



# Ohio Mental Health Consumer Outcomes System

## Scoring Guidelines

The purpose of this document is to describe the rules that should be followed when computing scores associated with the Outcomes instruments. All of the scales listed in this document are included in the Outcomes data specifications and are computed automatically by the ODMH Data Entry and Reports Template except for the Quality of Life – Overall and Overall Community Functioning scales (shaded in gray). These scales are not currently required but it is anticipated that they will be included in the Outcomes data specifications in the future.

Providers should examine the scoring rules provided below and build these rules into the software that they use to collect and store Outcomes data. It is the responsibility of Providers to compute the correct subscale scores at the local level. When a production Outcomes record is received at ODMH, subscale scores are computed again in order to verify that they have been scored accurately. Subscale scores submitted by Providers that differ more than one-tenth (or 1 for whole number scales) from the state-generated scores will be replaced with the state-generated score in the statewide database.

### A Note About Reverse Scoring

Some items on the adult instruments are worded such that a given response (e.g., “never”) represents a desirable or positive response for one question, but a less desirable response for another. In order to compare items or combine items into a numeric subscale, certain items may need to be “reverse scored” for consistency. When reverse scoring an item, the highest and lowest numerical values are substituted for each other, the next highest and next lowest values are substituted for each other, and so on. Keep in mind that items that represent non-scaled values (e.g., missing, not-applicable) should not be included in either reverse scoring or computation of subscales. When reviewing the guidelines, an asterisk indicates that a scale contains one or more reverse scored items, and the actual items that should be reverse scored are bolded.

Example:

<b>Four-Point Scale Original Score</b>	<b>Four-Point Scale Reverse Score</b>	<b>Five-Point Scale Original Score</b>	<b>Five-Point Scale Reverse Score</b>
1	4	1	5
2	3	2	4
3	2	3	3
4	1	4	2
		5	1

<b>Adult Consumer Form A</b>						
<b>Scale</b>	<b>Field Name</b>	<b>Items used to compute score</b>	<b>How to compute score</b>	<b>How to handle missing items</b>	<b>Valid scores</b>	<b>How to interpret score</b>
Quality of Life - Financial Status	FINAN	2 - 4	<ul style="list-style-type: none"> <li>Sum responses</li> <li>Divide by 3</li> </ul>	<ul style="list-style-type: none"> <li>If one or more responses are missing, do not compute.</li> </ul>	1.00 – 5.00	Higher scores indicate more positive feelings about financial status.
Empowerment - Self-esteem/ Self-Efficacy <sup>1</sup>	SELFEST	<b>38, 39, 42, 45, 47, 51, 52, 57, 59</b>	<ul style="list-style-type: none"> <li>Reverse score the bolded items</li> <li>Sum responses</li> <li>Divide by 9</li> </ul>	<ul style="list-style-type: none"> <li>If one response is missing, compute the score using the completed items.</li> <li>If two or more responses are missing, do not compute.</li> </ul>	1.00 – 4.00	Higher scores indicate higher self-esteem/self-efficacy.
Empowerment - Power/ Powerlessness	POWER	40, 41, 43, 49, 50, 54, 55, 56	<ul style="list-style-type: none"> <li>Sum responses</li> <li>Divide by 8</li> </ul>	<ul style="list-style-type: none"> <li>If one response is missing, compute the score using the completed items.</li> <li>If two or more responses are missing, do not compute.</li> </ul>	1.00 – 4.00	Higher scores indicate higher sense of power, lower scores indicate sense of powerlessness.
Empowerment - Community Activism & Autonomy <sup>1</sup>	COMM	<b>36, 44, 53, 58, 60, 61</b>	<ul style="list-style-type: none"> <li>Reverse score the bolded items</li> <li>Sum responses</li> <li>Divide by 6</li> </ul>	<ul style="list-style-type: none"> <li>If one response is missing, compute the score using the completed items.</li> <li>If two or more responses are missing, do not compute.</li> </ul>	1.00 – 4.00	Higher scores indicate higher levels of community activism/autonomy.
Empowerment - Optimism & Control Over the Future	OPTIM	<b>34, 35, 46, 60</b>	<ul style="list-style-type: none"> <li>Sum responses</li> <li>Divide by 4</li> </ul>	<ul style="list-style-type: none"> <li>If one or more responses are missing, do not compute.</li> </ul>	1.00 – 4.00	Higher scores indicate higher levels of optimism/control over future.
Empowerment - Righteous Anger <sup>1</sup>	ANGER	37, 40, 43, <b>48</b>	<ul style="list-style-type: none"> <li>Reverse score the bolded items</li> <li>Sum responses</li> <li>Divide by 4</li> </ul>	<ul style="list-style-type: none"> <li>If one or more responses are missing, do not compute.</li> </ul>	1.00 – 4.00	Higher scores indicate higher levels of righteous anger.
Empowerment - Overall <sup>1</sup>	EMPOWER	34 - 61	<ul style="list-style-type: none"> <li>Reverse score appropriate items</li> <li>Sum responses</li> <li>Divide by 28</li> </ul>	<ul style="list-style-type: none"> <li>If less than five responses are missing, compute the score using the completed items.</li> <li>If five or more responses are missing, do not compute.</li> </ul>	1.00 – 4.00	Higher scores indicate higher levels of empowerment, lower scores indicate lower levels of empowerment.
Symptom Distress - Overall	SDS	17 - 31	<ul style="list-style-type: none"> <li>Sum responses</li> </ul>	<ul style="list-style-type: none"> <li>If less than five responses are missing, compute the mean score using the completed items, insert the mean for missing responses, and sum.</li> <li>If five or more responses are missing, do not compute.</li> </ul>	15 - 75	Higher scores indicate higher levels of distress, lower scores indicate lower levels of distress.
Quality of Life - Overall <sup>2</sup>	QOL	1 - 12	<ul style="list-style-type: none"> <li>Sum responses</li> <li>Divide by 12</li> </ul>	<ul style="list-style-type: none"> <li>If one response is missing, compute the score using the completed items.</li> <li>If more than one response is missing, do not compute.</li> </ul>	1.00 – 5.00	Higher scores indicate more positive feelings about quality of life.

