Definitions and questions	Coding rules	Codes
CODE FREQUENCY (NUMBER OF DAYS) AND ONSET OF SYMPTOMS FOR INSOMNIA OVERALL (I.E. FOR INITIAL, MIDDLE, AND TERMINAL INSOMNIA COMBINED).		CFB7F01 Frequency CFB7O01 Onset / /
DIFFICULTY GETTING TO SLEEP AT NIGHT LASTING AT LEAST ONE HOUR. AT LEAST ONE HOUR AND UNABLE TO RETURN TO SLEEP.	**INITIAL INSOMNIA** 0 = Absent 2 = Present	CFB7I02
	MIDDLE INSOMNIA (WAKING AT NIGHT OTHER THAN FOR MICTURITION) 0 = Absent 1 = Any middle insomnia under 1 hour. 2 = 1-2 hours of middle insomnia. 3 = More than 2 hours of middle insomnia.	CFB7I03
	EARLY MORNING WAKENING (TERMINAL INSOMNIA) 0 = Absent 2 = Present	CFB7I04
MEDICATION FOR INSOMNIA NOTE HERE ANY MEDICATION (PRESCRIPTION OR OVER THE COUNTER) SPECIFICALLY USED IN AN ATTEMPT TO IMPROVE SLEEP PATTERN. NOTE NAME OF DRUG. CODE PRESCRIPTIONS IN INCAPACITIES. ***Do you take anything to help you sleep?*** *What?* *Does it work?*	**MEDICATION FOR INSOMNIA** 0 = Absent 2 = Present	CFB7I05 Intensity

Definitions and questions	Coding rules	Codes
HYPERSOMNIA - INCREASED NEED FOR SLEEP		
Total hours sleep exceed usual amount by at least one hour, unless subject prevented from sleeping.	**INCREASED NEED FOR SLEEP** 0 = Absent 2 = Hypersomnia occurs in at least 2 activities and is at least sometimes uncontrollable. 3 = Hypersomnia occurs in nearly all activities and is nearly always uncontrollable.	CFB8I01 Intensity
Do you feel sleepy during the day? *More sleepy than usual?* *More than most other people?* ***Do you sleep in the day?***		
How long for? *How long have you been more sleepy than usual?* *For how long?*		CFB8F01 Frequency
How long has s/he been more sleepy than usual?	**HOURS : MINUTES**	CFB8D01 Duration
		CFB8O01 Onset / /
RESTLESS SLEEP		
Sleep is described as restless. Restless sleep may occur with insomnia, with hypersomnia, or with neither of these.	**RESTLESS SLEEP** 0 = Absent 2 = Present	CFD1I01 Intensity
How would you describe an average night's sleep? *Do you sleep soundly?* *Do you toss and turn?* *Are you restless?*		CFD1O01 Onset / /

Definitions and questions

Coding rules

Codes

INADEQUATELY RESTED BY SLEEP

Sleep disturbance does not meet criteria for insomnia, but subject describes being inadequately rested by sleep upon waking.

Do you usually get a good night's sleep?

Are you fairly well rested when you get up?

Or after sleeping during the day?

How do you feel?
When did that start?

INADEQUATELY RESTED BY SLEEP

0 = Absent

2 = Present

CFD2I01
Intensity

CFD2O01
Onset
/ /

TIREDNESS

A feeling of being tired or weary at least half the time.

Have you been feeling especially tired or weary?

How much of the time have you felt tired like that?

TIREDNESS

0 = Absent

2 = Feels tired at least half of the time.

3 = Feels tired almost all of the time.

CFD3I01
Intensity

CFD3O01
Onset
/ /

FATIGABILITY

Child becomes tired or "worn out" more easily than usual.

Has s/he become tired or "worn out" more easily than usual?

Does s/he feel exhausted even by things that would have been no problem before?

When s/he gets tired like that, does it take a long time to get over it?
Is that more than usual for him/her?

How long has s/he felt that way?

FATIGABILITY

0 = Absent

2 = Increased fatigability not meeting criteria for 3.

3 = Even minimal physical activity rapidly results in subject feeling exhausted, and recovery from that exhaustion is slow.

CFD4I01
Intensity

CFD4O01
Onset
/ /

Definitions and questions

OPPOSITIONAL/CONDUCT DISORDER SECTION
OPPOSITIONAL BEHAVIOR

REMEMBER TO GET EXAMPLES AND BEHAVIORAL DESCRIPTIONS

RULE BREAKING

Violation of standing rules at school/college/university or elsewhere but NOT at home.

N.B. "Rule-breaking" at home is rated as disobedience since families do not have formal rules.

Do not include breaking laws or violating parole.

How good are you at obeying the rules at school?

What happens if you don't?

What sort of rules do you break?

Do you break the rules anywhere else?

Tell me about the last time it happened.
Do you get into trouble?
How often do you break the rules?
When did you start breaking rules?
Do you do it on your own or with other people?

Coding rules

RULE BREAKING

0 = Absent

2 = The child breaks rules relating to at least 2 activities, and at least sometimes responds to admonition by public failure to comply.

3 = If rule breaking occurs in most activities and the child sometimes responds to admonition by disputing or challenging the authority of the person admonishing him/her

SCHOOL

ELSEWHERE

SOLITARY/ACCOMPANIED

0 = Solitary

2 = Often accompanied (25-49% of the time).

3 = Accompanied 50% or more of the time.

Codes

CGA0I01 Intensity

CGA0F01

CGA0F02

CGA0X01

CGA0O01 Onset

/ /

Definitions and questions

DISOBEDIENCE

Failure to carry out specific instructions when directly given.

What happens when you're told to do things by your parents and you don't want to do them?

What about with teachers?

Are you disobedient anywhere (else)?

When was the last time?
What happened?
Can they usually get you to do what they want in the end?
How do they do it?
How long has s/he been like that?
How often does s/he disobey?

Coding rules

DISOBEDIENCE

0 = Absent

2 = Disobedience occurs in at least 2 activities, and child is at least sometimes unresponsive to admonition.

3 = Disobedience may occur in most activities and the child sometimes responds to admonition by disputing or challenging the authority of the person admonishing him/her.

HOME

SCHOOL

ELSEWHERE

SOLITARY/ACCOMPANIED

0 = Solitary

2 = Often accompanied (25-49% of the time).

3 = Accompanied 50% or more of the time.

Codes

CGA1I01
Intensity

CGA1F01
Home
Frequency

CGA1F02
School
Frequency

CGA1F03
Elsewhere
Frequency

CGA1X01

CGA1O01
Onset
/ /

E10 S

Definitions and questions	Coding rules	Codes
BREAKING CURFEW Staying out late despite parental prohibitions. Do not include accidental lateness caused by circumstances over which the subject had little or no control. Do not include breaking curfew imposed by probation/parole, which is coded as probation/parole violation. ***Do you have a curfew?*** ***How good are you at keeping it?*** ***Do you ever get in later than you're supposed to?*** *What happens then?* *When did you start staying out late?* *Do you get into trouble over it?*	**BREAKING CURFEW** 0 = No 2 = Yes	CGJ1I01 Intensity CGJ1F01 Frequency CGJ1O01 Onset / /

Definitions and questions

ANNOYING BEHAVIOR

Indulgence in active behaviors that annoy or anger peers, siblings, or other adults. The child's intention need not be to annoy, but the behaviors would obviously annoy their recipient.

