

Data Dictionary Codebook

IMACS Codebooks (PID: 483)

09/04/2026 4:54pm

Instruments	
Instrument	Form Name
Childhood Myositis Assessment Scale (CMAS)	childhood_myositis_assessment_scale_cmas

[Collapse all instruments](#)

	#	Variable / Field Name	Field Label <i>Field Note</i>	Field Attributes (Field Type, Validation, Choices, Calculations, etc.)
Instrument: Childhood Myositis Assessment Scale (CMAS) (childhood_myositis_assessment_scale_cmas)				
	1	[study_id]	Study ID	text
	2	[cmas_patient_id_number]	Subject's IMACS number	text, Required Custom alignment: RH
	3	[cmas_reporter]	Assessor	text, Required Custom alignment: RH
	4	[cmas_assessment_date]	Date of assessment (mm/dd/yyyy)	text (date_mdy), Required Field Annotation: @PREVENT-FUTUREDATE
	5	[cmas_assessment_number]	Assessment number	text, Required
	6	[cmas_table]	1. HEAD LIFT: {cmas_headlift} # of seconds {cmas_headlift_duration} 9. FLOOR SIT: Going from a standing position to a sitting position on the floor: {cmas_floor_sit} 2. LEG RAISE/TOUCH OBJECT: {cmas_legraise} 10. ALL FOURS MANEUVER: {cmas_allfours_maneuver} 3. STRAIGHT LEG LIFT/DURATION: {cmas_leglift_duration} # of seconds {cmas_leglift_seconds} 11. FLOOR RISE: Going from a kneeling position on the floor to a standing position: {cmas_floor_rise} 4. SUPINE TO PRONE: {cmas_supine_prone} 12. CHAIR RISE: {cmas_chair_rise} 5. SITS-UPS: Hands on thighs, with counterbalance{cmas_handsonthigh_cb} Hands across chest, with counterbalance{cmas_handschest_cb} Hands	descriptive

			behind head, with counterbalance{cmas_handshead_cb} Hands on thighs, without counterbalance{cmas_handsonthigh_ncb} Hands across chest, without counterbalance{cmas_handschest_ncb} Hands behind head, without counterbalance{cmas_handshead_ncb} Total Sit-up Score (0-6) {cmas_situps_sum} NA = Not Assessed 13. STOOL STEP: {cmas_stool_step} 6. SUPINE TO SIT: {cmas_supine_sit} 14. PICK-UP: {cmas_pickup} 7. ARM RAISE/STRAIGHTEN: {cmas_armraise} Comments: {cmas_comments} 8. ARM RAISE/DURATION: Can maintain wrists above top of head for: {cmas_armraise_duration} # of seconds {cmas_armraise_seconds} The maximum possible total score for the 14 maneuvers is 52 (52 "points of muscle strength/function"). CMAS Total Score: {cmas_total_score}															
	7	[cmas_headlift]	1. HEAD LIFT:	radio, Required <table><tr><td>0</td><td>0 = Unable</td></tr><tr><td>1</td><td>1 = 1-9 sec</td></tr><tr><td>2</td><td>2 = 10-29</td></tr><tr><td>3</td><td>3 = 30-59</td></tr><tr><td>4</td><td>4 = 60-119 sec</td></tr><tr><td>5</td><td>5 = ≥ 2 min</td></tr><tr><td>-9</td><td>NA = Not Assessed</td></tr></table> Custom alignment: LV	0	0 = Unable	1	1 = 1-9 sec	2	2 = 10-29	3	3 = 30-59	4	4 = 60-119 sec	5	5 = ≥ 2 min	-9	NA = Not Assessed
0	0 = Unable																	
1	1 = 1-9 sec																	
2	2 = 10-29																	
3	3 = 30-59																	
4	4 = 60-119 sec																	
5	5 = ≥ 2 min																	
-9	NA = Not Assessed																	
	8	[cmas_headlift_duration] Show the field ONLY if: [cmas_headlift] <> '-9'	HEAD LIFT: # of sec	text (integer, Min: 0, Max: 999), Required														
	9	[cmas_legraise]	2. LEG RAISE/TOUCH OBJECT:	radio, Required <table><tr><td>0</td><td>0 = Unable to lift leg off table.</td></tr><tr><td>1</td><td>1 = Able to clear table but cannot touch object (examiner's hand).</td></tr></table>	0	0 = Unable to lift leg off table.	1	1 = Able to clear table but cannot touch object (examiner's hand).										
0	0 = Unable to lift leg off table.																	
1	1 = Able to clear table but cannot touch object (examiner's hand).																	

