



Sample Report

Organization: ImPACT High School

Age:

Date of Birth:

Height:

Gender:

Weight:

Handedness:

Native country/region: United States

Second language:

Native language: English

Years Speaking:

Years of education completed excluding kinder garden: 15

Repeated one or more years of school: No

Received speech therapy: No

Diagnosed learning disability: No

Attended special education classes: No

Problems with ADD/hyperactivity: No

Current sport:

Current level of participation:

Primary position/event/class:

Years of experience at this level:

Number of times diagnosed with a concussion (excluding current injury): 0

Concussions that resulted in loss of consciousness: 0

Concussions that resulted in confusion: 0

Concussions that resulted in difficulty remembering events that occurred immediately after injury: 0

Concussions that resulted in difficulty remembering events that occurred: 0

Total games missed as a result of all concussions combined: 0

Concussion history:

Treatment for headaches by physician: No

History of meningitis: No

Treatment for migraine headaches by physician: No

Treatment for substance/alcohol abuse: No

Treatment for epilepsy/seizures: No

Treatment for psychiatric condition (depression, anxiety): No

History of brain surgery: No

Diagnosed with ADD/ADHD: No

Diagnosed with Autism: No

Diagnosed with Dyslexia: No

Strenuous exercise in the last 3 hours: No



Exam Type	Baseline				
Date Tested	8/20/2016				
Last Concussion					
Exam Language	English				
Test Version	2.1				

Composite Scores	Percentile scores if available are listed in small type.				
Memory composite (verbal)	99	97%			
Memory composite (visual)	88	90%			
Vis. motor speed composite	39.58	74%			
Reaction time composite	0.55	83%			
Impulse control composite	1				
Total Symptom Score	0				

Cognitive Efficiency Index: 0.45

The Cognitive efficiency Index measures the interaction between accuracy (percentage correct) and speed (reaction time) in seconds on the Symbol Match test. This score was not developed to make return to play decisions but can be helpful in determining the extent to which the athlete tried to work very fast on symbol match (decreasing accuracy) or attempted to improve their accuracy by taking a more deliberate and slow approach (jeopardizing speed). The range of scores is from approximately zero to approximately .70 with a mean of .34. A higher score indicates that the athlete did well in both the speed and memory domains on the symbol match test. A low score (below .20) means that they performed poorly on both the speed and accuracy component. If this score is a negative number, the test taker performed very poorly on the reaction time component.

Hours slept last night	8				
Medication					

The information provided by this report should be viewed as only one source of information regarding an individual's level of [neurocognitive] functioning. Even though impact is based on demonstrated scientific principles and research, external factors such as improper test administration or improper test taking environment may result in inaccurate test results. These factors and others must be considered in making return-to-play decision. The information provided by this report is of a general nature and does not represent medical advice, a diagnosis, or prescription for treatment. Additionally, diagnostic or return to play decisions should not be based solely on the data generated by this report, but on an in-person evaluation made by a professional trained in concussion management in accordance with usual and standard medical practice. An individual suspected of suffering traumatic brain injury or concussion should immediately seek the advice of qualified and trained personnel for interpretation of test results and should be monitored closely for the emergence of symptoms. Impact is not responsible for any decisions based on information contained in the report. A test-taker's qualified and trained personnel has the sole responsibility for establishing diagnosis and suggesting appropriate treatment.



Word Memory					
Hits (Immediate)	12				
Correct distractors (immed.)	12				
Learning percent correct	100%				
Hits (delay)	11				
Correct distractors (delay)	12				
Delayed memory pct. correct	96%				
Total percent correct	98%				

Design Memory					
Hits (Immediate)	12				
Correct distractors (immed.)	12				
Learning percent correct	100%				
Hits (delay)	12				
Correct distractors (delay)	12				
Delayed memory pct. correct	100%				
Total percent correct	100%				

X's and O's					
Total correct (memory)	9				
Total correct (interference)	115				
Avg. correct RT (interfer.)	0.52				
Total incorrect (interference)	1				
Avg. incorrect RT (interfer.)	0.49				

Symbol Match					
Total correct (visible)	27				
Avg. correct RT (visible)	1.66				
Total correct (hidden)	9				
Avg. correct RT (hidden)	2.18				

Color Match					
Total correct	9				
Avg. correct RT	0.59				
Total commissions	0				
Avg. commissions RT	0				

