



54075

UNC Alumni Heart Study: Q 13
ANSWER BOOKLET
Return ALL Pages

Study
ID#

1. Health Status Updates: Please update us on any new conditions or procedures. You do not need to repeat information on a condition or procedure that you know you have reported previously unless there has been a change.

Cardiovascular Disease:		<i>When? (mo./yr.)</i>	<i>When? (mo./yr.)</i>
<input type="radio"/> Yes	Heart Attack	___ / ___	<input type="radio"/> Yes Cardiac Catheterization(Angiography)
<input type="radio"/> Yes	Coronary Artery Disease (blocked arteries)	___ / ___	<input type="radio"/> Yes Coronary Procedures for treatment: e.g., Angioplasty (PTCA), Bypass surgery (CABG), Atherectomy
<input type="radio"/> Yes	Stroke	___ / ___	List procedure(s):
<p><i>May we obtain copies of your medical records for the above? Obtaining medical records is a very important part of our research.</i></p> <p>Please sign the consent form on the cover of the Answer Booklet and fill in the following: Name & address of hospital where you were treated/diagnosed: _____ Your Doctor's Name & address: _____</p>			

Cancer:		<i>When? (mo./yr.)</i>	<i>When? (mo./yr.)</i>
<input type="radio"/> Yes	Breast cancer	___ / ___	<input type="radio"/> Yes Colon or rectal cancer
<input type="radio"/> Yes	Prostate cancer	___ / ___	<input type="radio"/> Yes Melanoma
<input type="radio"/> Yes	Skin cancer (basal cell cancer)	___ / ___	Site(s):
List site(s):		___ / ___	<input type="radio"/> Yes Other cancer
		Type/Site(s)	___ / ___

Other Conditions:		<i>When? (mo./yr.)</i>	<i>Do you take medication for it? (Please list name and dosage)</i>
<input type="radio"/> Yes	Hypertension	___ / ___	<input type="radio"/> Yes
<input type="radio"/> Yes	High Cholesterol	___ / ___	<input type="radio"/> Yes
<input type="radio"/> Yes	Depression	___ / ___	<input type="radio"/> Yes
<input type="radio"/> Yes	Anxiety/PTSD	___ / ___	<input type="radio"/> Yes
<input type="radio"/> Yes	Memory Loss/ Alzheimer's Disease	___ / ___	<input type="radio"/> Yes
<input type="radio"/> Yes	Diabetes	Age diagnosed: <table border="1" style="display: inline-table; width: 40px; height: 20px; vertical-align: middle;"></table> <table border="1" style="display: inline-table; width: 40px; height: 20px; vertical-align: middle;"></table>	<input type="radio"/> Oral medication <input type="radio"/> Insulin injections <input type="radio"/> Both oral and injections
		Age began insulin injections: <table border="1" style="display: inline-table; width: 40px; height: 20px; vertical-align: middle;"></table> <table border="1" style="display: inline-table; width: 40px; height: 20px; vertical-align: middle;"></table>	



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2. Negative Events

Negative Event #1: Please describe the event here, and continue on the back of the page(s) if needed.

Negative Event #2: Please describe the event here, and continue on the back of the page(s) if needed.

Negative Event #3: Please describe the event here, and continue on the back of the page(s) if needed.



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Negative Event #1

Study ID#

Negative Event Category from list in booklet:

(Please write number and darken circles)

1	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>
7	<input type="radio"/>	<input type="radio"/>
8	<input type="radio"/>	<input type="radio"/>
9	<input type="radio"/>	<input type="radio"/>
0	<input type="radio"/>	<input type="radio"/>

Your Age at the time of the most severe occurrence:

1	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>
7	<input type="radio"/>	<input type="radio"/>
8	<input type="radio"/>	<input type="radio"/>
9	<input type="radio"/>	<input type="radio"/>
0	<input type="radio"/>	<input type="radio"/>

Please write a short description of event #1 to provide us with an accuracy check:

A. Memory

	Not at all	Hardly	Somewhat	Extremely
A 1. intense	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Not at all			Extremely strong
A 2. physical reaction	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Never	Sometimes	Very often	
A 3. thought about it	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A 4. popped up	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	100% imaginary			100% real
A 5. occurred	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Extremely negative	Neutral	Extremely positive	
A 6. emotions	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Not at all	Vaguely	Distinctly	As if it were happening now
A 7. reliving	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A 8. setting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A 9. see	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A10. hear	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A11. smell	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Not at all	Vaguely	Distinctly	Completely
A12. words	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Not at all			Completely
A13. coherent	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A14. pieces	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A15. own eyes	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A16. observer	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