<b>Provider Adult Form A</b>						
<b>Scale</b>	<b>Field Name</b>	<b>Items used to compute score</b>	<b>How to compute score</b>	<b>How to handle missing items</b>	<b>Valid scores</b>	<b>How to interpret score</b>
Overall Activities of Daily Living	ADL	6A - 6H	<ul style="list-style-type: none"> <li>Sum responses</li> <li>Divide by 8</li> </ul>	<ul style="list-style-type: none"> <li>If one response is missing, compute the score using the completed items.</li> <li>If more than one response is missing, do not compute.</li> </ul>	1.00 – 5.00	Higher scores indicate higher functioning level with regard to daily living activities.
Overall Community Functioning <sup>2</sup>	CFUNC	1 - 11	<ul style="list-style-type: none"> <li>See instructions on page 6 of this document</li> </ul>	<ul style="list-style-type: none"> <li>If less than four responses are missing, compute the mean score using the completed items, insert the mean for missing responses, and sum.</li> <li>If four or more responses are missing, do not compute.</li> </ul>	11 - 55	Higher scores indicate higher level of community functioning.
<b>Adult Consumer Form B</b>						
<b>Scale</b>	<b>Field Name</b>	<b>Items used to compute score</b>	<b>How to compute score</b>	<b>How to handle missing items</b>	<b>Valid scores</b>	<b>How to interpret score</b>
Quality of Life - Financial Status	FINAN	2 - 4	<ul style="list-style-type: none"> <li>Sum responses</li> <li>Divide by 3</li> </ul>	<ul style="list-style-type: none"> <li>If one or more responses are missing, do not compute.</li> </ul>	1.00 – 5.00	Higher scores indicate more positive feelings about financial status.
Symptom Distress - Overall	SDS	17 - 31	<ul style="list-style-type: none"> <li>Sum responses</li> </ul>	<ul style="list-style-type: none"> <li>If less than five responses are missing, compute the mean score using the completed items, insert the mean for missing responses, and sum.</li> <li>If five or more responses are missing, do not compute.</li> </ul>	15 - 75	Higher scores indicate higher levels of distress, lower scores indicate lower levels of distress.
Quality of Life - Overall <sup>2</sup>	QOL	1 - 12	<ul style="list-style-type: none"> <li>Sum responses</li> <li>Divide by 12</li> </ul>	<ul style="list-style-type: none"> <li>If one response is missing, compute the score using the completed items.</li> <li>If more than one response is missing, do not compute.</li> </ul>	1.00 – 5.00	Higher scores indicate more positive feelings about quality of life.
<b>Ohio Scales - Youth Version</b>						
<b>Scale</b>	<b>Field Name</b>	<b>Items used to compute score</b>	<b>How to compute score</b>	<b>How to handle missing items</b>	<b>Valid scores</b>	<b>How to interpret score</b>
Problem Severity	PSEVER	1 - 20 on first page	<ul style="list-style-type: none"> <li>Sum responses</li> </ul>	<ul style="list-style-type: none"> <li>If less than five responses are missing, compute the mean score using the completed items, insert the mean for missing responses, and sum.</li> <li>If five or more responses are missing, do not compute.</li> </ul>	000 - 100	Higher scores indicate more severe problems, lower scores indicate less severe problems.
Functioning	FUNC	1 - 20 on second page	<ul style="list-style-type: none"> <li>Sum responses</li> </ul>	<ul style="list-style-type: none"> <li>If less than five responses are missing, insert a score of “3” for the missing responses and sum.</li> <li>If five or more responses are missing, do not compute.</li> </ul>	00 - 80	Higher scores indicate higher functioning level, lower scores indicate lower functioning level.