				<table><tr><td>2</td><td>2 = Able to lift leg high enough to touch object (examiner's hand).</td></tr><tr><td>-9</td><td>NA = Not Assessed</td></tr></table> Custom alignment: LV	2	2 = Able to lift leg high enough to touch object (examiner's hand).	-9	NA = Not Assessed										
2	2 = Able to lift leg high enough to touch object (examiner's hand).																	
-9	NA = Not Assessed																	
10	[cmas_leglift_duration]	3. STRAIGHT LEG LIFT/DURATION:		radio, Required <table><tr><td>0</td><td>0 = Unable</td></tr><tr><td>1</td><td>1 = 1-9 sec</td></tr><tr><td>2</td><td>2 = 10-29 sec</td></tr><tr><td>3</td><td>3 = 30-59 sec</td></tr><tr><td>4</td><td>4 = 60-119 sec</td></tr><tr><td>5</td><td>5 = ≥ 2 min</td></tr><tr><td>-9</td><td>NA = Not Assessed</td></tr></table> Custom alignment: LV	0	0 = Unable	1	1 = 1-9 sec	2	2 = 10-29 sec	3	3 = 30-59 sec	4	4 = 60-119 sec	5	5 = ≥ 2 min	-9	NA = Not Assessed
0	0 = Unable																	
1	1 = 1-9 sec																	
2	2 = 10-29 sec																	
3	3 = 30-59 sec																	
4	4 = 60-119 sec																	
5	5 = ≥ 2 min																	
-9	NA = Not Assessed																	
11	[cmas_leglift_seconds] Show the field ONLY if: [cmas_leglift_duration] <> '-9'	STRAIGHT LEG LIFT/DURATION: # of sec		text (integer, Min: 0, Max: 999), Required														
12	[cmas_supine_prone]	4. SUPINE TO PRONE:		radio, Required <table><tr><td>0</td><td>0 = Unable. Has difficulty even turning onto side; able to pull right arm under torso only slightly or not at all.</td></tr><tr><td>1</td><td>1 = Turns onto side fairly easily but cannot fully free right arm and is unable to fully assume a prone position.</td></tr><tr><td>2</td><td>2 = Easily turns onto side; has some difficulty freeing arm, but fully frees arm and fully assumes a prone position.</td></tr><tr><td>3</td><td>3 = Easily turns over, fully frees right arm with no difficulty.</td></tr><tr><td>-9</td><td>NA = Not Assessed</td></tr></table>	0	0 = Unable. Has difficulty even turning onto side; able to pull right arm under torso only slightly or not at all.	1	1 = Turns onto side fairly easily but cannot fully free right arm and is unable to fully assume a prone position.	2	2 = Easily turns onto side; has some difficulty freeing arm, but fully frees arm and fully assumes a prone position.	3	3 = Easily turns over, fully frees right arm with no difficulty.	-9	NA = Not Assessed				
0	0 = Unable. Has difficulty even turning onto side; able to pull right arm under torso only slightly or not at all.																	
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2	2 = Easily turns onto side; has some difficulty freeing arm, but fully frees arm and fully assumes a prone position.																	
3	3 = Easily turns over, fully frees right arm with no difficulty.																	
-9	NA = Not Assessed																	

