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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.

Athlete Portion	te Time	am / pm	Evaluator	ATC / MD / DO /Other
If yes, previous number	0 1 2 ou have?	3 4 5 6+	y of the symptoms below as a resu	ılt of a head injury? Y N
Have you ever lost consciousness Have you ever been hospitalized Have you ever had any imaging to Date of most recent concussion?	as a result of a he as a result of a he ests of your brain	ead injury? ad injury?	Y N Details	g?
Additional Risk Factors: Perso Have you ever been diagnosed w Headache or migraines? Learning disability / dyslexia? ADD / ADHD? Depression, anxiety or other p Seizure disorder? Are you on any medications? If y	nal History ith: esychiatric disorde		Family History Has anyone in your family Headache or migraines Learning disability / dys ADD / ADHD Depression, anxiety or o	lexia
How do you feel? The athlete sh	ould score thems	elves on the fo	ollowing symptoms, based on how	they feel at the time.
(i.e. 0 = not present, 1 = mild, 3 Headache / head pressure Nausea / vomiting Neck pain Drowsiness Balance problems Dizziness Fatigue / low energy Confusion "Don't feel right" Feeling "in a fog" Difficulty remembering Difficulty concentrating	0 1 2 3 4 0 1 2 3 4	5 6 5 6 5 6 5 6 5 6 5 6 5 6 5 6 5 6	Feeling slowed down Sensitivity to noise Sensitivity to light Visual problems /blurred vision Sleeping more than usual Sleeping less than usual Trouble falling asleep Sadness Nervous or anxious Feeling more emotional Irritability Numbness or tingling	0 1 2 3 4 5 6 0 1 2 3 4 5 6
Total # Symptoms: of 24 =	Symptom Se	everity Score	: (max 24 symptoms X max 6 ra	ting) of 144 =
Athlete should initial in upper rig BELOW IS FOR ATC / MD / DO / O			n provided above is accurate to th	e best of their knowledge

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)		1

what time is it right now: (within an nour)					
SAC / Word Recall: Read list of 5 words 1 per second, ask athloptional) For Trial 2 & 3, read the same list of words again and each word remembered. You must conduct all 3 trials regardled delayed recall will be tested List 1	have athlete repeat them back, in any order. One point for ess of their success on trial 1. Do not tell athlete that Delayed recall (perform at end of all sideline testing, at least > 5 minutes) baby monkey perfume sunset iron				
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					
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:				