

**Mini-BESTest: Balance Evaluation Systems Test**

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**ANTICIPATORY**

**SUB SCORE: /6**

**1. SIT TO STAND**

*Instruction: "Cross your arms across your chest. Try not to use your hands unless you must. Do not let your legs lean against the back of the chair when you stand. Please stand up now."*

- (2) Normal: Comes to stand without use of hands and stabilizes independently.
- (1) Moderate: Comes to stand WITH use of hands on first attempt.
- (0) Severe: Unable to stand up from chair without assistance, OR needs several attempts with use of hands.

**2. RISE TO TOES**

*Instruction: "Place your feet shoulder width apart. Place your hands on your hips. Try to rise as high as you can onto your toes. I will count out loud to 3 seconds. Try to hold this pose for at least 3 seconds. Look straight ahead. Rise now."*

- (2) Normal: Stable for 3 s with maximum height.
- (1) Moderate: Heels up, but not full range (smaller than when holding hands), OR noticeable instability for 3 s.
- (0) Severe:  $\leq 3$  s.

**3. STAND ON ONE LEG**

*Instruction: "Look straight ahead. Keep your hands on your hips. Lift your leg off of the ground behind you without touching or resting your raised leg upon your other standing leg. Stay standing on one leg as long as you can. Look straight ahead. Lift now."*

**Left:** Time in Seconds Trial 1: \_\_\_\_\_ Trial 2: \_\_\_\_\_      **Right:** Time in Seconds Trial 1: \_\_\_\_\_ Trial 2: \_\_\_\_\_

- (2) Normal: 20 s.
- (1) Moderate:  $< 20$  s.
- (0) Severe: Unable.

- (2) Normal: 20 s.
- (1) Moderate:  $< 20$  s.
- (0) Severe: Unable.

To score each side separately use the trial with the longest time.

To calculate the sub-score and total score use the side [left or right] with the lowest numerical score [i.e. the worse side].

**REACTIVE POSTURAL CONTROL**

**SUB SCORE: /6**

**4. COMPENSATORY STEPPING CORRECTION- FORWARD**

*Instruction: "Stand with your feet shoulder width apart, arms at your sides. Lean forward against my hands beyond your forward limits. When I let go, do whatever is necessary, including taking a step, to avoid a fall."*

- (2) Normal: Recovers independently with a single, large step (second realignment step is allowed).
- (1) Moderate: More than one step used to recover equilibrium.
- (0) Severe: No step, OR would fall if not caught, OR falls spontaneously.

**5. COMPENSATORY STEPPING CORRECTION- BACKWARD**

*Instruction: "Stand with your feet shoulder width apart, arms at your sides. Lean backward against my hands beyond your backward limits. When I let go, do whatever is necessary, including taking a step, to avoid a fall."*

- (2) Normal: Recovers independently with a single, large step.
- (1) Moderate: More than one step used to recover equilibrium.
- (0) Severe: No step, OR would fall if not caught, OR falls spontaneously.

**6. COMPENSATORY STEPPING CORRECTION- LATERAL**

*Instruction: "Stand with your feet together, arms down at your sides. Lean into my hand beyond your sideways limit. When I let go, do whatever is necessary, including taking a step, to avoid a fall."*

- |   |   |
|---|---|
| <b>Left</b>   | <b>Right</b>  |
| (2) Normal: Recovers independently with 1 step (crossover or lateral OK). | (2) Normal: Recovers independently with 1 step (crossover or lateral OK). |
| (1) Moderate: Several steps to recover equilibrium.                       | (1) Moderate: Several steps to recover equilibrium.                       |
| (0) Severe: Falls, or cannot step.  | (0) Severe: Falls, or cannot step.  |

Use the side with the lowest score to calculate sub-score and total score.

**SENSORY ORIENTATION**

**SUB SCORE: /6**

**7. STANCE (FEET TOGETHER); EYES OPEN, FIRM SURFACE**

*Instruction: "Place your hands on your hips. Place your feet together until almost touching. Look straight ahead. Be as stable and still as possible, until I say stop."*

Time in seconds: \_\_\_\_\_

- (2) Normal: 30 s.
- (1) Moderate:  $< 30$  s.
- (0) Severe: Unable.