B. Impact

	Totally disagree	Totally agree
B1. identity	<input type="radio"/>	<input type="radio"/>
B2. reference	<input type="radio"/>	<input type="radio"/>
B3. central	<input type="radio"/>	<input type="radio"/>
B4. think/feel	<input type="radio"/>	<input type="radio"/>
B5. changed	<input type="radio"/>	<input type="radio"/>
B6. future	<input type="radio"/>	<input type="radio"/>
B7. turning point	<input type="radio"/>	<input type="radio"/>

C. Response to Event

C1. physical	<input type="radio"/>	Yes	<input type="radio"/>	No
C2. intense	<input type="radio"/>	Yes	<input type="radio"/>	No
	Negligible		As much as any event I could imagine	
C3. physical	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
C4. emotional	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
C5. financial	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
C6. future	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
C7. severity	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

D. Effect

	Not at all	A little bit	Moderately	Quite a bit	Extremely
D1. memories	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D2. dreams	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D3. reliving	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D4. upset	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D5. physical	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D6. thinking	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D7. activities	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D8. people	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D9. parts	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D10. blaming	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D11. expectations	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D12. emotions	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D13. interest	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D14. distant	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D15. numb	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D16. future	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D17. asleep	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D18. outbursts	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D19. irritable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D20. reckless	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D21. difficulty	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D22. watchful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D23. jumpy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

E. Frequency

Number of times event occurred:

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Negative Event #2

Study ID#

Negative Event Category from list in booklet:

1	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>
7	<input type="radio"/>	<input type="radio"/>
8	<input type="radio"/>	<input type="radio"/>
9	<input type="radio"/>	<input type="radio"/>
0	<input type="radio"/>	<input type="radio"/>

Your Age at the time of the most severe occurrence:

1	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>
7	<input type="radio"/>	<input type="radio"/>
8	<input type="radio"/>	<input type="radio"/>
9	<input type="radio"/>	<input type="radio"/>
0	<input type="radio"/>	<input type="radio"/>

(Please write number and darken circles)

Please write a short description of event #2 to provide us with an accuracy check:

A. Memory

Not at all	Hardly	Somewhat	Extremely
A 1. intense <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
Not at all	Extremely strong		
A 2. physical reaction <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
Never	Sometimes	Very often	
A 3. thought about it <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
A 4. popped up <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
100% imaginary		100% real	
A 5. occurred <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
Extremely negative		Neutral	Extremely positive
A 6. emotions <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
Not at all	Vaguely	Distinctly	As if it were happening now
A 7. reliving <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
A 8. setting <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
A 9. see <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
A10. hear <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
A11. smell <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
Not at all	Vaguely	Distinctly	Completely
A12. words <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
Not at all		Completely	
A13. coherent <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
A14. pieces <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
A15. own eyes <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			
A16. observer <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>			

B. Impact

	Totally disagree	Totally agree		
B1. identity	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
B2. reference	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
B3. central	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
B4. think/feel	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
B5. changed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
B6. future	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
B7. turning point	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

C. Response to Event

C1. physical	<input type="radio"/>	Yes	<input type="radio"/>	No
C2. intense	<input type="radio"/>	Yes	<input type="radio"/>	No
	Negligible	As much as any event I could imagine		
C3. physical	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
C4. emotional	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
C5. financial	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
C6. future	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
C7. severity	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

D. Effect

	Not at all	A little bit	Moderately	Quite a bit	Extremely
D1. memories	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D2. dreams	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D3. reliving	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D4. upset	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D5. physical	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D6. thinking	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D7. activities	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D8. people	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D9. parts	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D10. blaming	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D11. expectations	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D12. emotions	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D13. interest	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D14. distant	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D15. numb	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D16. future	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D17. asleep	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D18. outbursts	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D19. irritable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D20. reckless	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D21. difficulty	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D22. watchful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D23. jumpy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

E. Frequency

Number of times event occurred:

--	--	--



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Negative Event #3

Study ID#

Negative Event Category from list in booklet:

1	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>
7	<input type="radio"/>	<input type="radio"/>
8	<input type="radio"/>	<input type="radio"/>
9	<input type="radio"/>	<input type="radio"/>
0	<input type="radio"/>	<input type="radio"/>

Your Age at the time of the most severe occurrence:

1	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>
4	<input type="radio"/>	<input type="radio"/>
5	<input type="radio"/>	<input type="radio"/>
6	<input type="radio"/>	<input type="radio"/>
7	<input type="radio"/>	<input type="radio"/>
8	<input type="radio"/>	<input type="radio"/>
9	<input type="radio"/>	<input type="radio"/>
0	<input type="radio"/>	<input type="radio"/>

(Please write number and darken circles)