Do not include annoying behaviors that are the result of unintentional acts, for instance, annoyance caused by clumsiness, or failure to understand the rules of games.

Do not include behaviors that conform to the definitions of Rule Breaking and Disobedience.

Do you find that other people get annoyed by things you do?

Like what?
Do you ever do things deliberately to annoy other people?

Or do you find that other people get annoyed because of the things you do for fun?

What happens?
Can you tell me about the last time?
Where do you do those sorts of things?
How often does something like that happen?
When did it start?

Coding rules

ANNOYING BEHAVIOR

0 = Absent

2 = Annoying behavior occurs in at least 2 activities and subject is at least sometimes unresponsive to admonition.

3 = Annoying behavior occurs in most activities and the subject sometimes responds to admonition by disputing or challenging the authority of the person admonishing him/her.

HOME

SCHOOL

ELSEWHERE

SOLITARY/ACCOMPANIED

0 = Solitary

2 = Often accompanied (25-49% of the time).

3 = Accompanied 50% or more of the time.

Codes

CGA2I01 Intensity

CGA2F01 Home Frequency

CGA2F02 School Frequency

CGA2F03 Elsewhere Frequency

CGA2X01

CGA2O01 Onset

/ /

Definitions and questions

SPITEFUL OR VINDICTIVE

Spiteful: The child engages in deliberate actions aimed at causing distress to another person.

Vindictive: The child responds to failure to get his/her own way, disappointment, or interpersonal disagreement with adults or peers with deliberate attempts to hurt the other or gain revenge. For instance, by pinching, pushing or attempting to get the other person into trouble.

Do not include behaviors coded under Assault, Cruelty, Bullying, Lying, or Malicious Rumors.

Do you ever do things to upset other people on purpose?

Or try to hurt them on purpose?

Do you ever try to get other people into trouble on purpose?

What do you do?
What about during the last 3 months?
Why do you do it?
How often has that happened?
Where does that sort of thing happen?
Who have you done it to?
What about with adults?
When did you start doing that sort of thing?

Coding rules	Codes
SPITEFUL OR VINDICTIVE	CGA3I01 Intensity
0 = Absent	
2 = Present	
HOME	CGA3F01 Home Frequency
SCHOOL	CGA3F02 School Frequency
ELSEWHERE	CGA3F03 Elsewhere Frequency
	CGA3O01 Onset / /
DIRECTED AGAINST SIBLINGS	CGA3X01
0 = Absent	
2 = Present	
DIRECTED AGAINST PEERS	CGA3X02
0 = Absent	
2 = Present	
DIRECTED AGAINST ADULTS	CGA3X03
0 = Absent	
2 = Present	

Definitions and questions

SWEARING

The use of swear words or obscene language not approved or countenanced by adults in whose presence they are spoken.

Do not include swearing among peers when adults are not present, or with adults who are tolerant of swearing (i.e., do not object to their child's swearing).

Do you ever swear when adults are around?

When does that happen?
Where do you do it?
How often?
Do they tell you not to?
What do you do then?
When did you start swearing in front of adults?

CODE NUMBER OF EPISODES OF SWEARING (NOT NUMBER OF INDIVIDUAL OBSCENE WORDS)

Coding rules

SWEARING

0 = Absent

2 = Swears in presence of adults, but usually (>50% of time) stops when admonished.

3 = Swearing in the presence of adults, that is not controlled by admonition.

HOME

SCHOOL

ELSEWHERE

Codes

CGA4I01
Intensity

CGA4F01
Home
Frequency

CGA4F02
School
Frequency

CGA4F03
Elsewhere
Frequency

CGA4O01
Onset
/ /

Definitions and questions

STEALING

Taking something belonging to another with the intention of depriving the owner of its use.

Do not include items intended eventually for general distribution that will include the subject (such as general food from the refrigerator or school erasers).

STEALING AT HOME OR FROM FAMILY

Have you stolen anything at home or from family?

Who did you steal it from?
What did you steal?
Did you steal on your own or with anyone else?

How often have you stolen anything from home or family in the last 3 months?

When was the first time you stole anything form home or from family?

Coding rules

STEALING AT HOME OR FROM FAMILY

0 = No

2 = Yes

STEALING ITEMS NOT AVAILABLE FOR GENERAL USE BUT NOT AIMED AGAINST A PARTICULAR PERSON

0 = No

2 = Yes

STEALING DIRECTED SPECIFICALLY AGAINST A PARTICULAR PERSON OR PERSONS

0 = No

2 = Yes

Codes

CGA6X01
Intensity

CGA6I01

CGA6I02

CGA6F01
Frequency

CGA6O01
Onset

/ /

E110

Definitions and questions

STEALING AT SCHOOL

Have you stolen anything from school in the last 3 months?

What did you steal?
Who did you steal it from?
Did you steal on your own or with anyone else?
Why did you do it?

How often have you stolen anything in the last 3 months?

When was the first time you stole anything from school/work?

Coding rules

STEALING AT SCHOOL

0 = No

2 = Yes

STEALING ITEMS NOT AVAILABLE FOR A GENERAL USE BUT NOT AIMED AGAINST A PARTICULAR PERSON

0 = No

2 = Yes

STEALING DIRECTED SPECIFICALLY AGAINST A PARTICULAR PERSON OR PERSON

0 = No

2 = Yes

Codes

CGA7X01
Intensity

CGA7I01

CGA7I02

CGA7F01
Frequency

CGA7O01
Onset

/ /

Definitions and questions	Coding rules	Codes
STEALING ELSEWHERE *Have you stolen anything elsewhere in the last 3 months?* *What did you steal?* *Who did you steal it from?* *Did you steal on your own or with anyone else?* *Why did you do it?* *How often have you stolen anything in the last 3 months besides at home, school, or work?* *When was the first time you stole anything outside home, school or work?*	**STEALING ELSEWHERE** 0 = No 2 = Yes **STEALING ITEMS NOT AVAILABLE FOR GENERAL USE BUT NOT AIMED AGAINST A PARTICULAR PERSON** 0 = No 2 = Yes **STEALING DIRECTED SPECIFICALLY AGAINST A PARTICULAR PERSON OR PERSONS** 0 = No 2 = Yes	CGA8X01 Intensity CGA8I01 CGA8I02 CGA8F01 Frequency CGA8O01 Onset / /
STEALING - HIGHEST VALUE OF ITEMS STOLEN IN SINGLE EPISODE Taking something belonging to another with the intention of depriving the owner of its use. Do not include items intended eventually for general distribution that will include the subject (such as general food from the refrigerator or school eraser.) ***Have you ever stolen anything?*** ***What is the most you have ever stolen at one time?*** *How much is that worth?* *How many times has s/he ever stolen something?* **IF THERE IS EVIDENCE OF STEALING IN THE PAST 3 MONTHS, COMPLETE. OTHERWISE, SKIP TO "LYING", (PAGE 16).**	**HIGHEST VALUE OF ITEMS STOLEN IN SINGLE EPISODE** 0 = Has not stolen anything. 1 = less than $5. 2 = $5 - $99. 3 = Equal to or greater than $100.	Ever:CGA5E01 Intensity Ever:CGA5V01 Frequency

