

GMFM-66-IS (ITEM SET)¹ SCORE SHEETS FOR ITEM SETS 1, 2, 3 & 4

FOR THE GROSS MOTOR FUNCTION MEASURE (GMFM-66)

Child's Name: _____ ID#: _____

Assessment Date: _____ GMFCS Level²:
year / month / day I II III IV V

Date of Birth: _____
year / month / day

Chronological Age: _____ Evaluator's Name: _____
year / month / day

Testing Condition (e.g., room, clothing, time, others present): _____

The GMFM is a standardized observational instrument designed and validated to measure change in gross motor function over time in children with cerebral palsy. The scoring key is meant to be a general guideline. However, most of the items have specific descriptors for each score. It is imperative that the guidelines contained in the manual be used for scoring each item.

SCORING KEY

- 0 = does not initiate
- 1 = initiates
- 2 = partially completes
- 3 = completes
- 9 (or leave blank) = not tested (NT) [used for the GMAE-2 scoring*]

It is important to differentiate a true score of "0" (child does not initiate) from an item which is Not Tested (NT) if you are interested in using the GMFM-66 Ability Estimator (GMAE) Software.

The most accurate version of the GMFM-66 scoring program is the GMAE-3. It is included in the GMFM App+ which is available from the CanChild shop (<https://www.canchild.ca/en/shop>). The GMAE-2 is available at www.canchild.ca but is incompatible with newer computer operating systems. The GMFM-66 is only valid for use with children who have cerebral palsy tested without shoes, orthoses, or aides.

Contact for Research Group:

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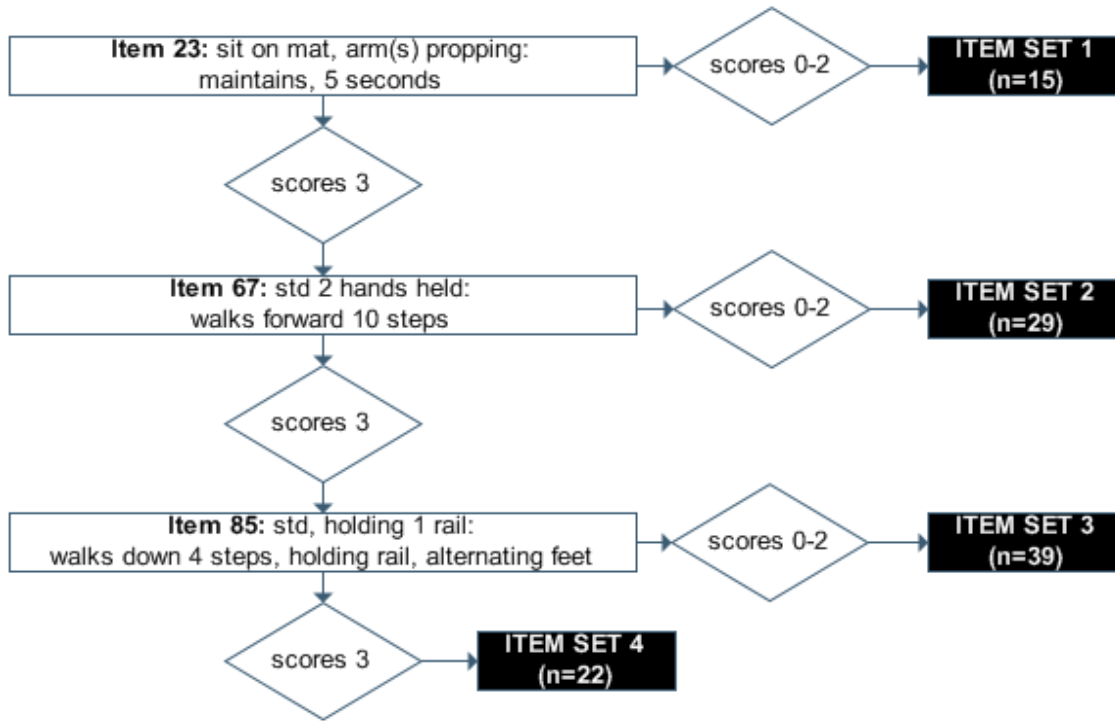


¹For an explanation of the item sets please see: Russell, D., Avery, L., Walter, S. et al. (2010). Development and validation of item sets to improve efficiency of administration of the 66 item Gross Motor Function Measure in children with cerebral palsy. *Developmental Medicine & Child Neurology*, 52(2): e48-54. EPub 2009 Oct7.

