

CLASSIFICATION OBSERVATION ASSESSMENT FORM



COMPETITION: _____

NAME: _____	NO.: _____
COUNTRY: _____	DATE: _____
	DATE: _____
	DATE: _____
TIME: _____	COURT: _____
TIME: _____	COURT: _____
TIME: _____	COURT: _____

WHEELCHAIR:	<input type="radio"/> Power	<input type="radio"/> Manual	Positioning in chair	<input type="radio"/> Upright	<input type="radio"/> Prone	<input type="radio"/> Supine
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Other Comments: _____

UPPER LIMBS:	Grasp:	<input type="radio"/> Pincer	<input type="radio"/> Tripod	<input type="radio"/> Palmar	<input type="radio"/> Spherical	<input type="radio"/> Unable	<input type="radio"/> Struggles
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Playing with:	<input type="radio"/> Right	<input type="radio"/> Left	<input type="radio"/> Bilateral	Using:	<input type="radio"/> Splinth	<input type="radio"/> Glove	<input type="radio"/> R	<input type="radio"/> L
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Throw:	<input type="radio"/> Underhand	<input type="radio"/> Chest	<input type="radio"/> Overhand	<input type="radio"/> From between the legs	Other: _____
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Uses:	<input type="radio"/> ATNR	<input type="radio"/> STNR	<input type="radio"/> _____ in preparation of the throw to aim	<input type="radio"/> _____ to release the ball
			<input type="radio"/> _____ to fixate in order to gain stability	<input type="radio"/> Not observed

Follow Through	Shoulder:	<input type="radio"/> Poor <i>(inner range)</i>	<input type="radio"/> Poor-Fair <i>(mid range)</i>	<input type="radio"/> Fair <i>(outer range)</i>	<input type="radio"/> Good <i>(full range)</i>	Dissociation between Shoulder & Trunk visible during preparation and throwing?
	Elbow:	<input type="radio"/> Poor	<input type="radio"/> Poor-Fair	<input type="radio"/> Fair	<input type="radio"/> Good	
	Wrist:	<input type="radio"/> Poor	<input type="radio"/> Poor-Fair	<input type="radio"/> Fair	<input type="radio"/> Good	

Directional Follow-Through:	<input type="radio"/> Some directional follow-through with release	Deviation only after release
	<input type="radio"/> No directional follow-through with release	

Clear evidence of:	<input type="radio"/> Ataxia	<input type="radio"/> Spasticity	<input type="radio"/> Athetosis	<input type="radio"/> Dystonia	<input type="radio"/> Muscle Weakness
During:	<input type="radio"/> Inconclusive	Grade of impairment in U/L?			
	<input type="radio"/> Preparation of throw	<input type="radio"/> On release	<input type="radio"/> After release	<input type="radio"/> Rest	

Noticed in:	Shoulder: _____	Elbow: _____	Wrist & Hand: _____
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In-Hand Manipulation	<input type="radio"/> Preparing & adjusting the ball against leg / non-throwing hand	In-hand manipulation possible
Other Comments:	_____	

RAMP PLAYER:	<input type="radio"/> Head pointer	<input type="radio"/> Mouth pointer	<input type="radio"/> Hand pointer	<input type="radio"/> Fingers
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TRUNK CONTROL:	Strapping or external support:	<input type="radio"/> Pelvic	<input type="radio"/> Chest	<input type="radio"/> Lateral support
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Static postural control:	<input type="radio"/> Never able	<input type="radio"/> During preparation	<input type="radio"/> After release
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Dynamic postural control:	<input type="radio"/> Never able	<input type="radio"/> Moving in & out base of support easily
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Using compensatory strategies to improve postural control?	<input type="radio"/> Yes	<input type="radio"/> No
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Describe trunk:	<input type="radio"/> Needs trunk to initiate movement	<input type="radio"/> Needs trunk to release ball
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<input type="radio"/> Inactive trunk	<input type="radio"/> Use trunk to get force behind the ball	<input type="radio"/> Good selective movement
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Clear evidence of:	<input type="radio"/> Ataxia	<input type="radio"/> Spasticity	<input type="radio"/> Athetosis	<input type="radio"/> Dystonia	<input type="radio"/> Muscle Weakness
During:	<input type="radio"/> Inconclusive	Grade of impairment in trunk?			
	<input type="radio"/> Preparation of throw	<input type="radio"/> On release	<input type="radio"/> After release	<input type="radio"/> Rest	

Position of balls	<input type="radio"/> Below the knees	<input type="radio"/> Above the knees	<input type="radio"/> Floor	<input type="radio"/> On lap	<input type="radio"/> Side
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Returning to midline	<input type="radio"/> Uses head to centre	<input type="radio"/> Holding on / using U/L	<input type="radio"/> No compensatory strategies used
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Other Comments: _____

POOR - Function performed with great limitation (<25%)
 POOR-FAIR - Function is performed with obvious limitation (25-50%)
 FAIR - Function is limited but acceptable (50-80%)
 GOOD - Function is performed with minimal limitation (>80%)