Definitions and questions

Coding rules

Codes

Conduct Problems

E113

Definitions and questions	Coding rules	Codes
PATTERNS OF STEALING		
Note: Shoplifting- Stealing, alone or in company, from a shop that is open for business. The act is covert and does not involve confrontation with the shop staff or members of the public. Detection may provoke a confrontation, but the intention is to avoid it.	**STEALING IN PRIMARY PERIOD** 0 = Absent 2 = Present	CGA9X01 Intensity
Were you on your own or with anybody else?	**STEALING ALONE** 0 = Absent 2 = Present	CGA9I01
Did anyone find out?	**STEALING WITH ONE OTHER** 0 = Absent 2 = Present	CGA9I02
What did they do? *What happened as a result?* *Have you stolen anything else?* *Or taken anything from a store?* *What did you do?*	**STEALING IN A GROUP** 0 = Absent 2 = Less than 50% of the time. 3 = More than 50% of the time.	CGA9I03
	SHOPLIFTING 0 = Absent 2 = Present	CGA9I04
PATTERNS OF STEALING - BREAKING AND ENTERING		
Breaking and entering: Includes breaking into a house, building, store to steal. Code breaking into a car separately.	**BREAKING AND ENTERING** 0 = Absent 2 = Present	CGB0I01 Intensity
Have you ever broken into anywhere?		CGB1V01 Frequency
How many times have you ever broken into anywhere?		
When was the first time you broke into anywhere?		CGB1O01 Onset / /

Definitions and questions	Coding rules	Codes
PATTERNS OF STEALING - BREAKING INTO A CAR Breaking into a car to steal. ***Have you broken into a car to steal something?*** *How many times have you ever broken into a car?* *When was the first time you broke into a car to steal?*	**BREAKING INTO A CAR** 0 = Absent 2 = Present	CGB2I01 Intensity CGB3V01 Frequency CGB3O01 Onset / /
PATTERNS OF STEALING - STEALING MOTOR VEHICLE OR TAKING AND DRIVING AWAY Includes attempts to steal a motor vehicle; also occasions when subject takes and drives away a car/motorcycle, even if s/he does not intend to steal it but rather to use it for his/her own purposes in an unauthorized way (e.g. joy rides). ***Have you ever taken a car or motor-bike?*** ***Or taken a car or motorcycle to use, without permission?*** *How many times have you stolen a motor vehicle or took one and drove away?* *When was the first time you stole a car or took and drove it away without permission?*	**STEALING MOTOR VEHICLE OR TAKING AND DRIVING AWAY** 0 = Absent 2 = Present	CGB4I01 Intensity CGB5V01 Frequency CGB5O01 Onset / /
PATTERNS OF STEALING - STEALING INVOLVING CONFRONTATION OF THE VICTIM, BUT WITHOUT ACTUAL VIOLENCE The victim is directly confronted and money or goods are demanded, threats may be made directly or implicitly (e.g. by the presence of a weapon), but no actual violence is done. ***Have you ever threatened anyone to make them give him/her something?*** *How many times have you ever threatened anyone to make them give him/her something?*	**STEALING INVOLVING CONFRONTATION OF THE VICTIM, BUT WITHOUT ACTUAL VIOLENCE** 0 = Absent 2 = Present	CGB6I01 Intensity CGJ0V01 Frequency

Definitions and questions

PATTERNS OF STEALING - STEALING INVOLVING ACTUAL VIOLENCE

The victim is directly confronted or set upon in some way and some violent action actually takes place. For instance, the victim might be kicked or punched.

Have you ever mugged anyone?

Did you hurt him/her?
Have you done that in the last 3 months?

How many times have you ever mugged someone?

When was the first time?

PATTERN OF STEALING - STEALING INVOLVING VIOLENCE RESULTING IN SERIOUS INJURY

As a result of violence committed during stealing, the victim sustained broken limbs, or required hospitalization, or was unconscious for any period.

Have you mugged anyone and caused serious injury?

How often have you mugged someone and caused serious injury?

When was the first time you seriously injured someone in a mugging situation?

Coding rules

STEALING INVOLVING ACTUAL VIOLENCE

0 = Absent

2 = No physical injury to the victim.

3 = Some physical injury (e.g. black eye, cuts)

STEALING INVOLVING VIOLENCE RESULTING IN SERIOUS INJURY

0 = Absent

2 = Present

Codes

CGB6I02
Intensity

CGB7V01
Frequency

CGB7O01
Onset
/ /

CGB8I01
Intensity

CGB9V01
Frequency

CGB9O01
Onset
/ /

Definitions and questions

PATTERNS OF STEALING - USE OF WEAPON

Use of any item that could be used to threaten or intimidate a victim. Include carrying a weapon even if it is concealed and not used.

Have you ever carried a weapon when you stole anything?

In the last 3 months?
What?
Did you use it?

How many times have you ever carried a weapon when you stole something?

When was the first time you carried a weapon to steal?

OUTCOME OF STEALING

IF SUSPENDED OR EXPELLED FROM SCHOOL BECAUSE OF STEALING, CODE HERE AND UNDER SCHOOL SUSPENSION, IN -SCHOOL SUSPENSION OR SCHOOL EXPULSION.

CODE POLICE INVOLVEMENT UNDER POLICE CONTACT.

Did you get caught at all in the last 3 months?

What happened?
Did you get punished?
Were the police involved?
What happened?

Coding rules

USE OF WEAPON

0 = Absent

2 = Carried weapon while stealing.

3 = Used weapon to threaten victim.

OUTCOME OF STEALING

0 = Absent

2 = Present

ACTIVITIES WITH PEERS RESTRICTED

0 = Absent

2 = Present

ACTIVITIES WITH ADULTS RESTRICTED

0 = Absent

2 = Present

OTHER PUNISHMENT BY FAMILY OR OTHERS

0 = Absent

2 = Present

BANNED FROM PREMISES OR ORGANIZATIONS/SUSPENDED OR EXPELLED FROM SCHOOL/COLLEGE/UNIVERSITY

0 = Absent

2 = Present

Codes

CGC0I01
Intensity

CGC1V01
Frequency

CGC1O01
Onset
/ /

CGC2X01
Intensity

CGC2I01

CGC2I02

CGC2I03

CGC2I04

Definitions and questions

BREAKING PROMISES

Failure to carry out actions for which a direct commitment has been given to another person. Do not include behavior that meets criteria for lying.

How good are you at keeping promises?

Have you broken any promises in the last 3 months?

What happened?
What did you do?
Have you broken any promises to "parental figures" or "siblings"?
What about at school?
Have you broken any promises to anyone else?

Coding rules

BREAKING PROMISES

0 = No

2 = Yes

HOME

SCHOOL

ELSEWHERE

Codes

CGJ2I01 Intensity

CGJ2F01 Home Frequency

CGJ2F02 School Frequency

CGJ2F03 Elsewhere Frequency

CGJ2O01 Onset

/ /

Definitions and questions

DECEPTION

LYING

Distortion of the truth with intent to deceive others.

Most people tell lies sometimes. Have you told any lies in the last 3 months?

What about?
Who to?
Where?
Why did you do it?
Was it to get out of trouble?
What was the result?
How often do you tell lies?
When did you start telling lies?
Do you ever tell lies to get out of things you don't want to do?