				Custom alignment: LV						
	13	[cmas_handsonthigh_cb]	Hands on thighs, with counterbalance	dropdown, Required <table><tr><td>1</td><td>1</td></tr><tr><td>0</td><td>0</td></tr><tr><td>NA</td><td>NA=Not Assessed</td></tr></table>	1	1	0	0	NA	NA=Not Assessed
1	1									
0	0									
NA	NA=Not Assessed									
	14	[cmas_handschest_cb]	Hands across chest, with counterbalance	dropdown, Required <table><tr><td>1</td><td>1</td></tr><tr><td>0</td><td>0</td></tr><tr><td>NA</td><td>NA=Not Assessed</td></tr></table>	1	1	0	0	NA	NA=Not Assessed
1	1									
0	0									
NA	NA=Not Assessed									
	15	[cmas_handshead_cb]	Hands behind head, with counterbalance	dropdown, Required <table><tr><td>1</td><td>1</td></tr><tr><td>0</td><td>0</td></tr><tr><td>NA</td><td>NA=Not Assessed</td></tr></table>	1	1	0	0	NA	NA=Not Assessed
1	1									
0	0									
NA	NA=Not Assessed									
	16	[cmas_handsonthigh_ncb]	Hands on thighs, without counterbalance	dropdown, Required <table><tr><td>1</td><td>1</td></tr><tr><td>0</td><td>0</td></tr><tr><td>NA</td><td>NA=Not Assessed</td></tr></table>	1	1	0	0	NA	NA=Not Assessed
1	1									
0	0									
NA	NA=Not Assessed									
	17	[cmas_handschest_ncb]	Hands across chest, without counterbalance	dropdown, Required <table><tr><td>1</td><td>1</td></tr><tr><td>0</td><td>0</td></tr><tr><td>NA</td><td>NA=Not Assessed</td></tr></table>	1	1	0	0	NA	NA=Not Assessed
1	1									
0	0									
NA	NA=Not Assessed									
	18	[cmas_handshead_ncb]	Hands behind head, without counterbalance	dropdown, Required <table><tr><td>1</td><td>1</td></tr><tr><td>0</td><td>0</td></tr><tr><td>NA</td><td>NA=Not Assessed</td></tr></table>	1	1	0	0	NA	NA=Not Assessed
1	1									
0	0									
NA	NA=Not Assessed									
	19	[cmas_situps_sum]	Total Sit-up Score (0-6)	calc Calculation: sum(if([cmas_handsonthigh_cb] = -9, 0,						

				[cmas_handsonthigh_cb]), if([cmas_handschest_cb] = -9, 0, [cmas_handschest_cb]), if([cmas_handshead_cb] = -9, 0, [cmas_handshead_cb]), if([cmas_handsonthigh_ncb] = -9, 0, [cmas_handsonthigh_ncb]), if([cmas_handschest_ncb] = -9, 0, [cmas_handschest_ncb]), if([cmas_handshead_ncb] = -9, 0, [cmas_handshead_ncb])) Field Annotation: @HIDDEN-SURVEY									
20	[cmas_supine_sit]	6. SUPINE TO SIT:	radio, Required <table><tr><td>0</td><td>0 = Unable by self.</td></tr><tr><td>1</td><td>1 = Much difficulty. Very slow, struggles greatly, barely makes it. Almost unable.</td></tr><tr><td>2</td><td>2 = Some difficulty. Able, but is somewhat slow, struggles some.</td></tr><tr><td>3</td><td>3 = No difficulty.</td></tr><tr><td>-9</td><td>NA = Not Assessed</td></tr></table> Custom alignment: LV	0	0 = Unable by self.	1	1 = Much difficulty. Very slow, struggles greatly, barely makes it. Almost unable.	2	2 = Some difficulty. Able, but is somewhat slow, struggles some.	3	3 = No difficulty.	-9	NA = Not Assessed
0	0 = Unable by self.												
1	1 = Much difficulty. Very slow, struggles greatly, barely makes it. Almost unable.												
2	2 = Some difficulty. Able, but is somewhat slow, struggles some.												
3	3 = No difficulty.												
-9	NA = Not Assessed												
21	[cmas_armraise]	7. ARM RAISE/STRAIGHTEN:	radio, Required <table><tr><td>0</td><td>0 = Cannot raise wrists up to the level of the A-C joint.</td></tr><tr><td>1</td><td>1 = Can raise wrists at least up to the level of the A-C joint, but not above top of head.</td></tr><tr><td>2</td><td>2 = Can raise wrists above top of head but cannot raise arms straight above head so that elbows are in full extension.</td></tr><tr><td>3</td><td>3 = Can raise arms straight above head so that elbows are in full extension.</td></tr><tr><td>-9</td><td>NA = Not Assessed</td></tr></table> Custom alignment: LV	0	0 = Cannot raise wrists up to the level of the A-C joint.	1	1 = Can raise wrists at least up to the level of the A-C joint, but not above top of head.	2	2 = Can raise wrists above top of head but cannot raise arms straight above head so that elbows are in full extension.	3	3 = Can raise arms straight above head so that elbows are in full extension.	-9	NA = Not Assessed
0	0 = Cannot raise wrists up to the level of the A-C joint.												
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2	2 = Can raise wrists above top of head but cannot raise arms straight above head so that elbows are in full extension.												
3	3 = Can raise arms straight above head so that elbows are in full extension.												
-9	NA = Not Assessed												
22	[cmas_armraise_duration]	8. ARM RAISE/ DURATION: Can maintain wrists above top of head for:	radio, Required <table><tr><td>0</td><td>0 = Unable</td></tr></table>	0	0 = Unable								
0	0 = Unable												

