

NEWLY SUGGESTED SCORING HIERARCHY FOR HAND ITEMS ON THE MOTOR ASSESSMENT SCALE FOR STROKE
HAND MOVEMENTS

Patient's Name: _____ Date Tested: _____ Score: _____

Even if the patient subsequently passes a more difficult item, scoring is determined by the item preceding the first failed item.
Scores may range from 0 (inability to perform the easiest activity) to 6 (ability to perform the most difficult activity)

Score	Behavior	Criteria to pass	Pass	Fail
0.6	Mass flexion of fingers gravity eliminated	Patient flexes digits 2-5 from a starting position of extension. Full ROM is not required; but patient must exhibit some degree of flexion at all digits.		
1.2	Thumb motion at any joint – gravity eliminated	Patient moves the thumb at CMC, MCP, or IP joint in any direction.		
1.8	Supinate the forearm	Patient must supinate enough so that the thumb is no longer facing up. Full ROM is not required.		
2.4	Finger mass extension-against gravity	Patient extends fingers from flexion. Full ROM is not required; but patient must exhibit some degree of extension at all joints.		
3.0	Wrist extension against gravity	Patient must extend the wrist so the entire palm of hand clears the table.		
3.6	Radially deviate the wrist-gravity eliminated	Patient must move hand radially (toward midline) in relation to a stable forearm. Full ROM is not required.		
4.2	Radially deviate the wrist against gravity	Full ROM is not required; but the ulnar side of the hand must fully clear the table.		
4.8	Finger MCP flexion with IPs extended (“intrinsic” action) – gravity eliminated	Patient must isolate MP flexion, while holding PIP and DIP joints at full available ROM for extension.		

Score	Behavior	Criteria to pass	Pass	Fail
5.4	Timed opposition thumb	Patient opposes thumb to all successive fingers (14 times in 10 seconds).		
6.0	Finger MCP Flexion with IPs extended (“intrinsic” action) -against gravity).	Patient must isolate MP flexion, while holding PIP and DIP joints at full available ROM for extension.		

Comments: