
NHATS Round 1

Section PC [PHYSICAL CAPACITY]

Sequence: 16

PC1PRE

PC1PRE

NOT ON FILE

DISPLAY INSTRUCTIONS:

IF CANE FLAG=1 (YES) OR WALKER FLAG=1 (YES) DISPLAY "and without {your/his/her}...". DISPLAY TEXT "without" AS BOLD UNDERLINED TEXT.

IF CANE FLAG=1 (YES) AND WALKER FLAG IS NULL, DISPLAY "cane"
ELSE IF CANE FLAG=1 (YES) AND WALKER FLAG=1 (YES), DISPLAY "cane or walker"
ELSE IF CANE FLAG IS NULL AND WALKER FLAG=1 (YES), DISPLAY "walker"

QUESTION TEXT:

We are interested in whether {you have /SP has} difficulty with physical movements when {you do/he does/she does} them without help from another person {and without {your/his/her}{cane/walker/cane or walker}}.

PRESS 1 AND ENTER TO CONTINUE

PC1

pc1walk6blks

R1 PC1 ABLE TO WALK 6 BLOCKS

DISPLAY INSTRUCTIONS:

IF CANE FLAG=1 (YES) OR WALKER FLAG=1 (YES) DISPLAY "and without {your/his/her}...".

DISPLAY TEXT "able" and "6 blocks" and "without" AS BOLD UNDERLINED TEXT

IF CANE FLAG=1 (YES) AND WALKER FLAG IS NULL, DISPLAY "cane"
ELSE IF CANE FLAG=1 (YES) AND WALKER FLAG=1 (YES), DISPLAY "cane or walker"
ELSE IF CANE FLAG IS NULL AND WALKER FLAG=1 (YES), DISPLAY "walker"

QUESTION TEXT:

In the last month, {were you/was SP} able to... walk 6 blocks, or about half a mile, by {yourself/himself/herself} {and without {your/his/her}{cane/walker/cane or walker}}?

CODES

1	YES	PC3
2	NO	
	REFUSED	
	DON'T KNOW	

PC2

pc1walk3blks

R1 PC2 ABLE TO WALK 3 BLOCKS

DISPLAY INSTRUCTIONS:

IF CANE FLAG=1 (YES) OR WALKER FLAG=1 (YES) DISPLAY "and without {your/his/her}...".

DISPLAY TEXT "able" and "3 blocks" and "without" AS BOLD UNDERLINED TEXT.

IF CANE FLAG=1 (YES) AND WALKER FLAG IS NULL, DISPLAY "cane"

ELSE IF CANE FLAG=1 (YES) AND WALKER FLAG=1 (YES), DISPLAY "cane or walker"
ELSE IF CANE FLAG IS NULL AND WALKER FLAG=1 (YES), DISPLAY "walker"

QUESTION TEXT:

[In the last month, {were you/was SP} able to...] walk 3 blocks by {yourself/himself/herself}{and without {your/his/her}{cane/walker/cane or walker}}?

CODES

- 1 YES
- 2 NO
REFUSED
DON'T KNOW

PC3

pc1up2ostair

R1 PC3 ABLE TO WALK UP 20 STAIRS

DISPLAY INSTRUCTIONS:

IF CANE FLAG=1 (YES), DISPLAY "and without {your/his/her} cane".

DISPLAY TEXT "able" and "20 stairs" and "without" AS BOLD UNDERLINED TEXT

QUESTION TEXT:

[In the last month, {were you/was SP} able to...] walk up 20 stairs (about two flights) by {yourself/himself/herself} {and without {your/his/her} cane}?

CODES

- 1 YES PC5
- 2 NO
REFUSED
DON'T KNOW

PC4

pc1up10stair

R1 PC4 ABLE TO WALK UP 10 STAIRS

DISPLAY INSTRUCTIONS:

DISPLAY QUESTION TEXT "able" and "10 stairs" AND "without" AS BOLD UNDERLINED TEXT

IF CANE FLAG=1 (YES), DISPLAY "and without {your/his/her} cane"

QUESTION TEXT:

[In the last month, {were you/was SP} able to...] walk up 10 stairs by {yourself/himself/herself} {and without {your/his/her} cane}?

CODES

- 1 YES
- 2 NO
REFUSED
DON'T KNOW

PC5

pc1car20pnds

R1 PC5 ABLE TO CARRY 20 POUNDS

DISPLAY INSTRUCTIONS:

IF CANE FLAG=1 (YES) OR WALKER FLAG=1 (YES), DISPLAY "and without {your/his/her}...". DISPLAY TEXT "without" AS BOLD UNDERLINED TEXT.