				<table><tr><td>1</td><td>1 = 1-9 sec</td></tr><tr><td>2</td><td>2 = 10-29 sec</td></tr><tr><td>3</td><td>3 = 30-59 sec</td></tr><tr><td>4</td><td>4 = ≥ 60 sec</td></tr><tr><td>-9</td><td>NA = Not Assessed</td></tr></table> Custom alignment: LV	1	1 = 1-9 sec	2	2 = 10-29 sec	3	3 = 30-59 sec	4	4 = ≥ 60 sec	-9	NA = Not Assessed
1	1 = 1-9 sec													
2	2 = 10-29 sec													
3	3 = 30-59 sec													
4	4 = ≥ 60 sec													
-9	NA = Not Assessed													
	23	[cmas_armraise_seconds] Show the field ONLY if: [cmas_armraise_duration] <> '-9'	ARM RAISE/DURATION: # of sec	text (integer, Min: 0, Max: 999), Required										
	24	[cmas_floor_sit]	9. FLOOR SIT: Going from a standing position to a sitting position on the floor:	radio, Required <table><tr><td>0</td><td>0 = Unable.Afraid to even try, even if allowed to use a chair for support. Child fears that he/she will collapse, fall into a sit, or harm self.</td></tr><tr><td>1</td><td>1 = Much difficulty. Able, butneeds to hold onto a chair for support during descent. Unable, or unwilling to try if not allowed to use a chair for support.</td></tr><tr><td>2</td><td>2 = Some difficulty. Can go from stand to sit without using a chair for support but has at least some difficulty during descent. May needGower's. Descends somewhat slowly and/or apprehensively; maynot have full control or balance as maneuvers into a sit.</td></tr><tr><td>3</td><td>3 = No difficulty. Requires no compensatory maneuvering.</td></tr><tr><td>-9</td><td>NA = Not Assessed</td></tr></table> Custom alignment: LV	0	0 = Unable.Afraid to even try, even if allowed to use a chair for support. Child fears that he/she will collapse, fall into a sit, or harm self.	1	1 = Much difficulty. Able, butneeds to hold onto a chair for support during descent. Unable, or unwilling to try if not allowed to use a chair for support.	2	2 = Some difficulty. Can go from stand to sit without using a chair for support but has at least some difficulty during descent. May needGower's. Descends somewhat slowly and/or apprehensively; maynot have full control or balance as maneuvers into a sit.	3	3 = No difficulty. Requires no compensatory maneuvering.	-9	NA = Not Assessed
0	0 = Unable.Afraid to even try, even if allowed to use a chair for support. Child fears that he/she will collapse, fall into a sit, or harm self.													
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3	3 = No difficulty. Requires no compensatory maneuvering.													
-9	NA = Not Assessed													
	25	[cmas_allfours_maneuver]	10. ALL FOURS MANEUVER:	radio, Required <table><tr><td>0</td><td>0 = Unable to go from a prone to an all-fours position.</td></tr></table>	0	0 = Unable to go from a prone to an all-fours position.								
0	0 = Unable to go from a prone to an all-fours position.													

