

The Executive Interview (EXIT)

Name: _____

Sex: _____

Date: _____

Educ: _____

Diagnosis: _____

Age: _____

NUMBER-LETTER TASK

1. "I'd like you to say some numbers and letters for me like this."

"1-A, 2-B, 3-what would come next?" _____

"Now you try it starting with the number 1" Keep going until I say "stop".

1 2 3 4 5
A B C D E "STOP" _____

Score: 0 = No errors

1 = Complete task with prompting (or repeat instructions)

2 = Doesn't complete task

WORD FLUENCY

2. I am going to give you a letter. You will have one minute to name as many words as you can think of which begin with that letter. For example, with the letter P you could say 'people, pot, plant'...and so on. Give rule about proper nouns and using same word with a different ending. For example, big, bigger, biggest. Are you ready? Do you have any questions? The letter is A—GO! * mark off 15" increments*

Score: 0 = 10 or more words

1 = 5-9 words

2 = Less than 5 words

DESIGN FLUENCY

3. Look at these pictures. Each is made with only 4 lines. I am going to give you one minute to draw as many DIFFERENT designs as you can. The only rules are that they must each be different and be drawn with four lines. Now go." (correct figures can contain curves)

Score: 0 = 10 or more unique drawings, no copies of examples

1 = 5-9 unique drawings

2 = Less than 5 unique drawings

ANOMALOUS SENTENCE REPETITION

4. Listen carefully and repeat these sentences exactly (read sentences in a neutral tone)

1. I pledge allegiance to those flags.

2. Mary fed a little lamb.

3. A stitch in time saves lives.

4. Tinkle tinkle little star.

5. A B C D U F G

Score: 0 = No errors

1 = Fails to make one or more changes

2 = Continues with one or more expressions (e.g. Mary had a little lamb whose fleece was white as snow)

*using familiar/overlearned words = utilization behavior based on "reflects a ... frequent usage."

THEMATIC PERCEPTION

5. Patient shown picture by examiner. "Tell me what is happening in this picture."

Score: 0 = Tells spontaneous story (story=setting, 3 characters, action)

1 = Tells story with prompting x1 (anything else?)

2 = Fails to tell story despite prompt

*score 2 if not a clear story

MEMORY/DISTRACTION TASK

6. Remember these three words.

BOOK, TREE, HOUSE. (Patient repeats till all three words registered. (# trials = _____))

Remember them- I'll ask you to repeat them for me later.

Now- spell CAT for me..." _____

Good. Now spell it backwards. _____

OK. Tell me those three words we learned. _____

Score: 0 = Patient names some or all of the three words correctly without naming cat (examiner may prompt "anything else?")

1 = Other response

2 = Patient names CAT as one of the three words (perseveration)

INTERFERENCE TASK

7. "What color are these letters?" (SWEEP hand back and forth over letters)

Score: 0 = black

1 = brown (repeat question x1) then black

2 = brown (prompt) brown (intrusion)

AUTOMATIC BEHAVIOR 1

8. "Please hold your hands forward, palms down. Relax while I check your reflexes" (rotate arms one at a time at the elbow as if to check for cogwheeling. Gauge patients active participation/anticipation of rotation)

Score: 0 = Patient remains passive

1 = Equivocal re: passive vs. active

2 = patient actively copies the circular motion (Mihelten) or resists (Gegenhalten)

*do not code for type of error when "active" type error

AUTOMATIC BEHAVIOR II

9. "Please hold your hands out palms UP. Just relax." (examiner pushes down on patient's hands-gently at first, becoming more forceful. Gauge patients active participation in response)

Score: 0 = Patient offers no resistance (remains passive)

1 = Equivocal re: passive vs active

2 = Actively resists or complies with examiner

* do not code for type of error when "active" type error

GRASP REFLEX

10. "Please hold your hands out with open palms down. Just relax" (both palms are lightly stroked simultaneously by the examiner, who looks for grasping/gripping actions in the fingers.)

Score: 0 = Absent

1 = Equivocal

2 = Present

_____ Patient grasps firmly enough to be drawn up and out of chair by examiner.

SOCIAL HABIT I

11. Fix subject's eyes. Silently count to three while maintaining subject's gaze, then say "Thank you"

Score: 0 = Replies with a question (e.g. Thank you for what?) or says nothing

1 = other response _____

2 = "You're welcome"

MOTOR IMPERSISTENCE

12. "Stick out your tongue and say 'aah' till I say stop...GO!" (Count to three silently)

(Subject must sustain a constant tone, not "ah..ah..ah")

Score: 0 = Completes task spontaneously

1 = Completes task with examiner modeling task for patient

2 = fails task despite modeling by examiner

SNOUT REFLEX

13. "Just relax" (Examiner slowly brings index finger toward patient's lips, pausing momentarily 2" away.