IF CANE FLAG=1 (YES) AND WALKER FLAG IS NULL, DISPLAY "cane"
ELSE IF CANE FLAG=1 (YES) AND WALKER FLAG=1 (YES), DISPLAY "cane or walker"
ELSE IF CANE FLAG IS NULL AND WALKER FLAG=1 (YES), DISPLAY "walker"

DISPLAY TEXT "able" and "20 pounds" AS BOLD UNDERLINED TEXT

QUESTION TEXT:

[In the last month, {were you/was SP} able to...] lift and carry 20 pounds, or two full bags of groceries, by {yourself/himself/herself}{and without {your/his/her}{cane/walker/cane or walker}}?

CODES

- 1 YES PC7
- 2 NO
- REFUSED
- DON'T KNOW

PC6

pc1car10pn

R1 PC6 ABLE TO CARRY 10 POUNDS

DISPLAY INSTRUCTIONS:

IF CANE FLAG=1 (YES) OR WALKER FLAG=1 (YES), DISPLAY "and without {your/his/her}...". DISPLAY TEXT "without" AS BOLD UNDERLINED TEXT.

DISPLAY TEXT "able" and "10 pound" AS BOLD UNDERLINED TEXT.

IF CANE FLAG=1 (YES) AND WALKER FLAG IS NULL, DISPLAY "cane"
ELSE IF CANE FLAG=1 (YES) AND WALKER FLAG=1 (YES), DISPLAY "cane or walker"
ELSE IF CANE FLAG IS NULL AND WALKER FLAG=1 (YES), DISPLAY "walker"

QUESTION TEXT:

[In the last month, {were you/was SP} able to...] lift and carry a 10-pound object by {yourself/himself/herself} {and without {your/his/her}{cane/walker/cane or walker}}?

CODES

- 1 YES
- 2 NO
- REFUSED
- DON'T KNOW

PC7

pc1geonknees

R1 PC7 ABLE TO GET DOWN ON KNEES

DISPLAY INSTRUCTIONS:

DISPLAY TEXT "able" AS BOLD UNDERLINED TEXT

QUESTION TEXT:

[In the last month, {were you/was SP} able to...] get down on {your/his/her} knees and get back up without holding on to anyone or anything?

CODES

- 1 YES PC9

2 NO
REFUSED
DON'T KNOW

PC8 **pc1bendover** R1 PC8 ABLE TO BEND OVER

DISPLAY INSTRUCTIONS:

DISPLAY QUESTION TEXT "able" AS BOLD UNDERLINED TEXT

QUESTION TEXT:

[In the last month {were you/was SP} able to...] bend over without holding on to anyone or anything?

CODES

1 YES
2 NO
REFUSED
DON'T KNOW

PC9 **pc1hvobovrhd** R1 PC9 HEAVY OBJECT ABOVE HEAD

DISPLAY INSTRUCTIONS:

DISPLAY TEXT "able" IN BOLD UNDERLINED TEXT

QUESTION TEXT:

[In the last month, {were you/was SP} able to...] put a heavy book or other object on a shelf above {your/his/her} head?

CODES

1 YES PC11
2 NO
REFUSED
DON'T KNOW

PC10 **pc1rechovrhd** R1 PC10 ABLE TO REACH OVERHEAD

DISPLAY INSTRUCTIONS:

DISPLAY TEXT "able" AS BOLD UNDERLINED TEXT

QUESTION TEXT:

[In the last month, {were you/was SP} able to...] reach up over {your/his/her} head without holding on to anyone or anything?

CODES

1 YES
2 NO
REFUSED
DON'T KNOW

PC11**pc1opnjarwhd**

R1 PC11 OPEN SEALED JAR W HANDS

DISPLAY INSTRUCTIONS:

DISPLAY TEXT "able" AS BOLD UNDERLINED TEXT

QUESTION TEXT:

[In the last month, {were you/was SP} able to...] open a sealed jar using just {your/his/her} hands?

CODES

1	YES	SECTION CP
2	NO	
	REFUSED	
	DON'T KNOW	

PC12**pc1grspsmobj**

R1 PC12 ABLE GRASP SMALL OBJECTS

DISPLAY INSTRUCTIONS:

DISPLAY "able" IN BOLD UNDERLINED TEXT

QUESTION TEXT:

[In the last month, {were you/was SP} able to ...]use {your/his/her} fingers to grasp or handle small objects?

CODES

1	YES
2	NO
	REFUSED
	DON'T KNOW

PROGRAMMER INSTRUCTIONS:

Go to Section CP – Cognition (Proxy)