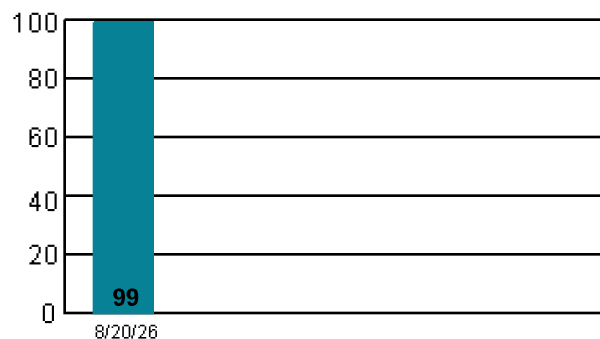
Three Letters					
Total sequence correct	5				
Total letters correct	15				
Pct. of total letters correct	100%				
Avg. time to first click	1.89				
Avg. counted	16.8				
Avg. counted correctly					



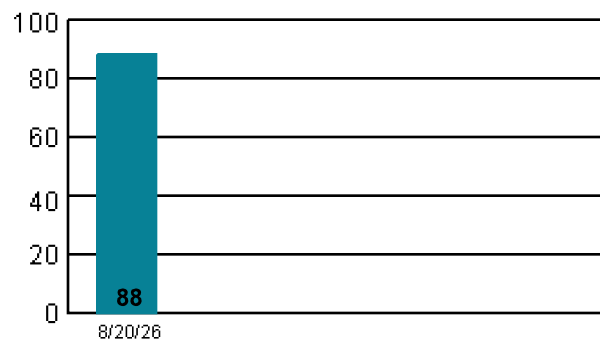
Headache	0				
Nausea	0				
Vomiting	0				
Balance Problems	0				
Dizziness	0				
Fatigue	0				
Trouble falling asleep	0				
Sleeping more than usual	0				
Sleeping less than usual	0				
Drowsiness	0				
Sensitivity to light	0				
Sensitivity to noise	0				
Irritability	0				
Sadness	0				
Nervousness	0				
Feeling more emotional	0				
Numbness or tingling	0				
Feeling slowed down	0				
Feeling mentally foggy	0				
Difficulty concentrating	0				
Difficulty remembering	0				
Visual problems	0				
Total Symptom Score	0				



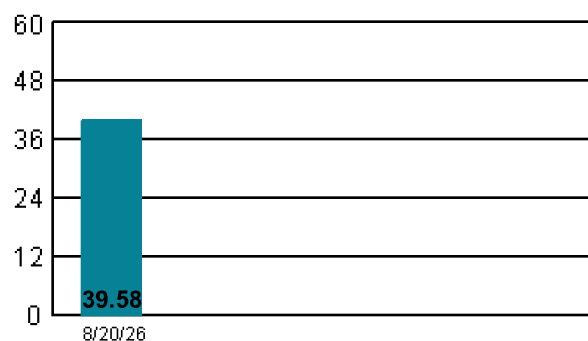
Memory Composite (Verbal)



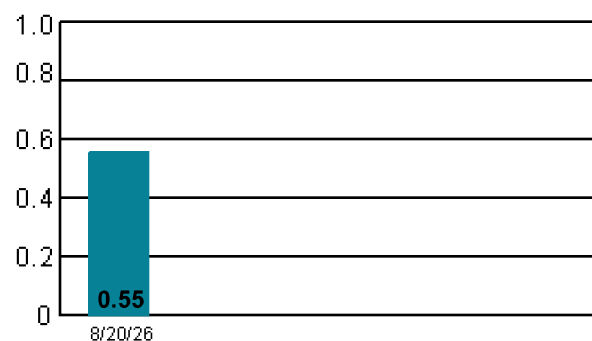
Memory Composite (Visual)



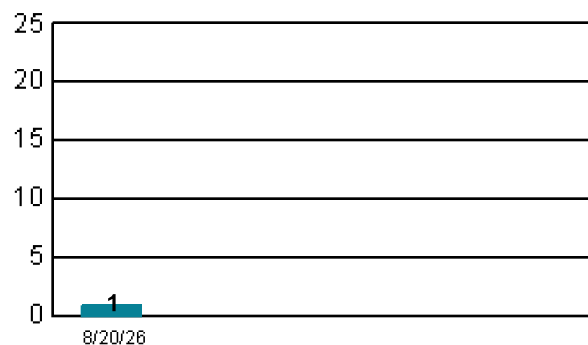
Visual Motor Composite



Reaction Time Composite



Impulse Control Composite



Symptom Score