Finger is then placed vertically across lips and then is lightly tapped with the other hand. Observe lips for puckering)

Score: 0 = Not present

1 = Equivocal

2 = Present

_____ Suck reflex-lips pucker while examiner is pausing 2" away.

FINGER-NOSE-FINGER TASK

14. (hold up index finger) "Touch my finger" (leave finger in place) "Now touch your nose."

Score: 0 = Complies, using same hand

1 = Other response

2 = complies, using other hand while continuing to touch examiner's finger

GO/NO-GO TASK

15. "Now... When I touch my nose, you raise your finger like this." (Raise index finger)

" When I raise my finger, you touch your nose like this." (touch nose with index finger)

Have pt. repeat instructions if possible. Examiner begins task. Leave finger in place while awaiting pt's response. Give directions up to 3 times. Repeat x1 when error occurs.

<u>Examiner</u>	<u>Patient</u>
F	N F
N	F N
F	N F
F	N F
N	F N

Score: 0 = Performs sequence correctly

1 = Correct, requires prompting/repeating instructions

2 = Fails sequence despite prompting/repeat instructions

/5

ECHOPRAXIA

16. "Now listen carefully. I want you to do exactly what I say. Ready? Touch your ear." (Examiner touches nose and keeps finger there.)

Score: 0 = Touches ear

1 = Other response _____ (Look for mid-position stance)

2 = Touches nose

LURIA HAND SEQUENCE I

17. "Can you do this?" (invite pt to watch while alternating palm/fist with either hand. Once pt begins, ask to "Keep going" while examiner stops. Count # of successive palm/fist cycles.)

Score: 0 = 4 cycles without errors after examiner stops

1 = 4 cycles with additional verbal prompt ("keep going") or modeling

2 = Unsuccessful despite prompting/modeling (watch for mid-position stances)

LURIA HAND SEQUENCE II

18. "Can you do this?" (Examiner models SLAP, FIST, CUT- while pt imitates each step)

"Now follow me." (Examiner begins to repeat sequence) "Keep doing this till I say stop" (examiner stops)

Score: 0 = 3 cycles without error after examiner stops

1 = 3 cycles with additional verbal prompt ("keep going") or modeling

2 = Unsuccessful

GRIP TASK

19. "Squeeze my fingers" (With both hands, form a pistol)

Score: 0 = Patient grips fingers

1 = Other response _____

2 = Pulls examiner's hands together

ECHOPRAXIA II

20. (Suddenly and without warning, the examiner slaps his hands together while facing the patient)

Score: 0 = Does not imitate examiner

1 = hesitates, uncertain

2 = imitates slap

COMPLEX COMMAND TASK

21. "Put your left hand on top of your head and close your eyes. That was good."

(Examiner remains aloof, begins next task.)

Score: 0 = stops when next task began

1 = equivocal= holds posture during part of next task

2 = maintains posture through completion of next task- has to be told to cease

(Quickly go on to next task)

SERIAL ORDER REVERSAL TASK

22. (Have pt recite the months of the year)

"Now start with January and say them all backwards" _____

Score: 0 = No errors, at least past September

1 = get past September but requires repeat instructions ("Just start with January and say them all backwards")

2 = can't succeed despite prompting

COUNTING TASK

23. (Examiner taps each picture around the figure in a clockwise direction) "Please count the fish in this picture out loud."

Score: 0 = Four

1 = less than four

2 = more than four

*perseveration means 2 or more full circuits

UTILIZATION BEHAVIOR

24. (Examiner holds pen near point and dramatically "presents" it to pt asking:) "What is this called?"

Score: 0 = "pen"

1 = reaches, hesitates

2 = takes pen from examiner (utilization behavior)

IMITATION BEHAVIOR

25. (Examiner flexes wrist up and down and points to it asking:) "What is this called?"

Score: 0 = "wrist"

1 = other response

2 = flexes wrist up and down (echopraxia)

1. Number-Letter Fluency
 2. Word Fluency
 3. Design Fluency
 4. Anomalous Sentence Repetition
 5. Thematic Perception
 6. Memory/Distraction Task
 7. Interference Task
 8. Automatic Behavior I
 9. Automatic Behavior II
 10. Grasp Reflex
 11. Social Habit I
 12. Motor Impersistence
 13. Snout Reflex
 14. Finger-Nose-Finger Task
 15. Go/No-Go Task
 16. Echopraxia
 17. Luria Hand Sequence I
 18. Luria Hand Sequence II
 19. Grip Task
 20. Echopraxia II
 21. Complex Command Task
 22. Serial Order Reversal Task
 23. Counting Task I
 24. Utilization Behavior
 25. Imitation Behavior
- TOTAL

Global Testing Observations:

- Perseveration
- Imitation Behavior
- Intrusions
- Frontal Release Signs
- Lack of Spontaneity/Prompting Needed
- Disinhibited Behaviors
- Utilization Behavior
- Mihalten
- Gegenhalten
- TOTAL SCORE