

	SCORE	DESCRIPTION
<b>Full Scale Score</b> (FS-AIQ)	<b>104</b>	<i>Based on all ten subtest scores, the FS-AIQ is considered the best overall estimate of athletic intelligence.</i>
<b>Visual Spatial Processing</b> (Gv)	<b>91</b>	<i>This factor measures visual perception and organization, simultaneous processing, visual memory, and spatial scanning. Ultimately, these tasks require athletes to mentally organize visual information efficiently and effectively.</i>
<b>Manipulation/Rotation</b> (Shape Rotations)	<b>91</b>	<i>Assesses the ability to visualize the field well, especially under altered conditions. A strength in manipulation/rotation might come into play when an athlete must adapt to his visual field changing as a play unfolds.</i>
<b>Navigation</b> (Route Finding)	<b>106</b>	<i>Assesses the ability to scan a visual field quickly and effectively, and determine the shortest route to the destination. A strength in navigation may enable an athlete to quickly recognize obstacles and identify the best path.</i>
<b>Visual Retention</b> (Memory for Shapes)	<b>84</b>	<i>Assesses the ability to form and store mental images and then recognize or recall them later. A strength in visual retention may enable an athlete to learn different offensive and defensive formations more efficiently. In addition, the athlete is likely to remember where other players are supposed to be on the field as plays are carried out.</i>
<b>Spatial Awareness</b> (Design Matching)	<b>85</b>	<i>Assesses the ability to maintain orientation with respect to objects in space. A strength in spatial awareness may enable an athlete to keep a specific play in mind and maintain his positioning in relation to other players or landmarks.</i>
<b>Reaction Time</b> (Gt)	<b>112</b>	<i>This factor measures an athlete's speed in response to stimuli. It also assesses the ability to make snap judgments, detect differences, or compare information. These tasks require sustained attention, concentration, and mental control.</i>
<b>Reaction Time - Simple</b> (Simple Reaction Time)	<b>108</b> ●●●●	<i>Assesses the ability to respond quickly and accurately to immediate stimuli. A strength in reaction time - simple may enable an athlete to get a jump on an opposing player.</i>
<b>Reaction Time - Distract</b> (Choice Reaction Time)	<b>115</b> ●●●●	<i>Assesses the ability to respond quickly and accurately to important stimuli while ignoring distractions. A strength in reaction time - distract may enable an athlete to remain focused on key information while ignoring extraneous factors.</i>
●●●● Highly Inaccurate    ●●●● Fairly Inaccurate    ●●●● Accurate    ●●●● Highly Accurate		
<b>Decision Making</b> (Gs)	<b>104</b>	<i>This factor measures the speed and accuracy of decision making over time.</i>
<b>Multiple Target Search</b> (Object Scanning)	<b>104</b>	<i>Assesses the ability to search for information rapidly in a visual field. A strength in this area would likely enable an athlete to quickly locate players or markers of interest.</i>
<b>Target Comparison</b> (Number Matching)	<b>105</b>	<i>Assesses the ability to quickly compare information in a visual field. A strength in this area may allow a player to quickly decide what to do next, based on the actions of opposing players.</i>
<b>Learning Efficiency</b> (Glr)	<b>119</b>	<i>This factor measures the ability to store information into long-term memory and then retrieve that information later.</i>
<b>Acquisition</b> (Paired-Associative Learning)	<b>123</b>	<i>Assesses the ability to store and recall information through association. A strength in this ability may enable an athlete to learn and recall plays efficiently and effectively, thus requiring less study time.</i>
<b>Recall</b> (Paired-Associative Learning - Delayed)	<b>115</b>	<i>Assesses the ability to recall previously learned information quickly and accurately. A strength in this area may allow an athlete to retain previously learned plays well over time.</i>

Scoring Key				
<85	85-94	95-104	105-114	115<
POOR	LOW AVG	AVG	HIGH AVG	SUPERIOR