²GMFCS level is a rating of severity of motor function. Definitions for the GMFCS-E&R (expanded & revised) are found in Palisano, R., Rosenbaum, P., Bartlett, D., Livingston, M. (2008). Content validity of the expanded and revised Gross Motor Function Classification System. *Developmental Medicine & Child Neurology*, 50 (10), 744-50 and in the GMAE-2 scoring software. <http://motorgrowth.canchild.ca/en/GMFCS/resources/GMFCS-ER.pdf>

Algorithm for Identifying Item Sets:

*Note: Decision items are shaded in each item set



GMFM-66 Score¹

GMFM-66 Score =	_____ to _____ 95% Confidence Interval
Previous GMFM-66 Score =	_____ to _____ 95% Confidence Interval
Change in GMFM-66 =	
¹ from the Gross Motor Ability Estimator (GMAE-2) Software	

GMFM ITEM SET 1 (15 items)**Check (✓) the appropriate score:** If an item is not tested (NT) circle the item number in the right column.

ITEM	A. LYING AND ROLLING	SCORE				NT
2.	SUP: BRINGS HANDS TO MIDLINE, FINGERS ONE WITH THE OTHER	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	2.
6.	SUP: REACHES OUT WITH R ARM, HAND CROSSES MIDLINE TOWARD TOY	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	6.
7.	SUP: REACHES OUT WITH L ARM, HAND CROSSES MIDLINE TOWARD TOY	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	7.
10.	PR: LIFTS HEAD UPRIGHT	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	10.

B. SITTING

18.	SUP, HANDS GRASPED BY EXAMINER: PULLS SELF TO SITTING WITH HEAD CONTROL	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	18.
21.	SIT ON MAT, SUPPORTED AT THORAX BY THERAPIST: LIFTS HEAD UPRIGHT, MAINTAINS 3 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	21.
22.	SIT ON MAT, SUPPORTED AT THORAX BY THERAPIST: LIFTS HEAD MIDLINE, MAINTAINS 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	22.
23.	SIT ON MAT, ARM(S) PROPPING: MAINTAINS, 5 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	23.
24.	SIT ON MAT: MAINTAIN, ARMS FREE, 3 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	24.
25.	SIT ON MAT WITH SMALL TOY IN FRONT: LEANS FORWARD, TOUCHES TOY, RE-ERECTS WITHOUT ARM PROPPING	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	25.
26.	SIT ON MAT: TOUCHES TOY PLACED 45° BEHIND CHILD'S R SIDE, RETURNS TO START	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	26.
27.	SIT ON MAT: TOUCHES TOY PLACED 45° BEHIND CHILD'S L SIDE, RETURNS TO START	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	27.
30.	SIT ON MAT: LOWERS TO PR WITH CONTROL	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	30.
34.	SIT ON BENCH: MAINTAINS, ARMS AND FEET FREE, 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	34.

C: CRAWLING & KNEELING

39.	4 POINT: MAINTAINS, WEIGHT ON HANDS AND KNEES, 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	39.
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GMFM ITEM SET 2 (29 items)

Check (✓) the appropriate score: If an item is not tested (NT) circle the item number in the right column.

Item	A: LYING & ROLLING	SCORE				NT
* 6.	SUP: REACHES OUT WITH R ARM, HAND CROSSES MIDLINE TOWARD TOY	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	6.
* 7.	SUP: REACHES OUT WITH L ARM, HAND CROSSES MIDLINE TOWARD TOY	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	7.
Item	B: SITTING					
* 18.	SUP, HANDS GRASPED BY EXAMINER: PULLS SELF TO SITTING WITH HEAD CONTROL	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	18.
* 23.	SIT ON MAT, ARM(S) PROPPING: MAINTAINS, 5 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	23.
* 24.	SIT ON MAT: MAINTAIN, ARMS FREE, 3 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	24.
* 25.	SIT ON MAT WITH SMALL TOY IN FRONT: LEANS FORWARD, TOUCHES TOY, RE-ERECTS WITHOUT ARM PROPPING	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	25.
* 26.	SIT ON MAT: TOUCHES TOY PLACED 45° BEHIND CHILD'S R SIDE, RETURNS TO START	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	26.
* 27.	SIT ON MAT: TOUCHES TOY PLACED 45° BEHIND CHILD'S L SIDE, RETURNS TO START	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	27.
* 30.	SIT ON MAT: LOWERS TO PR WITH CONTROL	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	30.
* 31.	SIT ON MAT WITH FEET IN FRONT: ATTAINS 4 POINT OVER R SIDE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	31.
* 32.	SIT ON MAT WITH FEET IN FRONT: ATTAINS 4 POINT OVER L SIDE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	32.
* 34.	SIT ON BENCH: MAINTAINS, ARMS AND FEET FREE, 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	34.
* 35.	STD: ATTAINS SIT ON SMALL BENCH	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	35.
* 36.	ON THE FLOOR: ATTAINS SIT ON SMALL BENCH	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	36.
Item	C: CRAWLING & KNEELING					
* 39.	4 POINT: MAINTAINS, WEIGHT ON HANDS AND KNEES, 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	39.
* 40.	4 POINT: ATTAINS SIT ARMS FREE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	40.
* 41.	PR: ATTAINS 4 POINT, WEIGHT ON HANDS AND KNEES	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	41.
* 42.	4 POINT: REACHES FORWARD WITH R ARM, HAND ABOVE SHOULDER LEVEL	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	42.
* 43.	4 POINT: REACHES FORWARD WITH L ARM, HAND ABOVE SHOULDER LEVEL	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	43.
* 44.	4 POINT: CRAWLS OR HITCHES FORWARD 1.8m (6')	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	44.
* 45.	4 POINT: CRAWLS RECIPROCALLY FORWARD 1.8m (6')	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	45.
* 46.	4 POINT: CRAWLS UP 4 STEPS ON HANDS AND KNEES/FEET	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	46.
* 48.	SIT ON MAT: ATTAINS HIGH KN USING ARMS, MAINTAINS, ARMS FREE, 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	48.
Item	D: STANDING					
* 52.	ON THE FLOOR: PULLS TO STD AT LARGE BENCH	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	52.
Item	E: WALKING, RUNNING & JUMPING					
* 65.	STD, 2 HANDS ON LARGE BENCH: CRUISES 5 STEPS TO R	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	65.
* 66.	STD, 2 HANDS ON LARGE BENCH: CRUISES 5 STEPS TO L	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	66.
* 67.	STD, 2 HANDS HELD: WALKS FORWARD 10 STEPS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	67.
* 68.	STD, 1 HAND HELD: WALKS FORWARD 10 STEPS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	68.
* 69.	STD: WALKS FORWARD 10 STEPS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	69.

