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AIQ

Sample Report

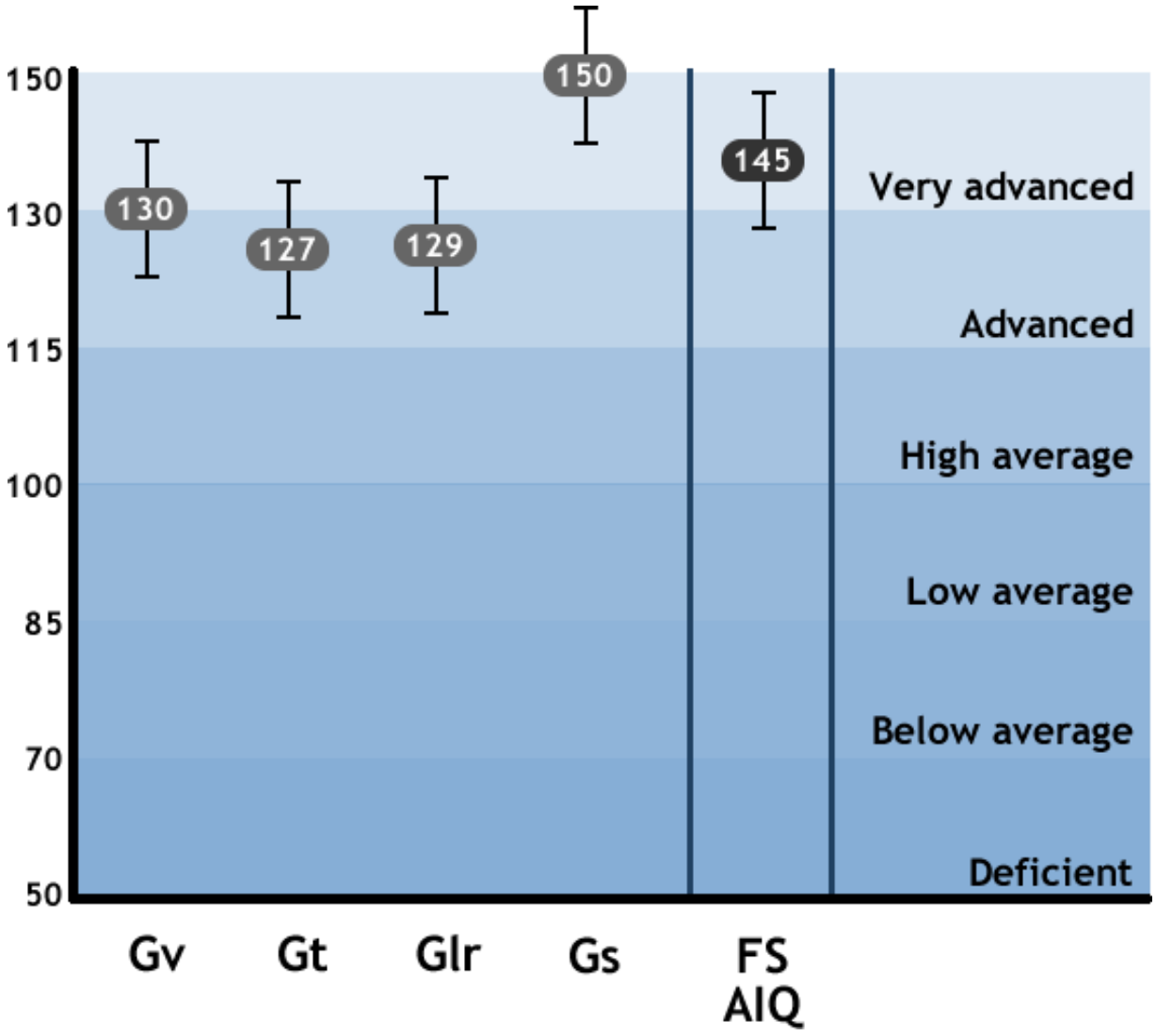
Athlete:	John McClane
Test Date:	11/21/2011
Age:	22