What happens when you're caught doing something wrong?

When something goes wrong that's your fault, do you admit it?

Coding rules

LYING

0 = Absent

2 = Lies told for gain, or to get out of school attendance etc., or to escape school punishment, in at least 2 activities that do not result in others getting into trouble.

HOME

SCHOOL

ELSEWHERE

SOLITARY/ACCOMPANIED

0 = Solitary

2 = Often accompanied (25-49% of the time).

3 = Accompanied 50% or more of the time.

Codes

CGC3I01 Intensity

CGC3F01 Home Frequency

CGC3F02 School Frequency

CGC3F03 Elsewhere Frequency

CGC3O01 Onset

/ /

CGC3X01

Definitions and questions

BLAMING

Do you lie if you think you can get out of trouble by blaming someone else?

Do your lies get others into trouble?

Could they?
What do you do?
What is the result?
How often do you do this?
When did you start doing it?

Coding rules

BLAMING

0 = Absent

2 = Lies in at least 2 activities, that result in others being blamed for subject's misdemeanors or otherwise getting into trouble or lies which, if believed, would have the same result.

HOME

SCHOOL

ELSEWHERE

SOLITARY/ACCOMPANIED

0 = Solitary

2 = Often accompanied (25-49% of the time).

3 = Accompanied 50% or more of the time.

Codes

CGJ3I01
Intensity

CGJ3F01
Home
Frequency

CGJ3F02
School
Frequency

CGJ3F03
Elsewhere
Frequency

CGJ3O01
Onset
/ /

CGJ3X01

Definitions and questions

CON-ARTISTRY

Lying in order to obtain goods or favors with a monetary value of at least $10.

Have you ever tried to con anyone to get them to give you something?

Or to do you a favor?

Or tried to trick them to get money or something else What happened?

Coding rules

CON-ARTISTRY

0 = Absent

2 = Simple lies.

3 = "Scam" involving at least some planning to develop and implement scheme.

SOLITARY/ACCOMPANIED

0 = Solitary

2 = Often accompanied (25-49% of the time).

3 = Accompanied 50% or more of the time.

Codes

CGC4I01
Intensity

CGC4F01
Frequency

CGC4O01
Onset
/ /

CGC4X01

Definitions and questions	Coding rules	Codes
CHEATING Attempts to gain increased marks at school or increased success in other settings by unfair means. ***Do you ever cheat?*** *In tests or exams?* ***Or games?*** ***What about copying homework?*** *Anywhere else?* *What about during the last 3 months?* *How often do you cheat?* *When did you start cheating?* *Have you ever been caught?* *What happened?* *What did you s/he do?* *What did the school do?*	**CHEATING** 0 = Absent 2 = Cheating in at least 2 activities and at least sometimes not responsive to admonition if caught. 3 = Cheating may occur in many or most activities and is hardly ever responsive to admonition if caught.	CGC5I01 Intensity [ ]
	HOME	CGC5F01 Home Frequency [ ]
	SCHOOL	CGC5F02 School Frequency [ ]
	ELSEWHERE	CGC5F03 Elsewhere Frequency [ ]
		CGC5O01 Onset [/ /]

Definitions and questions

MINOR FORGERY

Deliberate non-illegal imitation of documents, letters or signatures for the subject's own ends.

Includes getting others to forge documents for the subject's purposes, but do not include illegal acts.

Have you ever faked sick notes for school?

Or faked your signature on report cards?

How many times has s/he ever done this?
How many times has s/he done this in the last three months?
What was the result?
When was the first time?

Coding rules

MINOR FORGERY

0 = Absent

2 = Present

MINOR FORGERY

0 = No

2 = Behaviors that are neither illegal nor likely to result in police action, such as faking school reports or sick notes.

HOME

SCHOOL

ELSEWHERE

SOLITARY/ACCOMPANIED

0 = Solitary

2 = Often accompanied (25-49% of the time).

3 = Accompanied 50% or more of the time.

Codes

Ever:CGC6E01
Intensity

Ever:CGC6V01
Frequency

Ever:CGC6O01
Onset
/ /

CGC6I01
Intensity

CGC6F01
Home
Frequency

CGC6F02
School
Frequency

CGC6F03
Elsewhere
Frequency

CGC6X01

E123

Definitions and questions

MAJOR FORGERY

Deliberate illegal imitation of documents, letters or signatures for the subject's own ends.

Include getting others to forge documents for the subject's purposes.

Include only illegal acts.

Has you ever forged a fake ID?

Or anything else?
Have you gotten anyone else to forge anything for you?

How often have you done it?
How many times have you ever done this?
How many times in the last 3 months?
What was the result?
When was the first time?

Coding rules

Codes

MAJOR FORGERY

0 = Absent

2 = Present

Ever:CGJ5E01 Intensity

Ever:CGJ5V01 Frequency

Ever:CGJ5O01 Onset / /

MAJOR FORGERY

0 = No

2 = Illegal acts such as credit card fraud, forging a fake ID, etc.

CGJ5I01 Intensity

HOME

CGJ5F01 Home Frequency

SCHOOL

CGJ5F02 School Frequency

ELSEWHERE

CGJ5F03 Elsewhere Frequency

SOLITARY/ACCOMPANIED

0 = Solitary

2 = Often accompanied (25-49% of the time).

3 = Accompanied 50% or more of the time.

CGJ5X01

Definitions and questions	Coding rules	Codes
RUNNING AWAY FROM HOME Leaving the home with the deliberate intention of staying away temporarily or permanently. N.B. "EVER" CODED IF SUBJECT HAS RUN AWAY BUT NOT IN LAST 3 MONTHS. ***Have you ever run away from home?*** *When was that?* *Have you run away from home in the last 3 months?* *How long for?* *Why did you run away?* *How often have you run away?* *What did you do?* *Did you contact the police?* *What happened?* *Why did you go back?* *What did your family do then?* *When was the first time you ran away?*	**RUNNING AWAY FROM HOME** 0 = Absent 2 = Intending to stay away at time of leaving, but returning or returned before away overnight. Some preparations to allow the subject to have stayed away should have occurred such as packing a bag, taking some treasured possessions, or buying a one way tick 3 = As 2, and away at least overnight.	CGC7I01 Intensity
		CGC7F01 Frequency
Days/hours away	**DAYS**	CGC7D01 Duration
		CGC7O01 Onset / /
	SOLITARY/ACCOMPANIED 0 = Solitary 2 = Often accompanied (25-49% of the time). 3 = Accompanied 50% or more of the time.	CGC7X01
ENTER ONLY IF RAN AWAY FROM HOME OVERNIGHT.	**RUNNING AWAY FROM HOME OVERNIGHT** 0 = Absent 2 = Present	Ever:CGC8E01 Intensity
	RUNNING AWAY FROM HOME OVERNIGHT - FREQUENCY	Ever:CGC8V01
	DAYS	Ever:CGC8D01
	ONSET - RUNNING AWAY	Ever:CGC8O01 / /

Definitions and questions

CONDUCT PROBLEMS INVOLVING VIOLENCE

LOSING TEMPER

Discrete episodes of temper manifested by shouting or name calling but without violence and not meeting criteria for a temper tantrum.

What sort of temper have you got?