GMFM ITEM SET 3 (39 items)

Check (✓) the appropriate score: If an item is not tested (NT) circle the item number in the right column.

Item	B: SITTING	SCORE				NT
* 23.	SIT ON MAT, ARM(S) PROPPING: MAINTAINS, 5 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	23.
* 25.	SIT ON MAT WITH SMALL TOY IN FRONT: LEANS FORWARD, TOUCHES TOY, RE-ERECTS WITHOUT ARM PROPPING	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	25.
* 30.	SIT ON MAT: LOWERS TO PR WITH CONTROL.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	30.
* 31.	SIT ON MAT WITH FEET IN FRONT: ATTAINS 4 POINT OVER R SIDE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	31.
* 32.	SIT ON MAT WITH FEET IN FRONT: ATTAINS 4 POINT OVER L SIDE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	32.
* 34.	SIT ON BENCH: MAINTAINS, ARMS AND FEET FREE, 10 SECONDS.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	34.
* 35.	STD: ATTAINS SIT ON SMALL BENCH	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	35.
* 36.	ON THE FLOOR: ATTAINS SIT ON SMALL BENCH	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	36.
* 37.	ON THE FLOOR: ATTAINS SIT ON LARGE BENCH.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	37.
Item C: CRAWLING & KNEELING						
* 39.	4 POINT: MAINTAINS, WEIGHT ON HANDS AND KNEES, 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	39.
* 40.	4 POINT: ATTAINS SIT ARMS FREE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	40.
* 42.	4 POINT: REACHES FORWARD WITH R ARM, HAND ABOVE SHOULDER LEVEL	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	42.
* 43.	4 POINT: REACHES FORWARD WITH L ARM, HAND ABOVE SHOULDER LEVEL	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	43.
* 45.	4 POINT: CRAWLS RECIPROCALLY FORWARD 1.8m (6')	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	45.
* 46.	4 POINT: CRAWLS UP 4 STEPS ON HANDS AND KNEES/FEET	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	46.
* 48.	SIT ON MAT: ATTAINS HIGH KN USING ARMS, MAINTAINS, ARMS FREE, 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	48.
* 51.	HIGH KN: KN WALKS FORWARD 10 STEPS, ARMS FREE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	51.
Item D: STANDING						
* 52.	ON THE FLOOR: PULLS TO STD AT LARGE BENCH.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	52.
* 53.	STD: MAINTAINS, ARMS FREE, 3 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	53.
* 54.	STD: HOLDING ON TO LARGE BENCH WITH ONE HAND, LIFTS R FOOT, 3 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	54.
* 55.	STD: HOLDING ON TO LARGE BENCH WITH ONE HAND, LIFTS L FOOT, 3 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	55.
* 56.	STD: MAINTAINS, ARMS FREE, 20 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	56.
* 57.	STD: LIFTS L FOOT, ARMS FREE, 10 SECONDS.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	57.
* 58.	STD: LIFTS R FOOT, ARMS FREE, 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	58.
* 59.	SIT ON SMALL BENCH: ATTAINS STD WITHOUT USING ARMS.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	59.
* 64.	STD: PICKS UP OBJECT FROM FLOOR, ARMS FREE, RETURNS TO STAND	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	64.
Item E: WALKING, RUNNING & JUMPING						
* 65.	STD, 2 HANDS ON LARGE BENCH: CRUISES 5 STEPS TO R.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	65.
* 66.	STD, 2 HANDS ON LARGE BENCH: CRUISES 5 STEPS TO L	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	66.
* 67.	STD, 2 HANDS HELD: WALKS FORWARD 10 STEPS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	67.
* 68.	STD, 1 HAND HELD: WALKS FORWARD 10 STEPS.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	68.
* 69.	STD: WALKS FORWARD 10 STEPS.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	69.
* 70.	STD: WALKS FORWARD 10 STEPS, STOPS, TURNS 180°, RETURNS.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	70.