				<table><tr><td>1</td><td>1 = Barely able to assume and maintain an all-fours position. Unable to raise head to look straight ahead.</td></tr><tr><td>2</td><td>2 = Can maintain all-fours position with back straight and head raised (so as to look straight ahead). But cannot creep (crawl) forward.</td></tr><tr><td>3</td><td>3 = Can maintain all-fours, look straight ahead and creep (crawl) forward.</td></tr><tr><td>4</td><td>4 = Maintains balance while lifting and extending one leg.</td></tr><tr><td>-9</td><td>NA = Not Assessed</td></tr></table> Custom alignment: LV	1	1 = Barely able to assume and maintain an all-fours position. Unable to raise head to look straight ahead.	2	2 = Can maintain all-fours position with back straight and head raised (so as to look straight ahead). But cannot creep (crawl) forward.	3	3 = Can maintain all-fours, look straight ahead and creep (crawl) forward.	4	4 = Maintains balance while lifting and extending one leg.	-9	NA = Not Assessed		
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3	3 = Can maintain all-fours, look straight ahead and creep (crawl) forward.															
4	4 = Maintains balance while lifting and extending one leg.															
-9	NA = Not Assessed															
26	[cmas_floor_rise]	11. FLOOR RISE: Going from a kneeling position on the floor to a standing position:		radio, Required <table><tr><td>0</td><td>0 = Unable, even if allowed to use a chair for support.</td></tr><tr><td>1</td><td>1 = Much difficulty. Able, but needs to use a chair for support. (Unable if not allowed to use a chair.)</td></tr><tr><td>2</td><td>2 = Moderate difficulty. Able to get up without using a chair for support, but needs to place one or both hands on thighs/knees or floor. (Unable without using hands.)</td></tr><tr><td>3</td><td>3 = Mild difficulty. Does not need to place hands on knees, thighs or floor, but has at least some difficulty during ascent.</td></tr><tr><td>4</td><td>4 = No difficulty.</td></tr><tr><td>-9</td><td>NA = Not Assessed</td></tr></table> Custom alignment: LV	0	0 = Unable, even if allowed to use a chair for support.	1	1 = Much difficulty. Able, but needs to use a chair for support. (Unable if not allowed to use a chair.)	2	2 = Moderate difficulty. Able to get up without using a chair for support, but needs to place one or both hands on thighs/knees or floor. (Unable without using hands.)	3	3 = Mild difficulty. Does not need to place hands on knees, thighs or floor, but has at least some difficulty during ascent.	4	4 = No difficulty.	-9	NA = Not Assessed
0	0 = Unable, even if allowed to use a chair for support.															
1	1 = Much difficulty. Able, but needs to use a chair for support. (Unable if not allowed to use a chair.)															
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3	3 = Mild difficulty. Does not need to place hands on knees, thighs or floor, but has at least some difficulty during ascent.															
4	4 = No difficulty.															
-9	NA = Not Assessed															
27	[cmas_chair_rise]	12. CHAIR RISE:		radio, Required <table><tr><td>0</td><td>0 = Unable to rise up from chair, even if allowed to place hands on sides of chair seat.</td></tr></table>	0	0 = Unable to rise up from chair, even if allowed to place hands on sides of chair seat.										
0	0 = Unable to rise up from chair, even if allowed to place hands on sides of chair seat.															

				<table><tr><td>1</td><td>1 = Much difficulty. Able, but needs to place hands on sides of seat. Unable if not allowed to place hands on sides of seat.</td></tr><tr><td>2</td><td>2 = Moderate difficulty. Able, but needs to place hands on knees/thighs. Does not need to place hands on sides of seat.</td></tr><tr><td>3</td><td>3 = Mild difficulty. Does not need to place hands on seat, knees or thighs but has at least some difficulty during ascent.</td></tr><tr><td>4</td><td>4 = No difficulty.</td></tr><tr><td>-9</td><td>NA = Not Assessed</td></tr></table> Custom alignment: LV	1	1 = Much difficulty. Able, but needs to place hands on sides of seat. Unable if not allowed to place hands on sides of seat.	2	2 = Moderate difficulty. Able, but needs to place hands on knees/thighs. Does not need to place hands on sides of seat.	3	3 = Mild difficulty. Does not need to place hands on seat, knees or thighs but has at least some difficulty during ascent.	4	4 = No difficulty.	-9	NA = Not Assessed	
1	1 = Much difficulty. Able, but needs to place hands on sides of seat. Unable if not allowed to place hands on sides of seat.														
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3	3 = Mild difficulty. Does not need to place hands on seat, knees or thighs but has at least some difficulty during ascent.														
4	4 = No difficulty.														
-9	NA = Not Assessed														
28	[cmas_stool_step]	13. STOOL STEP:	<table><tr><td colspan="2">radio, Required</td></tr><tr><td>0</td><td>0 = Unable.</td></tr><tr><td>1</td><td>1 = Much difficulty. Able, but needs to place one hand on exam table (or examiner's hand).</td></tr><tr><td>2</td><td>2 = Some difficulty. Able, does not need to use exam table for support, but needs to use hand on knee/thigh.</td></tr><tr><td>3</td><td>3 = Able. Does not need to use exam table or hand on knee/thigh.</td></tr><tr><td>-9</td><td>NA = Not Assessed</td></tr></table> Custom alignment: LV	radio, Required		0	0 = Unable.	1	1 = Much difficulty. Able, but needs to place one hand on exam table (or examiner's hand).	2	2 = Some difficulty. Able, does not need to use exam table for support, but needs to use hand on knee/thigh.	3	3 = Able. Does not need to use exam table or hand on knee/thigh.	-9	NA = Not Assessed
radio, Required															
0	0 = Unable.														
1	1 = Much difficulty. Able, but needs to place one hand on exam table (or examiner's hand).														
2	2 = Some difficulty. Able, does not need to use exam table for support, but needs to use hand on knee/thigh.														
3	3 = Able. Does not need to use exam table or hand on knee/thigh.														
-9	NA = Not Assessed														
29	[cmas_pickup]	14. PICK-UP	<table><tr><td colspan="2">radio, Required</td></tr><tr><td>0</td><td>0 = Unable to bend over and pick up pencil off floor.</td></tr><tr><td>1</td><td>1 = Much difficulty. Able, but relies heavily on support gained by placing hands on knees/thighs.</td></tr><tr><td>2</td><td>2 = Some difficulty. Has some difficulty (but not "much-difficulty"). Needs to at least minimally</td></tr></table>	radio, Required		0	0 = Unable to bend over and pick up pencil off floor.	1	1 = Much difficulty. Able, but relies heavily on support gained by placing hands on knees/thighs.	2	2 = Some difficulty. Has some difficulty (but not "much-difficulty"). Needs to at least minimally				
radio, Required															
0	0 = Unable to bend over and pick up pencil off floor.														
1	1 = Much difficulty. Able, but relies heavily on support gained by placing hands on knees/thighs.														
2	2 = Some difficulty. Has some difficulty (but not "much-difficulty"). Needs to at least minimally														