<b>Ohio Scales - Youth Version (continued)</b>						
<b>Scale</b>	<b>Field Name</b>	<b>Items used to compute score</b>	<b>How to compute score</b>	<b>How to handle missing items</b>	<b>Valid scores</b>	<b>How to interpret score</b>
Hopefulness	HOPE	1 - 4 on second page, left upper corner	<ul style="list-style-type: none"> <li>Sum responses</li> </ul>	<ul style="list-style-type: none"> <li>If one or more responses are missing, do not compute.</li> </ul>	04 - 24	Higher scores indicate less hopefulness, lower scores indicate more hopefulness.
Satisfaction	SATIS	1 - 4 on second page, right upper corner	<ul style="list-style-type: none"> <li>Sum responses</li> </ul>	<ul style="list-style-type: none"> <li>If one or more responses are missing, do not compute.</li> </ul>	04 - 24	Higher scores indicate less satisfaction, lower scores indicate more satisfaction.
<b>Ohio Scales - Parent Version</b>						
<b>Scale</b>	<b>Field Name</b>	<b>Items used to compute score</b>	<b>How to compute score</b>	<b>How to handle missing items</b>	<b>Valid scores</b>	<b>How to interpret score</b>
Problem Severity	PSEVER	1 - 20 on first page	<ul style="list-style-type: none"> <li>Sum responses</li> </ul>	<ul style="list-style-type: none"> <li>If less than five responses are missing, compute the mean score using the completed items, insert the mean for missing responses, and sum.</li> <li>If five or more responses are missing, do not compute.</li> </ul>	000 - 100	Higher scores indicate more severe problems, lower scores indicate less severe problems.
Functioning	FUNC	1 - 20 on second page	<ul style="list-style-type: none"> <li>Sum responses</li> </ul>	<ul style="list-style-type: none"> <li>If less than five responses are missing, insert a score of "3" for the missing responses and sum.</li> <li>If five or more responses are missing, do not compute.</li> </ul>	00 - 80	Higher scores indicate higher functioning level, lower scores indicate lower functioning level.
Hopefulness	HOPE	1 - 4 on second page, left upper corner	<ul style="list-style-type: none"> <li>Sum responses</li> </ul>	<ul style="list-style-type: none"> <li>If one or more responses are missing, do not compute.</li> </ul>	04 - 24	Higher scores indicate less hopefulness, lower scores indicate more hopefulness.
Satisfaction	SATIS	1 - 4 on second page, right upper corner	<ul style="list-style-type: none"> <li>Sum responses</li> </ul>	<ul style="list-style-type: none"> <li>If one or more responses are missing, do not compute.</li> </ul>	04 - 24	Higher scores indicate less satisfaction, lower scores indicate more satisfaction.
<b>Ohio Scales - Worker Version</b>						
<b>Scale</b>	<b>Field Name</b>	<b>Items used to compute score</b>	<b>How to compute score</b>	<b>How to handle missing items</b>	<b>Valid scores</b>	<b>How to interpret score</b>
Problem Severity	PSEVER	1 - 20 on first page	<ul style="list-style-type: none"> <li>Sum responses</li> </ul>	<ul style="list-style-type: none"> <li>If less than five responses are missing, compute the mean score using the completed items, insert the mean for missing responses, and sum.</li> <li>If five or more responses are missing, do not compute.</li> </ul>	000 - 100	Higher scores indicate more severe problems, lower scores indicate less severe problems.