What happens when you lose your temper?

How often do you lose your temper?
When did that start?

Coding rules

LOSING TEMPER

0 = Absent

2 = Present

HOME

SCHOOL

ELSEWHERE

Codes

CGE0I01
Intensity

CGE0F02
Home
Frequency

CGE0F03
School
Frequency

CGE0F04
Elsewhere
Frequency

CGE0O01
Onset

/ /

Definitions and questions

TEMPER TANTRUMS

Discrete episodes of excessive temper, frustration or upset, manifested by shouting, crying or stamping, and involving violence or attempts at damage directed against people or property.

Violence or damage done here does not constitute Vandalism or Assault.

Do you ever get into a tantrum?

What do you do?
Tell me about the last time.
What do your parents do about it?
How long does it go on for?
How often does it happen?
When did it start?
N.B. INFORMATION OBTAINED HERE MAY ALSO BE RELEVANT TO TOUGHY OR EASILY ANNOYED, ANGRY OR RESENTFUL AND IRRITABILITY

Coding rules

TEMPER TANTRUMS

0 = Absent

2 = Non destructive violence directed only against, property, (e.g. slamming doors, stamping, etc.).

3 = With destructive violence (e.g. smashing window) or violence against persons.

HOME

SCHOOL

ELSEWHERE

HOURS : MINUTES

Codes

CGE1I01
Intensity

CGE1F01
Home
Frequency

CGE1F02
School
Frequency

CGE1F03
Elsewhere
Frequency

CGE1D01
Duration

CGE1O01
Onset
/ /

Definitions and questions

VANDALISM

Damage to, or destruction of, property without the intention of gain.

DO NOT INCLUDE WRITING ON SCHOOL DESKS.

Have you ever written on walls?

Where?
What?
Have you damaged or broken or smashed up anything?

What about public telephones?

What about school books or property?

When was that?
Did you know the people whose stuff you "smashed"?
How often does s/he do that sort of thing?
When did s/he first do something like that?

Coding rules

Codes

VANDALISM

0 = Absent

2 = Writing graffiti, carving on trees or similar actions that are not actually destructive of the functions of that object.

3 = Other acts involving damage to, or destruction of, property.

CGE2I01 Intensity

HOME

CGE2F01 Home Frequency

SCHOOL

CGE2F02 School Frequency

ELSEWHERE

CGE2F03 Elsewhere Frequency

DIRECTED AGAINST COMMUNAL PROPERTY (E.G. PUBLIC TELEPHONES)

0 = Absent

2 = Present

CGE2I02

DIRECTED AGAINST UNKNOWN INDIVIDUAL'S PROPERTY

0 = Absent

2 = Present

CGE2I03

DIRECTED AGAINST KNOWN INDIVIDUAL'S PROPERTY

0 = Absent

2 = Present

CGE2I04

SOLITARY/ACCOMPANIED

0 = Solitary

2 = Often accompanied (25-49% of the time).

3 = Accompanied 50% or more of the time.

CGE2X01

CGE2O01 Onset

/ /

C-CAPA- Validity Without A Gold Standard 5.0.0

Definitions and questions

Coding rules

Codes

Conduct Problems

E129

Definitions and questions

FIRESETTING

Setting of unsanctioned fires.

Do not include burning individual matches or pieces of paper.

N.B. "EVER" CODED IF FIRE SETTING HAS OCCURRED BUT NOT IN LAST 3 MONTHS.

Do you like playing with fire?

Or burning things?

Have you EVER started any fires in places where you're not supposed to?

Why did you do it?
Where did you do it?
When did you do it?
Have you done it in the last 3 months?
Did anyone find out?
What happened?
How often have you done that sort of thing?
Do you start fires with other people or on your own?
How often do you start fires?
When was the first time you started a fire?
Have you ever done any damage with fire?

Coding rules

Codes

FIRESETTING

0 = Absent

2 = Deliberate setting of unsanctioned fires, but without intent to cause damage.

3 = Deliberate setting of unsanctioned fires with deliberate intent to cause damage.

CGE3I01 Intensity

HOME

CGE3F01 Home Frequency

SCHOOL

CGE3F02 School Frequency

ELSEWHERE

CGE3F03 Elsewhere Frequency

DIRECTED AGAINST COMMUNAL PROPERTY (E.G. PUBLISH TELEPHONES)

0 = No

2 = Yes

CGE3I02

DIRECTED AGAINST UNKNOWN INDIVIDUAL'S PROPERTY

0 = No

2 = Yes

CGE3I03

DIRECTED AGAINST KNOWN INDIVIDUAL'S PROPERTY

0 = No

2 = Yes

CGE3I04

SOLITARY/ACCOMPANIED

0 = Solitary

2 = Often accompanied (25-49% of the time).

3 = Accompanied 50% or more of the time.

CGE3X01

CGE3O01 Onset

/ /

Definitions and questions

EVER: FIRESETTING

Setting of unsanctioned fires.

Do not include burning individual matches or pieces of paper.

N.B. "EVER" CODED IF FIRE SETTING HAS OCCURRED BUT NOT IN LAST 3 MONTHS.

Coding rules

FIRESETTING

0 = Absent

2 = Deliberate setting of unsanctioned fires, but without intent to cause damage.

3 = Deliberate setting of unsanctioned fires with deliberate intent to cause damage.

Codes

Ever:CGE4E01
Intensity

Ever:CGE4V01
Frequency

Ever:CGE4O01
Onset
/ /

Definitions and questions

VIOLENCE AGAINST PERSONS

FIGHTS

Physical fights in which both (or all) combatants are actively initiating. Otherwise code as assault.

If subject is a victim of an attack and fights back only to protect him/herself, do not rate here or under Assault.

Do you get into fights at all?

Have you gotten into any fights in the last 3 months?

Who with?
How often?
Tell me about the last fight you were in.
Was it a friendly fight?
Think of the worst fight you were in.
Did either (any) of you get hurt?
What happened?
Have you been in any fights that someone else broke up?
Who?
Why?
When did you start fighting?
Were the police involved?

FIGHTS- RESULTING IN SERIOUS INJURY

As the result of a fight, either combatant sustained broken limbs, required hospitalization, or was unconscious for any period.

NOTE WHETHER ANY FURTHER ACTION WAS TAKEN BY YHE AUTHORITIES

Have you ever been in a fight where someone was badly hurt?

Coding rules

FIGHTS

0 = Fights absent.

2 = Fights do not result in any physical injury to either party.

3 = Either combatant has sustained some physical injury as a result (e.g. black eye or cuts).

HOME

SCHOOL

ELSEWHERE

SOLITARY/ACCOMPANIED

0 = Solitary

2 = Often accompanied (25-49% of the time).

3 = Accompanied 50% or more of the time.

FIGHTS RESULTING IN SERIOUS INJURY

0 = None

2 = As a result of a fight either combatant sustained broken limbs, required hospitalization, or was unconscious for any period.