				<table><tr><td></td><td>and briefly place hand(s) on knees/thighs for support. Is somewhat slow.</td></tr><tr><td>3</td><td>3 = No difficulty. No compensatory maneuver necessary.</td></tr><tr><td>-9</td><td>NA = Not Assessed</td></tr></table> Custom alignment: LV		and briefly place hand(s) on knees/thighs for support. Is somewhat slow.	3	3 = No difficulty. No compensatory maneuver necessary.	-9	NA = Not Assessed
	and briefly place hand(s) on knees/thighs for support. Is somewhat slow.									
3	3 = No difficulty. No compensatory maneuver necessary.									
-9	NA = Not Assessed									
	30	[<i>cmas_comments</i>]	Comments	notes						
	31	[<i>cmas_total_score</i>]	Section Header: <i>SCORING</i> CMAS Total Score	calc Calculation: sum(if([cmas_headlift] = -9, 0, [cmas_headlift]), if([cmas_legraise] = -9, 0, [cmas_legraise]), if([cmas_leglift_duration] = -9, 0, [cmas_leglift_duration]), if([cmas_supine_prone] = -9, 0, [cmas_supine_prone]), if([cmas_situps_sum] = -9, 0, [cmas_situps_sum]), if([cmas_supine_sit] = -9, 0, [cmas_supine_sit]), if([cmas_armraise] = -9, 0, [cmas_armraise]), if([cmas_armraise_duration] = -9, 0, [cmas_armraise_duration]), if([cmas_floor_sit] = -9, 0, [cmas_floor_sit]), if([cmas_allfours_maneuver] = -9, 0, [cmas_allfours_maneuver]), if([cmas_floor_rise] = -9, 0, [cmas_floor_rise]), if([cmas_chair_rise] = -9, 0, [cmas_chair_rise]), if([cmas_stool_step] = -9, 0, [cmas_stool_step]), if([cmas_pickup] = -9, 0, [cmas_pickup]))						
	32	[<i>cmas_situps_potential</i>]	CMAS Total Potential Score for sit-ups variables	calc Calculation: if(([cmas_handsonthigh_cb] = " or [cmas_handsonthigh_cb] = -9) and ([cmas_handschest_cb] = " or [cmas_handschest_cb] = -9) and ([cmas_handshead_cb] = " or [cmas_handshead_cb] = -9) and ([cmas_handsonthigh_ncb] = " or [cmas_handsonthigh_ncb] = -9) and ([cmas_handschest_ncb] = " or [cmas_handschest_ncb] = -9) and ([cmas_handshead_ncb] = " or [cmas_handshead_ncb] = -9), "", sum(if([cmas_handsonthigh_cb] >= 0, 1, ""), if([cmas_handschest_cb] >= 0, 1, ""),						

