## Dynamic Gait Index

(From N	flotor Control Theory and Practical Applications. Shumway-Cook and Woollacott, Williams & Wilkins, 1995)
1. Gait – Le	vel surface
	Walk a your normal speed from here to the next mark (20')
	ark the lowest category that applies
3	Normal: Walks 20', no assistive devices, good speed, no evidence for
Ū	imbalance, normal gait pattern
2	Mild impairment: Walks 20', uses assistive devices, slower speed, mild gait
2	deviations
1	Moderate impairment: Walks 20', slow speed, abnormal gait pattern, evidence
ı	for imbalance
0	
U	Severe impairment: Cannot walk 20' without assistance, severe gait deviations or imbalance
	Of imparance
O Changa i	n goit an and
	n gait speed
	Begin walking at your normal pace (for 5'), when I tell you "go," walk as fast as
•	5'). When I tell you "slow," walk as slowly as you can (for 5').
•	ark the lowest category that applies.
3	Normal: Able to smoothly change walking speed without loss of
	balance or gait deviation. Shows a significant difference in walking speeds
	between normal, fast, and slow speeds.
2	Mild impairment: Is able to change speed but demonstrates mild
	gait deviations, or no gait deviations but unable to achieve a significant change in
	velocity, or uses an assistive device.
1	Moderate impairment: Makes only minor adjustments to walking
	speed, or accomplishes a change in speed with significant gait deviations, or
	changes speed but loses balance but is able to recover and continue walking.
0	Severe impairment: Cannot change speeds, or loses balance and

- has to reach for wall or be caught.
- 3. Gait with horizontal head turns Instructions: Begin walking at your normal pace. When I tell you to "look right," keep walking straight, but turn your head to the right. Keep looking to the right until I tell you, "look left," then keep walking straight and turn you head to the left. Keep your head to the left until I tell you, "look straight," then keep walking straight, but return your head to the center. Grading: Mark the lowest category that applies.
  - Normal: performs head turns smoothly with no change in gait 3
  - 2 Mild impairment: Performs head turns smoothly with slight change in gait velocity, i.e., minor disruption to smooth gait path or uses walking aid
  - Moderate impairment: performs head turns with moderated change 1 in gait velocity, slows down, staggers but recovers, can continue walk
  - Severe impairment: Performs task with severe disruption of gait, i.e. staggers 0 outside 15" path, loses balance, stops, reaches for wall

	vertical head turns				
	Begin walking at your normal pace. When I tell you to "look up," keep walking				
	tip you head and look up. Keep looking up until I tell you, "look down." Then keep				
walking strai	ght and turn your head down. Keep looking down until I tell you, "look straight, "				
then keep wa	alking straight, but return your head to the center.				
Grading: Ma	ark the lowest category that applies.				
3	Normal: Performs head turns with no change in gait				
2	Mild impairment: Performs task with slight change in gait velocity				
	i.e., minor disruption to smooth gait path or uses walking aid				
1	Moderate impairment: Performs task with moderate change in gait				
	velocity, slows down, staggers but recovers, can continue to walk				
0	Severe impairment: Performs task with severe disruption of gait,				
	i.e. staggers outside 15" path, loses balance, stops, reaches for wall				
5. Gait and p	pivot turn				
Instructions:	Begin walking at your normal pace. When I tell you, "turn and stop," turn as				
quickly as you can to face the opposite direction and stop.					
Grading: Ma	ark the lowest category that applies.				
3	Normal: Pivot turns safely within 3 seconds and stops quickly with				
	no loss of balance				
2	Mild impairment: Pivot turns safely in > 3 seconds and stops with				
	no loss of balance				
1	Moderate impairment: Turns slowly, requires verbal cuing, requires				
	several small steps to catch balance following turn and stop				
0	Severe impairment: Cannot turn safely, requires assistance to turn				
-	and stop				
	5.1.d 6.6p				
6. Step over	r obstacle				
<i>Instructions:</i> Begin walking at your normal speed. When you come to the shoe box, step over					
it, not around it, and keep walking.					
Grading: Mark the lowest category that applies.					
3	Normal: Is able to step over box without changing gait speed; no				

Mild impairment: Is able to step over box, but must slow down and

Severe impairment: Cannot perform without assistance

adjust steps to clear box safely

Moderate impairment: Is able to step over box but must stop, then step over.

evidence for imbalance

May require verbal cuing

2

1

0

Instructions: I away), walk a walk around it	ad obstacles Begin walking at your normal speed. When you come to the first cone (about 6' round the right side of it. When you come to the second cone (6' past first cone), to the left.  k the lowest category that applies.				
3	Normal: Is able to walk around cones safely without changing gait				
2	speed, no evidence of imbalance Mild impairment: Is able to step around both cones, but must slow down and adjust steps to clear cones				
1	Moderate impairment: Is able to clear cones but must significantly slow speed to accomplish task or requires verbal cuing				
0	Severe impairment: Unable to clear cones, walks into one or both cones, or requires physical assistance				
8. Steps					
<i>Instructions:</i> Walks up these stairs as you would at home (i.e. using the rail if necessary ). At the top, turn around and walk down.					
Grading: Mark the lowest category that applies.					
3	Normal: Alternating feet, no rails				
2 1	Mild impairment: Alternating feet, must use rail				
0	Moderate impairment: Two feet to a stair, must use rail Severe impairment: Cannot do safely				

Total score = \_\_\_\_