Codes

CGE5I01 Intensity

CGE5F01 Home Frequency

CGE5F02 School Frequency

CGE5F03 Elsewhere Frequency

CGE5X01

CGE5O01 Onset

/ /

Ever:CGE7E01 Intensity

Definitions and questions	Coding rules	Codes
		Ever:CGE7V01 Frequency
		Ever:CGE7O01 Onset / /
Has this happened in the last 3 months?	0 = None 2 = As a result of a fight either combatant sustained broken limbs, required hospitalization, or was unconscious for any period.	CGE6I01 Intensity
EVER: USE OF WEAPON IN FIGHTS As the result of a fight, either combatant sustained broken limbs, required hospitalization, or was unconscious for any period. NOTE WHETHER ANY FURTHER ACTION WAS TAKEN BY YHE AUTHORITIES	**USE OF WEAPON** 0 = No 2 = Yes	Ever:CGE8E01 Intensity
Have you ever used a weapon in a fight?	**FREQUENCY - USE OF WEAPONS IN A FIGHT**	Ever:CGE8V01
Like a knife or stone or anything else? *How often has this ever happened?* *When was the first time this ever happened?* *When was the first time?*	**FIGHTS RESULTING IN SERIOUS INJURY - ONSET**	Ever:CGE8O01 / /

Definitions and questions

ASSAULT

Attack upon or attempt to hurt another without the other's willful involvement in the contact.

If subject is the victim of an attack and fights back only to protect him/herself, do not rate here or under Fight.

N.B. "EVER" CODED IF ASSULTED HAS NOT OCCURED IN LAST 3 MONTHS.

Have you hurt or attacked anyone who didn't want to fight you?

Who did you hurt?
When was that?
How did it happen?
Did you hurt him/her? How much?
Why?

Coding rules

ASSAULT

0 = No assault

2 = Assaults did not result in any physical injury to either party

3 = The victim sustained some physical injury as a result (e.g.black eye or cuts)

HOME

SCHOOL

ELSEWHERE

SOLITARY/ACCOMPANIED

0 = Solitary

2 = Often accompanied (25-49% of the time).

3 = Accompanied 50% or more of the time.

Codes

CGE9I01 Intensity

CGE9F01 Home Frequency

CGE9F02 School Frequency

CGE9F03 Elsewhere Frequency

CGE9X01

CGE9O01 Onset

/ /

Definitions and questions

ASSAULT RESULTING IN SERIOUS INJURY

As a result of an assault, either combatant sustained broken limbs, required hospitalization, or was unconscious for any period.

Have you ever injured anyone who didn't want to fight you?

Has this happened in the last 3 months?
How many times have you ever been involved in an assault where someone was seriously injured?
What was the serious injury?
How many times has this ever happened?
When was the first time?

ASSAULT WITH A WEAPON

Physical aggression, attack upon, or attempt to hurt another without the other's willful involvement in the contact using a weapon.

Have you ever used a weapon in an assault?

Like a knife or stone?
Were the police involved?
How often have you done anything like that?
Where have you done that sort of thing?
When was the first time you did anything like that?
Tell me about it.
What did your parents do about it?
What did the school (etc.) do about it?

How many times have you ever used a weapon to attack someone?

When was the first time you used a weapon in an attack?

IF ASSAULT OCCURRED, ASK ABOUT CRUELTY. OTHERWISE, SKIP TO "BULLYING", (PAGE 35).

Coding rules

ASSAULTS RESULTING IN SERIOUS INJURY

0 = None

2 = As a result, either combatant sustained broken limbs, required hospitalization, or was unconcious for any period

ASSAULT RESULTING IN SERIOUS INJURY

0 = Absent

2 = Present

USE OF WEAPON

0 = No

2 = Yes

Codes

Ever:CGF0E01 Intensity

Ever:CGF1V01 Frequency

Ever:CGF1O01 Onset

/ /

CGF0I01 Intensity

Ever:CGF2E01 Intensity

Ever:CGF2V01 Frequency

Ever:CGF2O01 Onset

/ /

Definitions and questions	Coding rules	Codes
CRUELTY TO PEOPLE An assault involving the deliberate inflicting of pain or fear on the victim beyond the "heat of the moment". Include beating, cutting or burning a restrianed person, ritualized infliction of pain, and sadistic violence or terrorization. CODE ASSAULTS INVOLVING CRULITY HERE, NOT UNDER ASSULTS, iF NOT CERTAIN WHICH TO CODE, CODE UNDER ASSAULT. CODE ASSAULTS INVOLVING CRUELTY HERE, NOT UNDER ASSAULTS. IF NOT CERTAIN WHICH TO CODE, CODE UNDER ASSAULT.	**CRUELTY TO PEOPLE** 0 = Absent 2 = Cruelty did not result in any physical injury to either party. 3 = The victim sustained some physical injury as a result (e.g. black eye or cuts).	CGF3I01 Intensity
	HOME	CGF3F01 Home Frequency
	SCHOOL	CGF3F02 School Frequency
	ELSEWHERE	CGF3F03 Elsewhere Frequency
	SOLITARY/ACCOMPANIED 0 = Solitary 2 = Often accompanied (25-49% of the time). 3 = Accompanied 50% or more of the time.	CGF3X01
		CGF3O01 Onset / /

Definitions and questions	Coding rules	Codes
CRUELTY RESULTING IN SERIOUS INJURY As a result of cruelty either combatant sustained broken limbs, required hospitalization, or was unconscious for any period. *Have you ever seriously injured anyone like that?* *How many times?* *What happened?* *When was the first time?* *Has this happened in the last 3 months?*	**CRUELTY RESULTING IN SERIOUS INJURY** 0 = Absent 2 = Present	Ever:CGF5E01 Intensity Ever:CGF5V01 Frequency Ever:CGF5O01 Onset / /
	CRUELTY RESULTING IN SERIOUS INJURY 0 = None 2 = As a result of cruelty either combatant sustained broken limbs, required hospitalization, or was unconcious for any period.	CGF4I01 Intensity
EVER: USE OF WEAPON WITH CRUELTY TO PEOPLE Physical agression, attack upon, or attempts to hurt another without the other's willful involvement in the contact using a weapon. *Have you ever used a weapon when intentionally doing that?* *How many times?* *When was the first time?*	**USE OF WEAPON** 0 = No 2 = Yes	Ever:CGF6E01 Intensity
	FREQUENCY - USE OF WEAPON WITH CRUELTY TO PEOPLE	Ever:CGF6V01
	ONSET - USE OF WEAPON WITH CRUELTY TO PEOPLE	Ever:CGF6O01 / /

Definitions and questions

BULLYING

Attempts to force another to do something against his/her will by using threats or violence, or intimidation.

Do not include episodes that meet the criteria for stealing involving confrontation.

Differentiate from spiteful and vindictive which does not include attempts to force someone to do something against their wishes.

Have you forced someone to do something s/he did'nt want to do by threatening or hurting him/her?

Do you pick on anyone?

Who was it?
Why did you do it?
How often?
When was the first time?
Did you use a weapon of any sort?

Where have you done that sort of thing?
Where the police involved?
CODE FORCED SEXUAL ACTIVITY ON NEXT SYMPTOM.

Coding rules

BULLYING

0 = Absent

2 = Using threats only.

3 = With actual violence.

HOME

SCHOOL

ELSEWHERE

SOLIRATY/ACCOMPANIED

0 = Solitary

2 = Often accompanied (25-49% of the time).

3 = Accompanied 50% or more of the time.

