1. Excitement:

Extreme hyperactivity, constant motor unrest which is apparently non-purposeful. Not to be attributed to akathisia or goal-directed agitation.

0= Absent

- 1= Excessive motion, intermittent.
- 2= Constant motion, hyperkinetic without rest periods.
- 3= Full-blown catatonic excitement, endless frenzied motor activity.

2. Immobility/ Stupor:

Extreme hypoactivity, immobile, minimally responsive to stimuli

0= Absent

1= Sits abnormally still, may interact briefly

- 2= Virtually no interaction with external world.
- 3= Stuporous, non-reactive to painful stimuli.

3. Mutism:

Verbally unresponsive or minimally responsive.

0- Absent

1= Verbally unresponsive to majority of questions; incomprehensible whisper.

2= Speaks less than 20 words/5 minutes.

3= No speech.

4. Staring:

Fixed gaze, little or no visual scanning of environment, decreased blinking.

0= Absent

1= Poor eye contact, repeatedly gazes less than 20 sec between shifting of attention; decreased blinking

2= Gaze held longer than 20 sec, occasionally shifts attention.

3= Fixed gaze, non-reactive.

5. Posturing/ Catalepsy:

Spontaneous maintenance of posture(s), including mundane (e.g., sitting/standing for long periods without reacting).

0= Absent

1= Less than one minute.

2= Greater than one minute, less than 15 minutes. (We see both posturing and catalepsy)

3= Bizarre posture, or mundane maintained more than 15 min.

6. Grimacing:

Maintenance of odd facial expressions.

0= Absent

- 1= Less than 10 sec.
- 2= Less than 1 min.
- 3= Bizarre expression(s) or maintained more than 1 min.

7. Echopraxia/ Echolalia:

Mimicking of examiner's movements/ speech.

0= Absent

- 1= Occasional.
- 2= Frequent. 3= Constant.
- . . .

8. Stereotypy:

Repetitive, non-goal-directed motor activity (e.g. finger-play; repeatedly touching, patting or rubbing self); abnormality not inherent in act but in its frequency.

0= Absent

- 1= Occasional.
- 2= Frequent.
- 3= Constant.

9. Mannerisms:

Odd, purposeful movements (hopping or walking tiptoe, saluting passersby or exaggerated caricatures of mundane movements); abnormality inherent in act itself.

0= Absent

- 1= Occasional.
- 2= Frequent.

3= Constant. (every verbal response was robotic)

10. Verbigeration:

Repetition of phrases or sentences (like a scratched record).

0= Absent

1= Occasional

2= Frequent, difficult to interrupt.

3= Constant.

11. Rigidity

Maintenance of a rigid position despite efforts to be moved, exclude if cog-wheeling or tremor present.

0= Absent