Please write a short description of event #3 to provide us with an accuracy check:

A. Memory

	Not at all	Hardly	Somewhat	Extremely
A 1. intense	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Not at all		Extremely strong	
A 2. physical reaction	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Never	Sometimes	Very often	
A 3. thought about it	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A 4. popped up	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	100% imaginary		100% real	
A 5. occurred	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Extremely negative	Neutral	Extremely positive	
A 6. emotions	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Not at all	Vaguely	Distinctly	As if it were happening now
A 7. reliving	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A 8. setting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A 9. see	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A10. hear	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A11. smell	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Not at all	Vaguely	Distinctly	Completely
A12. words	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Not at all		Completely	
A13. coherent	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A14. pieces	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A15. own eyes	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A16. observer	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

B. Impact

	Totally disagree	Totally agree
B1. identity	<input type="radio"/>	<input type="radio"/>
B2. reference	<input type="radio"/>	<input type="radio"/>
B3. central	<input type="radio"/>	<input type="radio"/>
B4. think/feel	<input type="radio"/>	<input type="radio"/>
B5. changed	<input type="radio"/>	<input type="radio"/>
B6. future	<input type="radio"/>	<input type="radio"/>
B7. turning point	<input type="radio"/>	<input type="radio"/>

C. Response to Event

C1. physical	<input type="radio"/>	Yes	<input type="radio"/>	No
C2. intense	<input type="radio"/>	Yes	<input type="radio"/>	No
	Negligible		As much as any event I could imagine	
C3. physical	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
C4. emotional	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
C5. financial	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
C6. future	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
C7. severity	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

D. Effect

	Not at all	A little bit	Moderately	Quite a bit	Extremely
D1. memories	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D2. dreams	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D3. reliving	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D4. upset	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D5. physical	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D6. thinking	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D7. activities	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D8. people	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D9. parts	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D10. blaming	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D11. expectations	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D12. emotions	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D13. interest	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D14. distant	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D15. numb	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D16. future	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D17. asleep	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D18. outbursts	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D19. irritable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D20. reckless	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D21. difficulty	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D22. watchful	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
D23. jumpy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

E. Frequency

Number of times event occurred:

--	--	--



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3. Positive Event

Study ID#

Positive Event: Please describe the event here, and continue on the back of the page(s) if needed.

Positive Event Category from list in booklet:

(Please write number and darken circles)

Your Age at the time:

 1 1 1 1 2 2 2 2 3 3 3 3 4 4 4 4 5 5 5 5 6 6 6 6 7 7 7 7 8 8 8 8 9 9 9 9 0 0 0 0

A. Memory

Not at all Hardly Somewhat Extremely

A 1. intense

A 2. physical reaction

A 3. thought about it

A 4. popped up

A 5. occurred

A 6. emotions

A 7. reliving

A 8. setting

A 9. see

A10. hear

A11. smell

A12. words

Not at all

Completely

A13. coherent

A14. pieces

A15. own eyes

A16. observer

B. Impact

Totally disagree

Totally agree

B1. identity

B2. reference

B3. central

B4. think/feel

B5. changed

B6. future

B7. turning point

C. Response to Event

Negligible

As much as any event I could imagine

C1. emotional

C2. finances

C3. future

C4. positive

D. Effect

Not at all

A little bit

Moderately

Quite a bit

Extremely

D1. memories

D2. dreams

D3. reliving

D4. happy

D5. physical

D6. parts



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ANSWER BOOKLET

Return ALL Pages

Study ID#

4. Ratings

	Excellent	Good	Fair	Poor
1. health	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2. memory	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3. cope	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4. financial	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5. support	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

5. Memory Problems

	Much worse	Moderately worse	Noticeably worse	Slightly worse	No different	Slightly better	Noticeably better	Moderately better	Much better
1. recall names	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2. relatives judge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3. hold	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4. recall things	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5. tongue	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6. I meet	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
7. stick	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
8. year	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
9. television	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
10. explain	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
11. was doing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
12. attention	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
13. this form	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
14. long time	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
15. few minutes	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
16. follow	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
17. alertness	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
18. childhood	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

6. Relationships

	Strongly disagree				Strongly agree				Strongly disagree				Strongly agree				
1. turn	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	7. avoid	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2. reassurance	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	8. abandoned	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3. pulling back	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	9. discuss	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4. as close	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	10. frustrated	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5. many things	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	11. nervous	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6. scares	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	12. worry	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

ERROR: syntaxerror
OFFENDING COMMAND: --nostringval--

STACK:

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/ModDate
()
/Keywords
(PDFCreator Version 0.9.5)
/Creator
(D:20110415110532-04'00')
/CreationDate
(rmf)
/Author
-mark-