**Ohio Scales - Worker Version (continued)**

<b>Scale</b>	<b>Field Name</b>	<b>Items used to compute score</b>	<b>How to compute score</b>	<b>How to handle missing items</b>	<b>Valid scores</b>	<b>How to interpret score</b>
Functioning	FUNC	1 - 20 on second page	<ul style="list-style-type: none"><li>Sum responses</li></ul>	<ul style="list-style-type: none"><li>If less than five responses are missing, insert a score of "3" for the missing responses and sum.</li><li>If five or more responses are missing, do not compute.</li></ul>	00 - 80	Higher scores indicate higher functioning level, lower scores indicate lower functioning level.
Restrictiveness of Living Environments Scale	ROLES	23 categories of residential settings on top of second page	See instructions on page 7 of this document	<ul style="list-style-type: none"><li>Total days must add up to 90</li></ul>	00.5 – 10.0	Higher scores indicate more restrictive environments, lower scores indicate less restrictive environments.

## Computation of the Community Functioning Scale from Provider Adult Form A

The first 11 items from the Provider Adult Form A can be combined to compute a Community Functioning score. The process has several steps, as follows:

1. Recode all items marked "Unsure" or "Not Applicable" to "Missing."
2. Because of the different nature of the various questions, some "standardization" is required before the responses can be combined into a single Community Functioning score.

Item 1 (Social Contact) should be recoded as follows:

- 1 = Withdrawn/Isolated
- 2 = Minimal Contact
- 3 = Moderate Contact
- 5 = Optimal Contact

Items 5 (Forced Moves), and 11 (Aggressive Behavior) should be recoded as follows:

- 1 = Yes
- 5 = No

Item 10 (Criminal Justice) should be recoded as follows:

- 5 = Yes
- 1 = No

3. Compute the Overall Activities of Daily Living Subscale Score. The Activities of Daily Living subscale score is an arithmetic average. To compute the subscale score, sum the responses to questions 6A through 6H that have values of 1, 2, 3, 4 or 5 and divide the sum by the number of questions the provider has answered. If one item is missing or marked "Unsure," the subscale score should be calculated based on the remaining seven items. If more than one item is missing or marked "Unsure," the subscale should not be calculated.
4. Compute the Meaningful Activities Composite Score. The Meaningful Activities composite score is an arithmetic average. To compute the score, sum the responses to questions 7A through 7F that have values of 1, 2, 3, 4 or 5 and divide the sum by the number of questions the provider has answered. The Meaningful Activities composite score can be computed with up to five missing items.
5. Compute the Community Functioning Score. The Community Functioning score is a total. To compute the score, sum the responses to the following:

Community Functioning = Question 1 (Recoded) + Question 2 + Question 3 + Question 4 + Question 5 (Recoded) +  
Overall Activities of Daily Living Subscale + Meaningful Activities Composite Score +  
Question 8 + Question 9 + Question 10 (Recoded) + Question 11 (Recoded)

If three or fewer items are missing, the individual's mean score on all the other items should be substituted for each missing item before the total score is calculated. If four or more items are missing, the total score should not be calculated.

## Computation of the Restrictiveness of Living Environments Scale (ROLES) from The Ohio Scales – Worker Version

The ROLES consists of a list of 23 categories of residential settings. Next to each specific setting is a blank line on which the agency worker writes the number of days (during the past 90 days) the youth was residing in that setting (The total of all the days will therefore add to 90). Scoring for this scale is not included on the form, but it is possible to compute a score if the worker thinks it would be a meaningful measure of the child's treatment progress. Each setting is given a statistical 'weight' as listed in the table below. To get the ROLES total score, each weight is multiplied by the number of days in the blank next to the setting. The sum of these products is then calculated to get a total. The total is then divided by 90 to get the average restrictiveness for the previous 90 days.

<b>Setting</b>	<b>Weight</b>
Jail	10.0
Juvenile detention/youth corrections	9.0
Inpatient psychiatric hospital	8.5
Drug/alcohol rehabilitation center	8.0
Medical hospital	7.5
Residential treatment	6.5
Group emergency shelter	6.0
Vocational center	5.5
Group home	5.5
Therapeutic foster care	5.0
Individual home emergency shelter	5.0
Specialized foster care	4.5
Foster care	4.0
Supervised independent living	3.5
Home of a family friend	2.5
Adoptive home	2.5
Home of a relative	2.5
School dormitory	2.0
Biological father	2.0
Biological mother	2.0
Two biological parents	2.0
Independent living with friend	1.5

Example: If during the last 90 days a child was placed in a juvenile detention facility for 2 days, a group home for 12 days, and with the biological father for 76 days, the ROLES score would be calculated in this way:

<b>Setting</b>	<b>Days</b>		<b>Weight</b>		<b>Product</b>
Detention Center	2	x	9.0	=	18.0
Group Home	12	x	5.5	=	66.0
With Father	76	x	2.0	=	152.0
Total	90				236.0

$236 / 90 = \underline{2.62}$  – The ROLES score for the past 90 days is 2.62.