Codes

CGF7I01 Intensity

CGF7F01 Home Frequency

CGF7F02 School Frequency

CGF7F03 Elsewhere Frequency

CGF7X01

CGF7O01 Onset

/ /

Definitions and questions	Coding rules	Codes
EVER: USE OF WEAPON WITH BULLYING Attempts to force another to do something against his/her will by using threats or violence, or intimidation with a weapon. Do not include episodes that meet the criteria for stealing involving confrontation. Differentiate from spiteful and vindictive which does not include attempts to force someone to do something against their wishes. ***Have you ever used a weapon of any sort while bullying?*** *How often has this ever happened?* *When was the first time this ever happened?*	**USE OF WEAPON** 0 = No 2 = Yes	Ever:CGF8E01 Intensity Ever:CGF8V01 Frequency Ever:CGF8O01 Onset / /
FORCED SEXUAL ACTIVITY ***Have you ever made someone have sex with you when s/he didn't want to?*** ***Or have you kissed or fondled anyone who didn't want you to?*** ***Did s/he use a weapon of any sort?***	**FORCED SEXUAL ACTIVITY** 0 = Absent 2 = Using threats only. 3 = With actual violence.	Ever:CGF9E01 Intensity Ever:CGF9V01 Frequency Ever:CGF9O01 Onset / /
	USE OF WEAPON FOR FORCED SEXUAL ACTIVITY 0 = No 2 = Yes	Ever:CGH0E01
	USE OF WEAPON FOR FORCED SEXUAL ACTIVITY - FREQUENCY	Ever:CGH0V01
	USE OF A WEAPON FOR FORCED SEXUAL ACTIVITY - ONSET	Ever:CGH0O01 / /

Definitions and questions

SEXUAL ACTIVITY FOR GAIN

Engagement in sexual activity in order to obtain money, goods, or drugs.

IF DRUG RELATED, ALSO CODE UNDER SUBSTANCE-RELATED CRIME.

Have you ever had sex with someone to get something that you wanted?

How many times?
When did you first do that?

CRUELTY TO ANIMALS

Deliberate activities involving hurting animals.

Do not include hunting.

N.B. "EVER" CODED IF NO CRUELTY TO ANIMALS IN LAST 3 MONTHS.

Have you ever hurt an animal?

When?
What happened? (Determine way of hurting)
Have you ever killed an animal?
Were the police brought in?
Where did you do it?
Why did you do it?
How often have you done that?
When was the first time?

Coding rules

SEXUAL ACTIVITY FOR GAIN

0 = Absent

2 = Present

CRUELTY TO ANIMALS

0 = Absent

2 = Definite cruelty not resulting in obvious or permanent injury to the animal.

3 = Acts resulting in obvious or permanent injury.

HOME

SCHOOL

ELSEWHERE

SOLITARY/ACCOMPANIED

0 = Solitary

2 = Often accompanied (25-49% of the time).

3 = Accompanied 50% or more of the time.

Codes

Ever:CGH1E01 Intensity

Ever:CGH1V01 Frequency

Ever:CGH1O01 Onset

/ /

CGH2I01 Intensity

CGH2F01 Home Frequency

CGH2F02 School Frequency

CGH2F03 Elsewhere Frequency

CGH2X01

CGH2O01 Onset

/ /

Definitions and questions

Coding rules

Codes

EVER: CRUELTY TO ANIMALS

Deliberate activities involving hurting animals.

Do not include hunting or hunting type behaviors.

N.B. "EVER" CODED IF NO CRUELTY TO ANIMALS IN LAST 3 MONTHS.

EVER: CRUELTY TO ANIMALS - ENTER ONLY IF RESULTING IN OBVIOUS OR PERMENANT INJURY.

Have you ever hurt an animal that resulted in obvious or permenant injury?
How often has this happened?
When was the first time this ever happened?

CRUELTY TO ANIMALS (ENTER ONLY IF RESULTING IN OBVIOUS OR PERMENANT INJURY)

0 = Absent

3 = Acts resulting in obvious or permanent injury.

Ever:CGH3E01 Intensity

Ever:CGH3V01 Frequency

Ever:CGH3O01 Onset

/ /

POLICE CONTACT

Any involvement with police resulting from items recorded in Conduct Disorder section or any other behavior or suspected behavior for which a complaint could have been filed.

Do not include simple questioning such as being questioned about something the youth saw.

Do not include speeding tickets, unless they are associated with driving under the influence or reckless driving.

Have you ever been involved with the police?

What about in the last 3 months?

POLICE CONTACT

0 = Absent

2 = Police Contact Present

Ever:CGH6E01 Intensity

Ever:CGH6O01 Onset

/ /

POLICE CONTACT

0 = Absent

2 = Present in last 3 months

CGH6I01 Intensity

IF POLICE CONTACT HAS OCCURRED, COMPLETE DELINQUENCY SECTION. OTHERWISE, SKIP TO "PROBATION/PAROLE", (PAGE 40).

Definitions and questions

DELINQUENCY

ACTION TAKEN BY POLICE

IF SUBJECT EVER HAS BEEN CHARGED, CODE EVER:RESULT OF PROSECUTION

CODE EVER:TOTAL NUMBER OF DWI'S SEPARTELY FROM EVER: TOTAL NUMBER OF CHARGES. THEN CODE HIGHEST RESULT OF PROSECUTION FROM EITHER TYPE OF CHARGE.

IF CASE IS PENDING, CODE AS STRUCTRUALLY MISSING.

LIST IS IN ORDER OF SEVERITY. CODE THE HIGHEST LEVEL OF SEVERITY.

Coding rules

Codes

ACTION TAKEN BY POLICE

0 = No further action

1 = Adjustment by police

2 = Adjustment by juvenile coujnselor

3 = Charged

Ever:CGH7E01
Intensity

Ever:CGH8O01
Onset
/ /

TOTAL NUMBER OF CHARGES

Ever:CGH8V01

TOTAL NUMBER OF DWIS

Ever:CGH8V02

RESULT OF PROSECUTION

Ever:CGH9E01

0 = Charges dropped.

1 = Not guilty.

2 = Unsupervised probation/restitution.

3 = Community service.

4 = Supervised probation only.

5 = Supervised probation with treatment order.

6 = Treatment order without probation.

7 = Detention

8 = Wilderness camp.

9 = Suspended training school commitment.

10 = Training school commitment.

11 = Bound over to superior court.

12 = Fine in superior court.

13 = Prison commitment by superior court.

Definitions and questions	Coding rules	Codes
PROBATION/PAROLE		
Have you ever been placed on probation?	**PROBATION**	Ever:CGI0E01 Intensity
Or been paroled? ***Have you done anything that was against the terms of your probation/parole?***	0 = No 2 = Juvenile probation. 3 = Adult probation. 4 = Parole	
N.B. REMEMBER TO RECONSIDER THIS ISSUE OF SUBSTANCE USE PRESENT.		
CURRENTLY ON PROBATION/PAROLE	**CURRENTLY ON PROBATION/PAROLE** 0 = No 2 = Yes	CGI0I01 Intensity
	NUMBER OF PROBATION/PAROLE VIOLATIONS	Ever:CGI0V01

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Definitions and questions

Coding rules

Codes

INCAPACITY SECTION

REVIEW BRIEFLY WITH THE SUBJECT THE AREAS WHERE PROBLEMS OR SYMPTOMS HAVE EMERGED DURING THE INTERVIEW. TAKING ONE AREA AT A TIME, REVIEW THE AREAS OF SYMPTOMATOLOGY TO DETERMINE WHETHER SYMPTOMS IN THAT AREA HAVE CAUSED INCAPACITY. USE THIS, AND INFORMATION COLLECTED THROUGHOUT THE INTERVIEW, TO COMPLETE THE INCAPACITY RATINGS. REMEMBER, YOU NEED ONLY TO ASK THE SPECIFIC QUESTIONS IF YOU HAVE NOT ALREADY COLLECTED THE INFORMATION WHILE COVERING THE APPROPRIATE SYMPTOM SECTION. IF INCAPACITY IS PRESENT FIND OUT WHEN IT BEGAN. REMEMBER TO OBTAIN SEPARATE TIMINGS FOR THE ONSET OF PARTIAL AND SEVERE INCAPACITIES.

