Bush-Francis Catatonia Rating Scale

1. Excitement: Extreme hyperactivity, constant motor unrest which is apparently non-purposeful. Not to be attributed to akathisia or goal-directed agitation.
   0= Absent
   1= Excessive motion, intermittent
   2= Constant motion, hyperkinetic without rest periods
   3= Full-blown catatonic excitement, endless frenzied motor activity

2. Immobility/ Stupor: Extreme hypoactivity, immobile, minimally responsive to stimuli
   0= Absent
   1= Sits abnormally still, may interact briefly
   2= Virtually no interaction with external world. (moaning to nailbed pressure)
   3= Stuporous, non-reactive to painful stimuli. (also acceptable)

3. Mutism: Verbally unresponsive or minimally responsive.
   0= Absent
   1= Verbally unresponsive to majority of questions; incomprehensible whisper
   2= Speaks less than 20 words/5 minutes
   3= No speech

4. Staring: Fixed gaze, little or no visual scanning of environment, decreased blinking.
   0= Absent
   1= Poor eye contact, repeatedly gazes less than 20 sec between shifting of attention; decreased blinking
   2= Gaze held longer than 20 sec, occasionally shifts attention
   3= Fixed gaze, non-reactive

5. Posturing/ Catalepsy: Spontaneous maintenance of posture(s), including mundane (e.g., sitting/standing for long periods without reacting).
   0= Absent
   1= Less than one minute
   2= Greater than one minute, less than 15 minutes
   3= Bizarre posture, or mundane maintained more than 15 min.

   0= Absent
   1= Less than 10 sec
   2= Less than 1 min
   3= Bizarre expression(s) or maintained more than 1 min

   0= Absent
   1= Occasional
   2= Frequent
   3= Constant

8. Stereotypy: Repetitive, non-goal-directed motor activity (e.g. finger-play; repeatedly touching, patting or rubbing self); abnormality not inherent in act but in its frequency.
   0= Absent
   1= Occasional
   2= Frequent
   3= Constant

9. Mannerisms: Odd, purposeful movements (hopping or walking tiptoe, saluting passersby or exaggerated caricatures of mundane movements); abnormality inherent in act itself.
   0= Absent
   1= Occasional
   2= Frequent
   3= Constant

10. Verbigeration: Repetition of phrases or sentences (like a scratched record).
    0= Absent
    1= Occasional
    2= Frequent, difficult to interrupt
    3= Constant

11. Rigidity: Maintenance of a rigid position despite efforts to be moved, exclude if cog-wheeling or tremor present.
    0= Absent
    1= Mild resistance
    2= Moderate
    3= Severe, cannot be repostured (scored based on the most severe joints: ankles)

12. Negativism: Apparently motiveless resistance to instructions or attempts to move/examine patient. Contrary behavior, does exact opposite of instruction.
    0= Absent
    1= Mild resistance and/or occasionally contrary
    2= Moderate resistance and/or frequently contrary
    3= Severe resistance and/or continually contrary

13. Waxy Flexibility: During reposuring of patient, patient offers initial resistance before allowing himself to be repositioned, similar to that of a bending candle.
    0= Absent
    1= Present

14. Withdrawal: Refusal to eat, drink and/or make eye contact.
    0= Absent
    1= Occasionally strikes out, low potential for injury
    2= Frequently strikes out, moderate potential for injury
    3= Severe danger to others

15. Impulsivity: Patient suddenly engages in inappropriate behavior (e.g. runs down hallway, starts screaming or takes off clothes) without provocation. Afterwards can give no, or only a facile explanation.
    0= Absent
    1= Occasional
    2= Frequent
    3= Constant or not redirectable

16. Automatic Obedience: Exaggerated cooperation with examiner's request or spontaneous continuation of movement requested.
    0= Absent
    1= Occasional
    2= Frequent
    3= Constant

17. Mitgehen: "Anglepoise lamp" arm raising in response to light pressure of finger, despite instructions to the contrary.
    0= Absent
    1= Present

18. Gegenhalten: Resistance to passive movement which is proportional to strength of the stimulus, appears automatic rather than willful.
    0= Absent
    1= Present

    0= Absent
    1= Present

20. Grasp Reflex: Per neurological exam.
    0= Absent
    1= Present

21. Perseveration: Repeatedly returns to same topic or persists with movement.
    0= Absent
    1= Present

22. Combativeness: Usually in an undirected manner, with no, or only a facile explanation afterwards.
    0= Absent
    1= Occasionally strikes out, low potential for injury
    2= Frequently strikes out, moderate potential for injury
    3= Serious danger to others

    0= Absent
    1= Abnormality of one parameter [exclude pre-existing hypertension]
    2= Abnormality of 2 parameters
    3= Abnormality of 3 or greater parameters