

Primitive Reflex Testing Guide

Use in coordination with the Primitive Reflex Testing Videos and Scoring Sheets.

Scoring Guideline (0 - 4)

- 0 = No abnormality detected, i.e. no evidence of a primitive reflex.
- 1 = Minimal evidence of a primitive reflex.
- 2 = Residual / moderate presence of a primitive reflex.
- 3 = Virtually retained primitive reflex.
- 4 = Retained primitive reflex, 100% present.

**Reflex testing should be done for identification only. Testing should be completed under the supervision of a qualified therapist.*

***From Reflexes, Learning, and Behavior, by Sally Goddard.*

Primitive Reflex Test Scoring

Circle the number that applies to the child's response during testing.* The number may include more than one response - if the child exhibits one, but not all, response, circle that number and the specific response for later re-testing.

MORO

- 0: No response during head drop.
- 1: Minimal movement in shoulders and / or fingers; breath changes.
- 2: Holds breath; movements in arms / legs.
- 3: Doesn't relax head; fear in supine position; breath in with head drop.
- 4: Refusal to participate; extreme hesitancy; rigid body.

TLR (Superman Test)

- 0: Able to maintain position without difficulty for at least 45 seconds.
- 1: Holds position for up to 30 seconds with minimal compensatory strategies; equal arm / leg extension against gravity.
- 2: Holds position for up to 20 seconds with fair form; challenges with neck extension; upper / lower extremities in fair extension.
- 3: Holds position for up to 10 seconds; wavering / rolling laterally; minimal / unequal extension; elbow / knee flexion.
- 4: Unable to hold position or holds position for 5 seconds with very minimal extension / maximal compensatory strategies.

TLR (Standing Test)

- 0: Completes without any compensatory strategies, loss of balance, or complaints of dizziness.
- 1: Minimal changes in balance.
- 2: Slight loss of balance; changes in muscle tone.
- 3: Moderate changes in balance; compensatory strategies to find balance.
- 4: Complete loss of balance; complaints of dizziness / illness; forwards or backwards steps; unable to complete with eyes closed.

Primitive Reflex Test Scoring

SPINAL GALANT

- 0: No ticklish response observed.
- 1: Slight movement towards stimuli (L or R or B).
- 2: Minimal movement of the hip towards the stimuli (L or R or B).
- 3: Moderate movement of the hip towards the stimuli (L or R or B); movement noted elsewhere on body.
- 4: Maximal ticklish response (L or R or B); complaints of pain; refusing any tactile stimuli to be provided.

ATNR

- 0: No movements observed with head rotation. (Ensure proper form so that elbow hyper-extension isn't impacting test).
- 1: Slight elbow flexion / bending in opposite arm that head is facing when turned (L or R); slight scapular / hip movements.
- 2: Minimal bending in elbow (L or R); shoulder, scapular, and/or hip movements with head turn.
- 3: Moderate bending in elbow (L or R); shoulder, scapular, and/or hip movements with head turn.
- 4: Maximal / significant collapse of the elbow(L or R); shoulder, scapular, and hip movements with head turn.

STNR

- 0: Performs movements without compensatory strategies.
- 1: Slight weight shift forwards or backwards with neck flexion / extension.
- 2: Minimal weight shift forwards or backwards with neck flexion / extension; elbow / hip movements.
- 3: Moderate compensation; elbows bend with neck flexion; moving too quickly - poor head control.
- 4: Maximal compensatory strategies; elbows collapse with neck flexion / hyper-extension with neck extension; ends in sitting position on feet.