## 8. STANCE (FEET TOGETHER); EYES CLOSED, FOAM SURFACE

*Instruction: "Step onto the foam. Place your hands on your hips. Place your feet together until almost touching. Be as stable and still as possible, until I say stop. I will start timing when you close your eyes."*

Time in seconds: \_\_\_\_\_

- (2) Normal: 30 s.
- (1) Moderate: < 30 s.
- (0) Severe: Unable.

## 9. INCLINE- EYES CLOSED

*Instruction: "Step onto the incline ramp. Please stand on the incline ramp with your toes toward the top. Place your feet shoulder width apart and have your arms down at your sides. I will start timing when you close your eyes."*

Time in seconds: \_\_\_\_\_

- (2) Normal: Stands independently 30 s and aligns with gravity.
- (1) Moderate: Stands independently <30 s OR aligns with surface.
- (0) Severe: Unable.

## **DYNAMIC GAIT**

**SUB SCORE: \_\_\_\_\_ /10**

## 10. CHANGE IN GAIT SPEED

*Instruction: "Begin walking at your normal speed, when I tell you 'fast', walk as fast as you can. When I say 'slow', walk very slowly."*

- (2) Normal: Significantly changes walking speed without imbalance.
- (1) Moderate: Unable to change walking speed or signs of imbalance.
- (0) Severe: Unable to achieve significant change in walking speed AND signs of imbalance.

## 11. WALK WITH HEAD TURNS – HORIZONTAL

*Instruction: "Begin walking at your normal speed, when I say "right", turn your head and look to the right. When I say "left" turn your head and look to the left. Try to keep yourself walking in a straight line."*

- (2) Normal: performs head turns with no change in gait speed and good balance.
- (1) Moderate: performs head turns with reduction in gait speed.
- (0) Severe: performs head turns with imbalance.

## 12. WALK WITH PIVOT TURNS

*Instruction: "Begin walking at your normal speed. When I tell you to 'turn and stop', turn as quickly as you can, face the opposite direction, and stop. After the turn, your feet should be close together."*

- (2) Normal: Turns with feet close FAST ( $\leq 3$  steps) with good balance.
- (1) Moderate: Turns with feet close SLOW ( $\geq 4$  steps) with good balance.
- (0) Severe: Cannot turn with feet close at any speed without imbalance.

## 13. STEP OVER OBSTACLES

*Instruction: "Begin walking at your normal speed. When you get to the box, step over it, not around it and keep walking."*

- (2) Normal: Able to step over box with minimal change of gait speed and with good balance.
- (1) Moderate: Steps over box but touches box OR displays cautious behavior by slowing gait.
- (0) Severe: Unable to step over box OR steps around box.

## 14. TIMED UP & GO WITH DUAL TASK [3 METER WALK]

*Instruction TUG: "When I say 'Go', stand up from chair, walk at your normal speed across the tape on the floor, turn around, and come back to sit in the chair."*

*Instruction TUG with Dual Task: "Count backwards by threes starting at \_\_\_\_\_. When I say 'Go', stand up from chair, walk at your normal speed across the tape on the floor, turn around, and come back to sit in the chair. Continue counting backwards the entire time."*

TUG: \_\_\_\_\_ seconds; Dual Task TUG: \_\_\_\_\_ seconds

- (2) Normal: No noticeable change in sitting, standing or walking while backward counting when compared to TUG without Dual Task.
- (1) Moderate: Dual Task affects either counting OR walking (>10%) when compared to the TUG without Dual Task.
- (0) Severe: Stops counting while walking OR stops walking while counting.

**When scoring item 14, if subject's gait speed slows more than 10% between the TUG without and with a Dual Task the score should be decreased by a point.**

**TOTAL SCORE: \_\_\_\_\_ /28**

## Mini-BESTest Instructions

**Subject Conditions:** Subject should be tested with flat-heeled shoes OR shoes and socks off.

**Equipment:** Temper® foam (also called T-foam™ 4 inches thick, medium density T41 firmness rating), chair without arm rests or wheels, incline ramp, stopwatch, a box (9" height) and a 3 meter distance measured out and marked on the floor with tape [from chair].

**Scoring:** The test has a maximum score of 28 points from 14 items that are each scored from 0-2.

"0" indicates the lowest level of function and "2" the highest level of function.

If a subject must use an assistive device for an item, score that item one category lower.

If a subject requires physical assistance to perform an item, score "0" for that item.

For **Item 3** (stand on one leg) and **Item 6** (compensatory stepping-lateral) only include the score for one side (the worse score).

