





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.

				ssional. Athlete completes sym	
				Evaluator	
				m during 🗆 Game 🗆 Practice 🛭	
☐ coach ☐ referee Mechanism of injury	\square other P	enalty called \Box v to head \Box kne	Yes \square No e to head	tter □ medical staff □ self rep Other circumstances □ ground to head □ blow to be	
This tool is intended conservative, safety	to be used in conjunction	n with your clinic adopted. An atl	al judgme	memory, concentration, balancent. If <u>ANY</u> significant abnormalicted of sustaining a concussion	ty is found, a
 LOC or unrespondent Confusion? (and Amnesia (retroit New and/or period Abnormal neuron Progressive, period a more seriod 	ersistent or worsening sous brain injury (See box b	od of time) If so, by to respond app If so, how long? If checklist? (e.g. notor, sensory, cresymptoms? If so, below)	how long? ropriately to headache, anial nerve o, consider	co questions) nausea, dizziness) , balance issues, seizures) or	Y N
Deteriorating m Any reported ne Pupil reaction al Extra-ocular mo	ck pain, cervical spine ter bnormal or pupils unequa	nderness or decr al? or cause double v	eased rang		Y N Y N Y N Y N Y N
SAC / ORIENTATION What month is it? What is the date to What is the day of th	day?	0 1 0 1 0 1 0 1 0 1 0 1	Where What q Who sc Who di	ATION / Maddock's Questions are we? uarter is it right now? ored last in the practice / game? d we play last game? win the last game?	0 1 0 1
optional). For Trial for each word reme delayed recall will be List 1 Immed #1 elbow apple saddle bubble	2 & 3, read the same list of mbered. You must condu	of words again ar	nd have ath ordless of th	Delayed recall (perform sideline testing, at least	der. One point Il athlete that at end of all







NFL Sideline Concussion Assessment Tool (continued)

SAC / Concentration:	Read string of numbers,	ask athlete to repeat	backwards.	(Use of spe	cific numbers	below
optional). If correct go t	o the next string length.	If incorrect, read seco	and string (sa	me length)	1 point for ea	ch string
length correct. Stop afte	er incorrect on both trials	. Read digits at rate o	of 1 digit /sec			

Digits Backw	ard:	Alternative digit lists					
4-9-3	0 1	6-2-9	5-2-6				
3-8-1-4	0 1	3-2-7-9	1-7-9-5				
6-2-9-7-1	0 1	1-5-2-8-6	3-8-5-2-7				
7-1-8-4-6-2	0 1	5-3-9-1-4-8	8-3-1-9-6-4				
1 point for each sequence correct of 4 =							

SAC / Concentration cont. Months in reverse order Dec - Nov - Oct - Sept - Aug - Jul - Jun - May - Apr - Mar - Feb - Jan
1 point for months in reverse correctly (<30 sec) =

Total of SAC Concentration of 5 = ___

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

Shoe wear used for baseline test should be the same/similar to that to be used for the post injury assessment

Which foot tested (non-dominant foot)		□F
Double leg stance (feet together)	# errors	
Single leg stance (non dominant foot)	# errors	
Tandem stance (non dominant foot at back)	# errors	

BALANCE SCORE: (summed # of errors) = _

Signs and symptoms of concussion may be delayed, and therefore it may be prudent to remove an athlete from play, not leave them alone, and serially monitor them over a period of time. WHEN IN DOUBT, TAKE A "TIME OUT"

SCORING (for research purposes)
All Physical Signs Score: (total # □ Yes) = of 6 Maddock's score: = of 5 All SAC scores: (summed orange boxes) = of 30 Balance Score: (summed BESS Errors) = Symptom Score: (# symptoms reported) = of 24 Symptom Severity: (max 24 X max 6) = of 144
ALL SCORES SHOULD BE COMPARED WITH BASELINE VALUES FOR THE INDIVIDUAL ATHLETE

Symptom Checklist: How do you feel? The athlete should score themselves on the following symptoms, based on															
How they feel at the time. (i.e. 0	= n	ot p	ore	ser	nt, 1	1 =	mild,	3 = moderate, 6 = severe)							
Headache / head pressure	0	1	2	3	4	5	6	Feeling slowed down	0	1	2	3	4	5	6
Nausea / vomiting	0	1	2	3	4	5	6	Sensitivity to noise	0	1	2	3	4	5	6
Neck pain	0	1	2	3	4	5	6	Sensitivity to light	0	1	2	3	4	5	6
Drowsiness	0	1	2	3	4	5	6	Visual problems/ blurred vision	0	1	2	3	4	5	6
Balance problems	0	1	2	3	4	5	6	Sleeping > usual (if applicable)	0	1	2	3	4	5	6
Dizziness	0	1	2	3	4	5	6	Sleeping < usual (if applicable)	0	1	2	3	4	5	6
Fatigue / low energy	0	1	2	3	4	5	6	Trouble falling asleep (if applicable)	0	1	2	3	4	5	6
Confusion	0	1	2	3	4	5	6	Sadness	0	1	2	3	4	5	6
"Don't feel right"	0	1	2	3	4	5	6	Nervous or anxious	0	1	2	3	4	5	6
Feeling "in a fog"	0	1	2	3	4	5	6	Feeling more emotional	0	1	2	3	4	5	6
Difficulty remembering	0	1	2	3	4	5	6	Irritability	0	1	2	3	4	5	6
Difficulty concentrating	0	1	2	3	4	5	6	Numbness or tingling	0	1	2	3	4	5	6
Do symptoms worsen with physical	Do symptoms worsen with physical activity? Y N Total # symptoms = of 24														
Do symptoms worsen with mental a	activ	ity	?		Y	N	J	Symptom Severity (max 24 X max	6)		=_		_ of	14	14

Clinical Impression; If	fyou know the athlete well p/t t	the injury, ho	w different is the athlete actin	g compared to his
usual self?	Check one;	☐ Same	☐ Different	☐ Unsure