Summary of Scores

	Standard Score*	Percentile**	Classification
Visual-Spatial Processing (Gv)	130	97	Very Advanced
Reaction Time (Gt)	127	96	Advanced
Long-Term Storage and Retrieval (Glr)	129	97	Advanced
Processing Speed (Gs)	150	>99.9	Very Advanced
Full Scale AIQ (FS-AIQ)	**145**	**99.9**	**Very Advanced**

** Standard Score: 90-109 = Average Range*

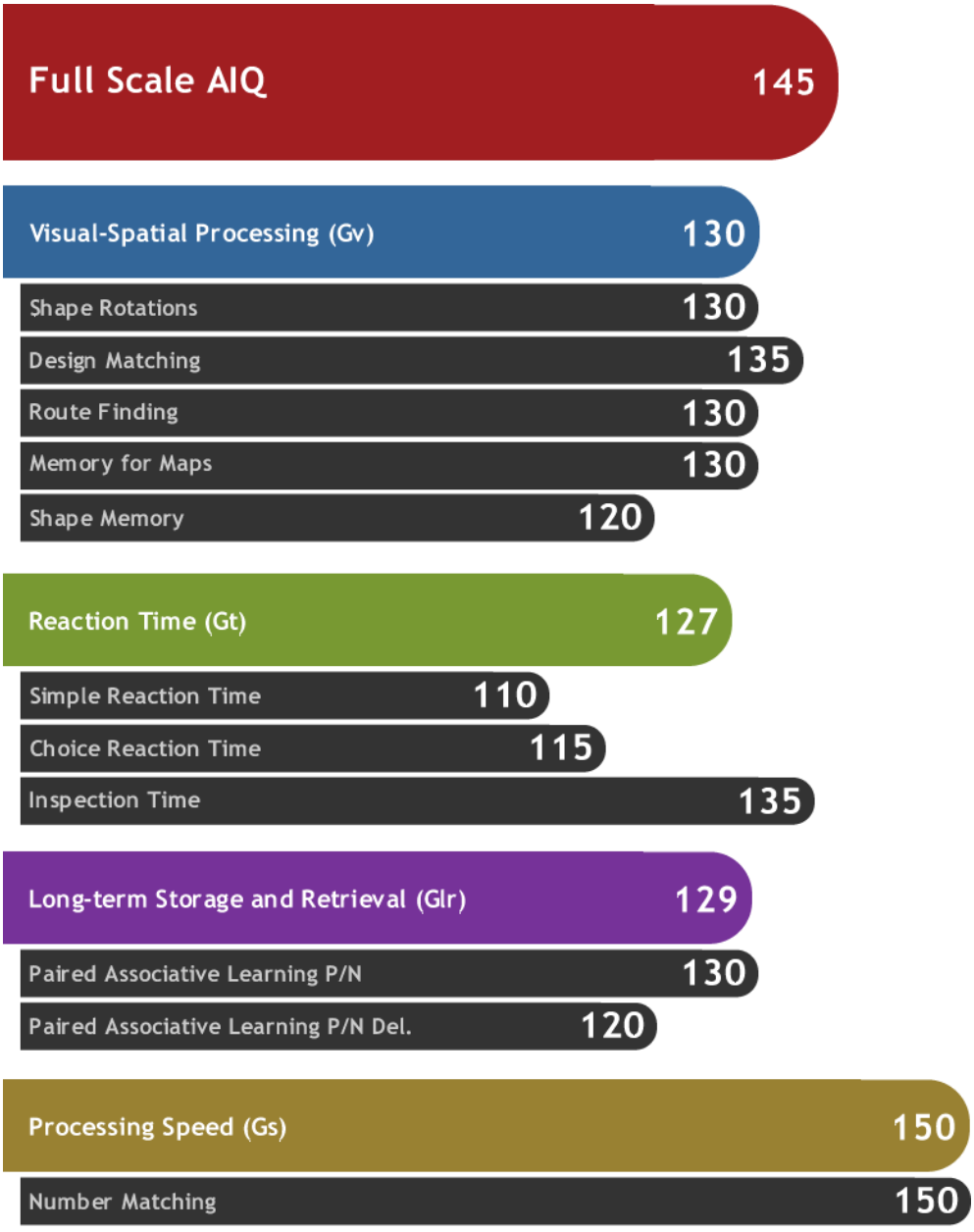
***Percentile Rank: 25th -73rd = Average Range*



