrory, et al, BJSM '09) and represents a standardized method of evaluating NFL players for concussion consistent with the reasonable, objective practice of the healthcare profession. This guide is not intended to be a substitute for the clinical judgment of the treating healthcare professional and should be interpreted based on the individual needs of the patient and the specific facts and circumstances presented.

vate & Time of Baseline Test: Da	te Time	_am / pm	Evaluator	ATC / MD / DO /Other
RISK FACTORS: Concussion History				
Have you EVER had a concussion If yes, previous number	0 1 2 3 ou have?	3 4 5 6+	of the symptoms below as a resu	It of a head injury? Y
Have you ever lost consciousness	s as a result of a hea	d injury?	Y N If yes, how lor	g?
Have you ever been hospitalized			Y N Details	
Have you ever had any imaging to		T, MRI, DTI, ot	her)?     Y    N    Details	
Date of most recent concussion?				
Additional Risk Factors: Perso			Family History	
Have you ever been diagnosed w	rith:		Has anyone in your family	
Headache or migraines?			Headache or migraines	
Learning disability / dyslexia?			Learning disability / dys	lexia
□ ADD / ADHD?			☐ ADD / ADHD	
☐ Depression, anxiety or other p☐ Seizure disorder?	isychiatric disorder?		☐ Depression, anxiety or o☐ Seizure disorder?	other psychiatric disorder:
□ Seizure disorder? Are you on any medications? If y	vos planca list		☐ Seizure disorder :	
Are you on any medications: If y	es piease list			
How do you feel? The athlete sh			owing symptoms, based on how	they feel at the time.
(i.e. 0 = not present, 1 = mild, 3		•		0 1 2 2 1 5 6
Headache / head pressure Nausea / vomiting			Feeling slowed down Sensitivity to noise	0 1 2 3 4 5 6 0 1 2 3 4 5 6
Neck pain	0 1 2 3 4 5		Sensitivity to light	
Drowsiness	0 1 2 3 4 5		Visual problems /blurred vision	
Balance problems	0 1 2 3 4 5		Sleeping more than usual	
Dizziness	0 1 2 3 4 5		Sleeping less than usual	
	0 1 2 3 4 5		Trouble falling asleep	
			Sadness	
Fatigue / low energy				
Fatigue / low energy Confusion	0 1 2 3 4 5	6 1	Nervous or anxious	0 1 2 3 4 5 6
Fatigue / low energy			Nervous or anxious Feeling more emotional	0 1 2 3 4 5 6
Fatigue / low energy Confusion "Don't feel right"	0 1 2 3 4 5	6 1		
Fatigue / low energy Confusion "Don't feel right" Feeling "in a fog"	0 1 2 3 4 5 0 1 2 3 4 5	6 I	Feeling more emotional	0 1 2 3 4 5 6
Fatigue / low energy Confusion "Don't feel right" Feeling "in a fog" Difficulty remembering	0 1 2 3 4 5 0 1 2 3 4 5 0 1 2 3 4 5 0 1 2 3 4 5	6 I 6 I	Feeling more emotional rritability	0 1 2 3 4 5 6 0 1 2 3 4 5 6 0 1 2 3 4 5 6

Pupil reaction abnormal or pupils unequal?

Other \_\_\_

Extra-ocular movements abnormal and/or cause double vision?

Asymmetry or abnormalities on screening motor or sensory exam?







## NFL Sideline Concussion Assessment Tool: BASELINE TEST (continued)

ORIENTATION / SAC of 5	=	_
What month is it?	0	1
What is the date today?	0	1
What is the day of the week?	0	1
What year is it?	0	1
What time is it right now? (within an hour)	0	1

BALANCE SCORE: (summed # of errors) = \_\_\_

What time is tenghenow: (within an noar)						
SAC / Word Recall: Read list of 5 words 1 per second, ask athlete to repeat list, in any order. (Use of specific lists below optional) For Trial 2 & 3, read the same list of words again and have athlete repeat them back, in any order. One point for each word remembered. You must conduct all 3 trials regardless of their success on trial 1. Do not tell athlete that delayed recall will be tested						
List 1 Immediate Recall Trials Alternative L	ists Delayed recall (perform at end of all					
#1 #2 #3	sideline testing, at least > 5 minutes)					
elbow candle	baby					
apple paper	monkey					
carpet sugar	perfume					
saddle sandwich	sunset					
bubble wagon	iron					
Total of all three immediate word recalls: out of 15 = Total delayed recall: out of 5 =						
SAC / Concentration: Read string of numbers, ask athlete to repeat backwards. (Use of specific numbers below optional). If correct go to the next string length. If incorrect, read second string (same length) 1 point for each string length correct. Stop after incorrect on both trials. Read digits at rate of 1 digit /sec  Digits Backward: Alternative digit lists 4-9-3						
	7					
Modified BESS: This is calculated by adding 1 error point for each error during the three 20-sec tests. The maximum total # of errors for any single condition is 10. The higher the score, the worse is the player's balance.  Balance testing – types of errors  1. Hands lifted off iliac crest 2. Opening eyes 3. Step, stumble, or fall 4. Moving hip into > 30 degrees abduction 5. Lifting forefoot or heel 6. Remaining out of test position > 5 sec  Which foot tested (non-dominant foot)	SCORING: All SAC scores (summed orange boxes) = of 30 BALANCE Score: (summed BESS Errors) = Symptom Score: (# symptoms reported) = of 24  ADDITIONAL COMMENTS:					
Tandem stance (non dominant foot at back) # errors						