				if([cmas_handthead_cb] >= 0, 1, ""), if([cmas_handsonthigh_ncb] >= 0, 1, ""), if([cmas_handschest_ncb] >= 0, 1, ""), if([cmas_handthead_ncb] >= 0, 1, ""))) Field Annotation: @HIDDEN
33	[cmas_potential_score]	CMAS (Maximum) Potential Score	calc Calculation: if(([cmas_headlift] = " or [cmas_headlift] = -9) and ([cmas_legraise] = " or [cmas_legraise] = -9) and ([cmas_leglift_duration] = " or [cmas_leglift_duration] = -9) and ([cmas_supine_prone] = " or [cmas_supine_prone] = -9) and ([cmas_supine_sit] = " or [cmas_supine_sit] = -9) and ([cmas_armraise] = " or [cmas_armraise] = -9) and ([cmas_armraise_duration] = " or [cmas_armraise_duration] = -9) and ([cmas_floor_sit] = " or [cmas_floor_sit] = -9) and ([cmas_allfours_maneuver] = " or [cmas_allfours_maneuver] = -9) and ([cmas_floor_rise] = " or [cmas_floor_rise] = -9) and ([cmas_chair_rise] = " or [cmas_chair_rise] = -9) and ([cmas_stool_step] = " or [cmas_stool_step] = -9) and ([cmas_pickup] = " or [cmas_pickup] = -9) and ([cmas_handsonthigh_cb] = " or [cmas_handsonthigh_cb] = -9) and ([cmas_handschest_cb] = " or [cmas_handschest_cb] = -9) and ([cmas_handthead_cb] = " or [cmas_handthead_cb] = -9) and ([cmas_handsonthigh_ncb] = " or [cmas_handsonthigh_ncb] = -9) and ([cmas_handschest_ncb] = " or [cmas_handschest_ncb] = -9) and ([cmas_handthead_ncb] = " or [cmas_handthead_ncb] = -9), " sum(if([cmas_headlift] = -9 or [cmas_headlift] = " , " , 5) , if([cmas_legraise] = -9 or [cmas_legraise] = " , " , 2) , if([cmas_leglift_duration] = -9 or [cmas_leglift_duration] = " , " , 5) , if([cmas_supine_prone] = -9 or [cmas_supine_prone] = " , " , 3) , if([cmas_supine_sit] = -9 or [cmas_supine_sit] = " , " , 3) , if([cmas_armraise] = -9 or	

				[cmas_armraise] = " , " , 3) , if([cmas_armraise_duration] = -9 or [cmas_armraise_duration] = " , " , 4) , if([cmas_floor_sit] = -9 or [cmas_floor_sit] = " , " , 3) , if([cmas_allfours_maneuver] = -9 or [cmas_allfours_maneuver] = " , " , 4) , if([cmas_floor_rise] = -9 or [cmas_floor_rise] = " , " , 4) , if([cmas_chair_rise] = -9 or [cmas_chair_rise] = " , " , 4) , if([cmas_stool_step] = -9 or [cmas_stool_step] = " , " , 3) , if([cmas_pickup] = -9 or [cmas_pickup] = " , " , 3) , if([cmas_handsonthigh_cb] >= 0, 1, ") , if([cmas_handschest_cb] >= 0, 1, ") , if([cmas_handshead_cb] >= 0, 1, ") , if([cmas_handsonthigh_ncb] >= 0, 1, ") , if([cmas_handschest_ncb] >= 0, 1, ") , if([cmas_handshead_ncb] >= 0, 1, "))) Field Annotation: @HIDDEN						
	34	[cmas_percent_score]	CMAS Percent Score	calc Calculation: round((([cmas_total_score]/[cmas_potential_score]),2) Field Annotation: @HIDDEN						
	35	[cmas_adjusted_score]	ADJUSTED CMAS TOTAL SCORE (0-52, including Not Assessed items)	calc Calculation: round((([cmas_percent_score]*52),0)						
	36	[childhood_myositis_assessment_scale_cmas_complete]	Section Header: <i>Form Status</i> Complete?	dropdown<table><tr><td>0</td><td>Incomplete</td></tr><tr><td>1</td><td>Unverified</td></tr><tr><td>2</td><td>Complete</td></tr></table>	0	Incomplete	1	Unverified	2	Complete
0	Incomplete									
1	Unverified									
2	Complete									