Score Details

Full Scale AIQ

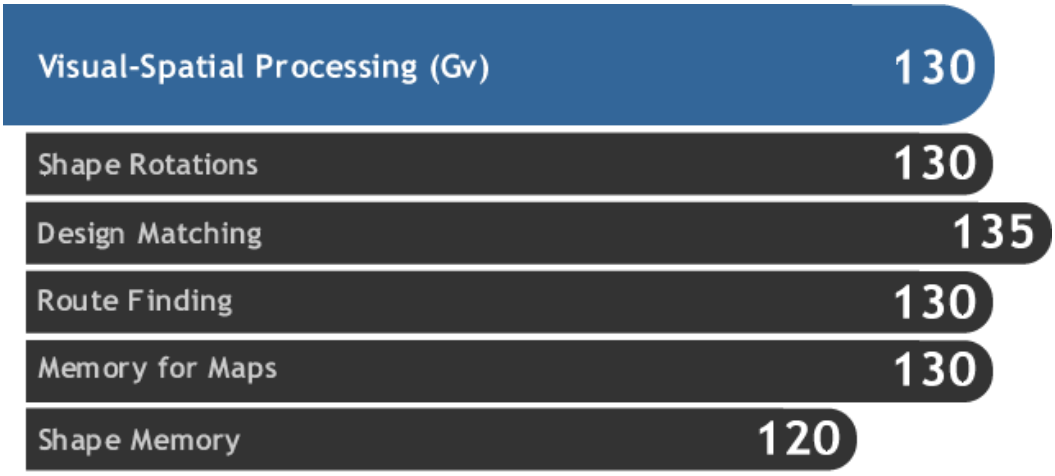
The Full Scale AIQ (FS-AIQ) is based on a combination of all eleven subtest scores and is considered the best overall estimate of intellectual functioning pertinent to professional athletics. This athlete's overall Athletic Intelligence is within the very advanced range, as measured by the FS-AIQ. His overall thinking and processing abilities exceed those of approximately 99.9% of athletes at his position (FSIQ = 145; 95% confidence interval = 139-149). This athlete may find that his strong mental abilities enable him to have a greater sense of the football field, to learn and remember plays more efficiently, and to react more quickly than other athletes.



Visual-Spatial Processing (Gv)

This athlete's visual spatial processing abilities as measured by the Gv Factor Score are in the very advanced range and above those of approximately 97% of his peers (Gv = 130). This factor is designed to measure visual perception and organization, simultaneous processing, spatial scanning, and visual memory. Ultimately, these tasks require athletes to mentally organize visual information. This athlete performed comparably on the visual spatial subtests contributing to the Gv Factor, suggesting that his cognitive abilities in this area are similarly developed.

An example of measure of this ability is one in which the athlete is required to quickly scan a visual field and identify the shortest route from a starting point to an ending point. This ability would be important for a linebacker who must determine the best route to take to reach the ball carrier the fastest.



	Standard Score*	Percentile**	Classification
Visual-Spatial Processing (Gv)	**130**	**97**	**Very Advanced**
Shape Rotations	130	98	Very Advanced
Design Matching	135	98	Very Advanced
Route Finding	130	98	Very Advanced
Memory for Maps	130	98	Very Advanced
Shape Memory	120	91	Advanced

** Standard Score: 90-109 = Average Range*

***Percentile Rank: 25th -73rd = Average Range*