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 <> 1 (YES), DISPLAY "cane".
ELSE IF CANE FLAG=1 (YES) AND WALKER FLAG=1 (YES), DISPLAY "cane or walker".
ELSE IF CANE FLAG <> 1 (YES) 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   **pc5walk6blks**   R5 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 <> 1 (YES), DISPLAY "cane".
ELSE IF CANE FLAG=1 (YES) AND WALKER FLAG=1 (YES), DISPLAY "cane or walker".
ELSE IF CANE FLAG <> 1 (YES) 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   **pc5walk3blks**   R5 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 <> 1 (YES), DISPLAY "cane".
ELSE IF CANE FLAG=1 (YES) AND WALKER FLAG=1 (YES), DISPLAY "cane or walker".
ELSE IF CANE FLAG <> 1 (YES) 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   **pc5up20stair**   R5 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   **pc5up10stair**   R5 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   **pc5car20pnds**   R5 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 <> 1 (YES), DISPLAY "cane".

ELSE IF CANE FLAG=1 (YES) AND WALKER FLAG=1 (YES), DISPLAY "cane or walker".
ELSE IF CANE FLAG <> 1 (YES) 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   **pc5car10pnob**   R5 PC6 CARRY A 10 POUND OBJECT

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 <> 1 (YES), DISPLAY "cane".
ELSE IF CANE FLAG=1 (YES) AND WALKER FLAG=1 (YES), DISPLAY "cane or walker".
ELSE IF CANE FLAG <> 1 (YES) 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   **pc5geonknees**   R5 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   **pc5bendover**   R5 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   **pc5hvobovrhd**   R5 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   **pc5rechovrhd**   R5 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   **pc5opnjarwhd**   R5 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   pc5grspsmobj   R5 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)