



SRFS SAMPLE ASSESSMENT FORM

NAME: _____

DATE:

DATE:

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BREATHING:			
Ribcage Excursion			
Ribs widen laterally?			
Do ribs move upward?			
Symmetrical side-to-side?			
High/Low Test			
Nasal or mouth inhales?			
Upper hand moves first?			
Upper hand moves only?			
Timed Inhales & Exhales			
Inhalation time			
Exhalation time			
Any startle?			

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GAIT:				
Feet	Left	Right	Left	Right
Neutral				
Externally Rotated				
Internally Rotated				
Pronated or Supinated				
Knees	Left	Right	Left	Right
Neutral				
Externally Rotated				
Internally Rotated				
Hips	Left	Right	Left	Right
Extension during gait?				
Externally Rotated				
Internally Rotated				
Shoulders	Left	Right	Left	Right
Shoulder lean to one side?				
Head				
Rotated to one side?				
Tilted to one side?				
Excessive movement?				



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MOTOR CONTROL ASSESSMENT GRADING (1-5):

Range of Motion (R):

- 5 = Full/normal ROM
- 4 = More than 1/2 ROM, short of full
- 3 = Can get about 1/2 way through ROM
- 2 = Some movement, but less than 1/2 ROM
- 1 = No movement or any pain

Quality of Motion (Q):

- 5 = Very smooth and full control/coordination
- 4 = Generally smooth, but some lack of control
- 3 = Smooth/controlled in some ranges, not all
- 2 = Generally uneven, uncoordinated movement
- 1 = Very choppy, uncontrolled movement

Muscle Testing (M):

- 5 = Full strength/resistance
- 4 = Good, but fatigues quickly
- 3 = Some resistance
- 2 = Very little resistance
- 1 = No resistance/strength

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MOTOR CONTROL - TRUNK									
Spinal Flexion	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Spinal Extension	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Spinal Lateral Flexion Right	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Spinal Lateral Flexion Left	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Spinal Rotation Right	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Spinal Rotation Left	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=

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MOTOR CONTROL - UPPER									
Shoulder Flexion	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Shoulder Extension	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Shoulder Abduction	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Shoulder Adduction	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Elbow Flexion	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Elbow Extension	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Forearm Supination	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Forearm Pronation	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Wrist & Finger Flexion	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Wrist & Finger Extension	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Finger Abduction	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Finger Adduction	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=

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MOTOR CONTROL - LOWER									
Hip Flexion	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Hip Extension	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Hip Abduction	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Hip Adduction	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Knee Flexion	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Knee Extension	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Ankle Dorsiflexion	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=
Ankle Plantarflexion	R=	Q=	M=	R=	Q=	M=	R=	Q=	M=



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SENSORY ASSESSMENT GUIDELINES:

Procedure:

1. Get a baseline Neurological Assessment
2. Apply the sensory stimulus (30-60 sec)
3. Reassess
4. Also assess stimulus on unaffected side & note difference

Areas to apply stimulus:

- Musculature that controls dysfunctional ROM
- Spastic musculature
- On/around joint of the dysfunctional ROM

Scoring Legend:

- + = Positive Reassessment
- = Negative Reassessment
- N = Neutral Reassessment
- * = affected side has less feeling

**Use the blocks below as required based on client's motor control*

DATE: _____

DATE: _____

DATE: _____

SENSORY - UPPER BODY:			
Face	Exact location:	Exact location:	Exact location:
Skin Stimulation			
Vibration			
Pressure			
Temperature			
Skin Stretch			
Shoulder	Exact location:	Exact location:	Exact location:
Skin Stimulation			
Vibration			
Pressure			
Temperature			
Skin Stretch			
Upper Arm	Exact location:	Exact location:	Exact location:
Skin Stimulation			
Vibration			
Pressure			
Temperature			
Skin Stretch			
Forearm	Exact location:	Exact location:	Exact location:
Skin Stimulation			
Vibration			
Pressure			
Temperature			
Skin Stretch			
Hand	Exact location:	Exact location:	Exact location:
Skin Stimulation			
Vibration			
Pressure			
Temperature			
Skin Stretch			



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SENSORY - LOWER BODY:			
Hip	Exact location:	Exact location:	Exact location:
Skin Stimulation			
Vibration			
Pressure			
Temperature			
Skin Stretch			
Upper Leg	Exact location:	Exact location:	Exact location:
Skin Stimulation			
Vibration			
Pressure			
Temperature			
Skin Stretch			
Lower leg	Exact location:	Exact location:	Exact location:
Skin Stimulation			
Vibration			
Pressure			
Temperature			
Skin Stretch			
Foot	Exact location:	Exact location:	Exact location:
Skin Stimulation			
Vibration			
Pressure			
Temperature			
Skin Stretch			
Toes	Exact location:	Exact location:	Exact location:
Skin Stimulation			
Vibration			
Pressure			
Temperature			
Skin Stretch			



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VISUAL:			
Visual Acuity	Annotate line/font read:	Annotate line/font read:	Annotate line/font read:
10' Snellen (both)			
10' Snellen (right)			
10' Snellen (left)			
Multisize Font Reading (both)			
Multisize Font Reading (right)			
Multisize Font Reading (left)			
Quadrant/Peripheral	Annotate w/ "X" if a loss:	Annotate w/ "X" if a loss:	Annotate w/ "X" if a loss:
Upper Left			
Upper Right			
Lower Left			
Lower Right			
Gaze Stabilization	Annotate w/ "X" if a threat:	Annotate w/ "X" if a threat:	Annotate w/ "X" if a threat:
Neutral			
Right			
Left			
Up			
Down			
Up & Right			
Up & Left			
Down & Right			
Down & Left			
Smooth Pursuits	Annotate w/ "X" if a threat:	Annotate w/ "X" if a threat:	Annotate w/ "X" if a threat:
Right			
Left			
Up			
Down			
Up & Right			
Up & Left			
Down & Right			
Down & Left			
Smooth Pursuits	Annotate w/ "X" if a threat:	Annotate w/ "X" if a threat:	Annotate w/ "X" if a threat:
Right - Left			
Up - Down			
Up/Right - Down/Left			
Up/Left - Down/Right			
Vergence	Annotate w/ "X" if a threat:	Annotate w/ "X" if a threat:	Annotate w/ "X" if a threat:
Neutral			
High Angle			
Low Angle			



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Standing Balance Scoring Legend:

Capability: Yes or No

Comfort: out of 10 (10 = very comfortable)

Time: 0-30 seconds

Gait Category:

1. Non-ambulatory (VOR only)
2. Assisted ambulation (walker, etc) (both/neutral)
3. Ambulatory (non-assisted) (both/narrow)

DATE:

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DATE:

VESTIBULAR:						
VOR	Annotate w/ "X" if a threat:		Annotate w/ "X" if a threat:		Annotate w/ "X" if a threat:	
Right						
Left						
Up						
Down						
Up & Right						
Up & Left						
Down & Right						
Down & Left						
STANDING BALANCE						
Stance:	Neutral or Narrow (circle one)		Neutral or Narrow (circle one)		Neutral or Narrow (circle one)	
Eyes:	<i>Open</i>	<i>Closed</i>	<i>Open</i>	<i>Closed</i>	<i>Open</i>	<i>Closed</i>
Head Neutral						
Capability						
Comfort						
Time						
Head Turns						
Capability						
Comfort						
Time						
Head Nods						
Capability						
Comfort						
Time						
Head Tilts						
Capability						
Comfort						
Time						