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.
   3= Stuporous, non-reactive to painful stimuli.

3. Mutism: Verbally unresponsive or minimally responsive.
   0= Absent
   1= Speaks less than 20 words/5 minutes.
   2= Speaks less than 20 words for more than 15 minutes.

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 (both echopraxia and echolalia)
   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. (also acceptable, if counting leg bouncing at the end as stereotypy)
   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. Verbi...