*	71.	STD: WALKS BACKWARD 10 STEPS.....	0	1	2	3	71.
*	72.	STD: WALKS FORWARD 10 STEPS, CARRYING A LARGE OBJECT WITH 2 HANDS	0	1	2	3	72.
*	77.	STD: RUNS 4.5m (15'), STOPS & RETURNS.....	0	1	2	3	77.
*	78.	STD: KICKS BALL WITH R FOOT	0	1	2	3	78.
*	79.	STD: KICKS BALL WITH L FOOT	0	1	2	3	79.
*	80.	STD: JUMPS 30cm (12") HIGH, BOTH FEET SIMULTANEOUSLY	0	1	2	3	80.
*	85.	STD, HOLDING 1 RAIL: WALKS DOWN 4 STEPS, HOLDING 1 RAIL, ALTERNATING FEET.....	0	1	2	3	85.

GMFM ITEM SET 4 (22 items)

Check (✓) the appropriate score: If an item is not tested (NT) circle the item number in the right column.

Item	B: SITTING	SCORE				NT
* 23.	SIT ON MAT, ARM(S) PROPPING: MAINTAINS, 5 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	23.
Item	D: STANDING					
* 57.	STD: LIFTS L FOOT, ARMS FREE, 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	57.
* 58.	STD: LIFTS R FOOT, ARMS FREE, 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	58.
* 60.	HIGH KN: ATTAINS STD THROUGH HALF KN ON R KNEE, WITHOUT USING ARMS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	60.
* 61.	HIGH KN: ATTAINS STD THROUGH HALF KN ON L KNEE, WITHOUT USING ARMS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	61.
* 62.	STD: LOWERS TO SIT ON FLOOR WITH CONTROL, ARMS FREE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	62.
* 63.	STD: ATTAINS SQUAT, ARMS FREE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	63.
Item	E: WALKING, RUNNING & JUMPING					
* 67.	STD, 2 HANDS HELD: WALKS FORWARD 10 STEPS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	67.
* 73.	STD: WALKS FORWARD 10 CONSECUTIVE STEPS BETWEEN PARALLEL LINES 20cm (8") APART	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	73.
* 74.	STD: WALKS FORWARD 10 CONSECUTIVE STEPS ON A STRAIGHT LINE 2cm (3/4") WIDE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	74.
* 75.	STD: STEPS OVER STICK AT KNEE LEVEL, R FOOT LEADING	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	75.
* 76.	STD: STEPS OVER STICK AT KNEE LEVEL, L FOOT LEADING	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	76.
* 77.	STD: RUNS 4.5m (15'), STOPS & RETURNS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	77.
* 80.	STD: JUMPS 30cm (12") HIGH, BOTH FEET SIMULTANEOUSLY	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	80.
* 81.	STD: JUMPS FORWARD 30 cm (12"), BOTH FEET SIMULTANEOUSLY	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	81.
* 82.	STD ON R FOOT: HOPS ON R FOOT 10 TIMES WITHIN A 60cm (24") CIRCLE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	82.
* 83.	STD ON L FOOT: HOPS ON L FOOT 10 TIMES WITHIN A 60cm (24") CIRCLE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	83.
* 84.	STD, HOLDING 1 RAIL: WALKS UP 4 STEPS, HOLDING 1 RAIL, ALTERNATING FEET	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	84.
* 85.	STD, HOLDING 1 RAIL: WALKS DOWN 4 STEPS, HOLDING 1 RAIL, ALTERNATING FEET	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	85.
* 86.	STD: WALKS UP 4 STEPS, ALTERNATING FEET	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	86.
* 87.	STD: WALKS DOWN 4 STEPS, ALTERNATING FEET	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	87.
* 88.	STD ON 15cm (6") STEP: JUMPS OFF, BOTH FEET SIMULTANEOUSLY	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	88.