NAME:

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LOWER LIMBS		Strapping or external support:					
Positioning:	<input type="radio"/> Fixing	<input type="radio"/> Supported	<input type="radio"/> Unsupported	<input type="radio"/> Uses to move the wheelchair			
Clear evidence of:	<input type="radio"/> Ataxia	<input type="radio"/> Spasticity	<input type="radio"/> Athetosis	<input type="radio"/> Dystonia	<input type="radio"/> Muscle Weakness		
	<input type="radio"/> Inconclusive		Grade of impairment in L/L?				
	During:	<input type="radio"/> Preparation of throw	<input type="radio"/> On release	<input type="radio"/> After release	<input type="radio"/> Rest		
FOOT PLAYER:	<input type="radio"/> R	<input type="radio"/> L	<input type="radio"/> Bare foot	<input type="radio"/> Shoe	<input type="radio"/> Other Equipment:		
Hip Control:	<input type="radio"/> Poor	<input type="radio"/> Poor-Fair	<input type="radio"/> Fair	<input type="radio"/> Good	Knee Control:		
Clear evidence of:	<input type="radio"/> Ataxia	<input type="radio"/> Spasticity	<input type="radio"/> Athetosis	<input type="radio"/> Dystonia	<input type="radio"/> Muscle Weakness		
	<input type="radio"/> Inconclusive		Grade of impairment in Limb?				
	During:	<input type="radio"/> Preparation of kick	<input type="radio"/> Contact with ball	<input type="radio"/> After contact	<input type="radio"/> Rest		
SPORT PERFORMANCE:		Strategy:	<input type="radio"/> Poor	<input type="radio"/> Fair	<input type="radio"/> Good	<input type="radio"/> Excellent	
Preperation Phase:	<input type="radio"/> Delayed / Long preperation		<input type="radio"/> Slight delay		<input type="radio"/> Normal/Good		
Timing of release: (ability to release the ball at the right time)			<input type="radio"/> Poor	<input type="radio"/> Fair	<input type="radio"/> Good		
Grading of movement: (ability to control the power behind the ball)			<input type="radio"/> Poor	<input type="radio"/> Fair	<input type="radio"/> Good		
Accuracy: distance from jack	First Third of court (closest to v-line)		Poor >30cm	Poor-Fair 20-30cm	Fair 10-20cm	Good 0-10cm	
	Middle thirid of court (around cross)		Poor >40cm	Poor-Fair 25-40cm	Fair 15-25cm	Good 0-15cm	
	Back third of Court		Poor >60cm	Poor-Fair 40-60cm	Fair 20-40cm	Good 0-20cm	
Distance:	First Third of court (closest to v-line)		<input type="radio"/> Able to reach	<input type="radio"/> Choose to place Jack			
	Middle thirid of court (around cross)		<input type="radio"/> Able to reach	<input type="radio"/> Choose to place Jack			
	Back third of Court		<input type="radio"/> Able to reach	<input type="radio"/> Choose to place Jack			
Power: ability to do powerful shots in:	First Third of court (closest to v-line)		<input type="radio"/> Poor	<input type="radio"/> Fair	<input type="radio"/> Good	<input type="radio"/> Inconsistent	
	Middle thirid of court (around cross)		<input type="radio"/> Poor	<input type="radio"/> Fair	<input type="radio"/> Good	<input type="radio"/> Inconsistent	
	Back third of Court		<input type="radio"/> Poor	<input type="radio"/> Fair	<input type="radio"/> Good	<input type="radio"/> Inconsistent	
Lobbing:	<input type="radio"/> Never used / not observed		<input type="radio"/> Rarely used		<input type="radio"/> Frequently used		
	First Third of court (closest to v-line)		<input type="radio"/> no success	<input type="radio"/> intermiltend success	<input type="radio"/> good success		
	Middle thirid of court (around cross)		<input type="radio"/> no success	<input type="radio"/> intermiltend success	<input type="radio"/> good success		
	Back third of Court		<input type="radio"/> no success	<input type="radio"/> intermiltend success	<input type="radio"/> good success		
Endurance	<input type="radio"/> Gets tired during the duration game		<input type="radio"/> Gets tired during duration of competition		<input type="radio"/> Good		
Other Comments:							
Trunk involved? <input type="radio"/> Yes <input type="radio"/> No All 4 limbs involved? <input type="radio"/> Yes <input type="radio"/> No							
Impairment enough to meet MIC for Boccia (& Class?)			<input type="radio"/> Yes	<input type="radio"/> No	<input type="radio"/> Inconclusive		
More physical / technical assessment required?			<input type="radio"/> Yes	<input type="radio"/> No			
Reason if Yes:							
Conclusion:	BC1	BC2	BC3	BC4	NE	Status:	
Additional Comments / Reasoning:							
Classifier Name & Surname:			Role:	Chief	Medical	Technical	Trainee
			Date:				

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