For **Item 3** (stand on one leg) select the best time of the 2 trials [from a given side] for the score.

For **Item 14** (timed up & go with dual task) if a person's gait slows greater than 10% between the TUG without and with a dual task then the score should be decreased by a point.

1. SIT TO STAND	Note the initiation of the movement, and the use of the subject's hands on the seat of the chair, the thighs, or the thrusting of the arms forward.
2. RISE TO TOES	Allow the subject two attempts. Score the best attempt. (If you suspect that subject is using less than full height, ask the subject to rise up while holding the examiners' hands.) Make sure the subject looks at a non-moving target 4-12 feet away.
3. STAND ON ONE LEG	Allow the subject two attempts and record the times. Record the number of seconds the subject can hold up to a maximum of 20 seconds. Stop timing when the subject moves hands off of hips or puts a foot down. Make sure the subject looks at a non-moving target 4-12 feet ahead. Repeat on other side.
4. COMPENSATORY STEPPING CORRECTION-FORWARD	Stand in front of the subject with one hand on each shoulder and ask the subject to lean forward (Make sure there is room for them to step forward). Require the subject to lean until the subject's shoulders and hips are in front of toes. After you feel the subject's body weight in your hands, very suddenly release your support. The test must elicit a step. NOTE: Be prepared to catch subject.
5. COMPENSATORY STEPPING CORRECTION - BACKWARD	Stand behind the subject with one hand on each scapula and ask the subject to lean backward (Make sure there is room for the subject to step backward.) Require the subject to lean until their shoulders and hips are in back of their heels. After you feel the subject's body weight in your hands, very suddenly release your support. Test must elicit a step. NOTE: Be prepared to catch subject.
6. COMPENSATORY STEPPING CORRECTION- LATERAL	Stand to the side of the subject, place one hand on the side of the subject's pelvis, and have the subject lean their whole body into your hands. Require the subject to lean until the midline of the pelvis is over the right (or left) foot and then suddenly release your hold. NOTE: Be prepared to catch subject.
7. STANCE (FEET TOGETHER); EYES OPEN, FIRM SURFACE	Record the time the subject was able to stand with feet together up to a maximum of 30 seconds. Make sure subject looks at a non-moving target 4-12 feet away.
8. STANCE (FEET TOGETHER); EYES CLOSED, FOAM SURFACE	Use medium density Temper® foam, 4 inches thick. Assist subject in stepping onto foam. Record the time the subject was able to stand in each condition to a maximum of 30 seconds. Have the subject step off of the foam between trials. Flip the foam over between each trial to ensure the foam has retained its shape.
9. INCLINE EYES CLOSED	Aid the subject onto the ramp. Once the subject closes eyes, begin timing and record time. Note if there is excessive sway.
10. CHANGE IN SPEED	Allow the subject to take 3-5 steps at normal speed, and then say "fast". After 3-5 fast steps, say "slow". Allow 3-5 slow steps before the subject stops walking.
11. WALK WITH HEAD TURNS-HORIZONTAL	Allow the subject to reach normal speed, and give the commands "right, left" every 3-5 steps. Score if you see a problem in either direction. If subject has severe cervical restrictions allow combined head and trunk movements.
12. WALK WITH PIVOT TURNS	Demonstrate a pivot turn. Once the subject is walking at normal speed, say "turn and stop." Count the number of steps from "turn" until the subject is stable. Imbalance may be indicated by wide stance, extra stepping or trunk motion.
13. STEP OVER OBSTACLES	Place the box (9 inches or 23 cm height) 10 feet away from where the subject will begin walking. Two shoeboxes taped together works well to create this apparatus.
14. TIMED UP & GO WITH DUAL TASK	<i>Use the TUG time to determine the effects of dual tasking. The subject should walk a 3 meter distance.</i> TUG: Have the subject sitting with the subject's back against the chair. The subject will be timed from the moment you say "Go" until the subject returns to sitting. Stop timing when the subject's buttocks hit the chair bottom and the subject's back is against the chair. The chair should be firm without arms. TUG With Dual Task: While sitting determine how fast and accurately the subject can count backwards by threes starting from a number between 100-90. Then, ask the subject to count from a different number and after a few numbers say "Go". Time the subject from the moment you say "Go" until the subject returns to the sitting position. Score dual task as affecting counting or walking if speed slows (>10%) from TUG and or new signs of imbalance.