SUMMARY OF RULES FOR RATING INCAPACITY

IMPAIRMENT/INCAPACITY

Two levels of disturbance or impaired functioning are distinguished:

Partial Incapacity; refers to a notable reduction of function in a particular area. If a person is still able to do things, but does them less well, or more slowly, then code as a Partial Incapacity.

Severe Incapacity; refers to a complete, or almost complete, inability to function in a particular area.

With the exception of the lifelong symptoms mentioned below, most incapacities require a decrement or change in functioning. The decrement can predate the primary period but must still be present during the primary period.

SYMPTOM DEPENDENCE

Definitions and questions

Coding rules

Codes

For incapacity to be rated it must arise demonstrably from the presence of some particular symptoms or disordered behaviors. For instance, a child who has lost friends because her mother would not allow her to associate with them, would not have that loss of friends rated as an incapacity here. Although, of course, it might have had crippling effects on her social life, it would not count as an incapacity because it was not secondary to any psychopathology of the child. However, it would count if the child was too frightened to leave the house and lost her friends because of it.

The specific area of psychopathology responsible for the secondary incapacity should be noted. It is not enough to record that a child was incapacitated in certain ways and that the child had certain psychopathological problems. The incapacity must be linked to the problems that seem to have generated it. Often this is difficult when children have multiple problems and incapacities, but the attempt should be made nevertheless. However, this does not mean that a particular incapacity has to be assigned to one single problem. It will sometimes be the case that several symptoms of different types will contribute to a particular incapacity. When this is the case, each contributing problem area should be recorded.

It follows that if an incapacity is to be seen as being secondary to other symptoms, then those other symptoms must have been present before the onset of that incapacity. They must also have resulted in a fall-off from a previous level of attainment or proficiency if they are to be regarded as having resulted in an incapacity. Thus a child who had previously been able to function well enough in class might show a reduced ability to participate in group activities, because he felt too miserable to do so. This would be regarded as an incapacity secondary to the affective symptoms. On the other if a child had always been unable to participate in group activities and later became depressed, an incapacity, secondary to depression, would be recorded only if his capacity to participate in group activities suffered a further decrement from its already low level. If there had been no further decrement, an incapacity in relation to depression would not be recorded.

Definitions and questions

Coding rules

Codes

LIFELONG SYMPTOMS/BEHAVIORS

In the case of symptoms that have been present throughout life, it will be impossible to show a decrement secondary to the symptoms, because both the symptoms and the putative incapacity will have been present simultaneously. In this situation, provided always that the incapacity can be directly related to the symptoms, it is acceptable to rate it as such. An example might be the social incapacities of a hyperactive child who had always shown such behavior from his earliest years and thus always had disturbed peer relationships.

Incapacity Ratings

Definitions and questions | Coding rules | Codes

SUMMARY OF RULES FOR RATING INCAPACITY,CONT.

SITUATION NOT ENTERED

If the subject has not entered a particular social situation (e.g. daycare/school) during the preceding three months, but there is clear evidence from past experience that incapacity would have been manifested had s/he been in the situation (e.g. discordant peer relationships would have been present) then that incapacity is rated as being present, and its date of onset should be determined. The intensity rating should not be higher than the previously actually occurring highest intensity. Quite often in such a situation, the incapacity will have been contributory to the failure to enter the social situation under consideration.

The incapacitating effects of the psychopathology do not have to be directly due to the behavior of the child but may be mediated by others. For instance, if a boy were excluded from school for constant fighting and trouble making, that would be counted as an incapacitation of school performance just as much as if the child had failed to attend because of his own anxiety about leaving home.

ONSETS

The rules for dating the onset of incapacities are essentially the same as those for dating symptom onsets. That is, the decision is first made as to whether or not a particular incapacity was present during the 3 month primary period. If it was, then its onset is coded as the date it appeared at the minimum criterion level required by the glossary definition. Once again, there is a proviso that if the incapacity has been present only intermittently, the onset is dated from when the incapacity began again following the last period of one year (or longer) without incapacity. The dates of exacerbations from partial to complete incapacity are also recorded.

Even if a child did not code for any problems in the a particular section of the PAPA, the Incapacity section can not be skipped. If you have enough information, not every question needs to be asked.

Definitions and questions

Coding rules

Codes

TREATMENT

Referrals to professional agencies or professional concerned with child's symptoms or behavior.

Note the name of the site where treatment was received and the professionals seen.

Treatment may be coded even if symptoms did not code in the PAPA.

Incapacity Ratings

Definitions and questions

PARENTAL RELATIONSHIPS - PARENT #1

A child should be able to maintain relationships with his/her parents that are relatively harmonious and capable of containing positive and nurturant communication. The number of arguments or fights that a subject is involved in is rated separately. A change in the relationships, temporally associated with other symptomatology, should ordinarily be expected in order to rate incapacity.

WITHDRAWAL: Incapacity involving refusal or inability to be involved with, or talk to, parent.

DISCORD: Incapacity involving aggression, arguments, fights, or disruptive behavior.

Does it affect how you along with your "parent"?

How?
What does s/he do about it?
What do you do?
Does it cause any arguments?
Can you tell me about the last time it did?

Coding rules

Codes

PROBLEMS WITH PARENTAL RELATIONSHIPS - PARENT #1 — CMA0I90 Intensity

0 = Absent

2 = Present

WITHDRAWAL — CMA0I01

0 = Absent

2 = Partial Incapacity.

3 = Severe Incapacity.

DISCORD — CMA0I02

0 = Absent

2 = Partial Incapacity.

3 = Severe Incapacity.

SYMPTOM AREAS CAUSING INCAPACITY — CMA0X03

1 = School Non-Attendance — CMA0X04

2 = Separation Anxiety — CMA0X05

3 = Worries/Anxieties — CMA0X06

4 = Obsessions/Compulsions — CMA0X07

5 = Depression — CMA0X08

6 = Mania — CMA0X09

7 = Physical Symptoms — CMA0X10

8 = Food-Related Behavior — CMA0X11

9 = Hyperactivity/ADD — CMA0X12

13 = Conduct

14 = Psychosis

15 = Relationships with Parent #1 and/or Parent #2

16 = Relationships with Other Parent #1 and/or Other Parent #2

17 = Relationships with Other Adults

18 = Sibling Relationships

19 = Peer Relationships

20 = Life Events/Post-Traumatic Stress