Reverse Scoring

**If scale starts at 1…**

**Y = highest number of scale**

**Z = abs(X – (Y+1))**

e.g., 1=5, 2=4, 3=3

5 = abs(1-6)

**If scale starts at 0…**

**Y = highest number of scale**

**Z = abs(X-Y)**

e.g., 0=5, 1=4, 2=3, 3=2, 4=1, 5=0

0 = abs(5-5)