**Temperament Scale Definitions:**

**Children's Behavior Questionnaire (CBQ)**

Activity Level Level of gross motor activity including rate and extent of locomotion.

Anger/Frustration Amount of negative affect related to interruption of ongoing tasks or goal blocking.

Approach Amount of excitement and positive anticipation for expected pleasurable activities.

Attentional Focusing Tendency to maintain attentional focus upon task-related channels.

Discomfort Amount of negative affect related to sensory qualities of stimulation, including intensity, rate or complexity of light, movement, sound, texture.

Falling Reactivity and

Soothability Rate of recovery from peak distress, excitement, or general arousal.

Fear Amount of negative affect, including unease, worry or nervousness related to anticipated pain or distress and/or potentially threatening situations.

High Intensity Pleasure Amount of pleasure or enjoyment related to situations involving high stimulus intensity, rate, complexity, novelty and incongruity.

Impulsivity Speed of response initiation.

Inhibitory Control The capacity to plan and to suppress inappropriate approach responses under instructions or in novel or uncertain situations.

Low Intensity Pleasure Amount of pleasure or enjoyment related to situations involving low stimulus intensity, rate, complexity, novelty and incongruity.

Perceptual Sensitivity Amount of detection of slight, low intensity stimuli from the external environment.

Sadness Amount of negative affect and lowered mood and energy related to exposure to suffering, disappointment and object loss.

Shyness Slow or inhibited approach in situations involving novelty or uncertainty.

Smiling and Laughter Amount of positive affect in response to changes in stimulus intensity, rate, complexity, and incongruity.

**SCORING PROCEDURE**

**CHILDREN'S BEHAVIOR QUESTIONNAIRE**

Scale scores for the Children's Behavior Questionnaire represent the mean score of all scale items applicable to the child during the last 6 months, as judged by the caregiver. Scales' scores are to be computed by the following method:

1. Sum all numerical item responses for a given scale. Note that:

a) If caregiver omitted an item, that item receives no numerical score;

b) If caregiver checked the "does not apply" response option for an item, that item receives no numerical score;

c) Items indicated with an R are reverse items and must be scored in the following way:

7 becomes 1 3 becomes 5

6 becomes 2 2 becomes 6

5 becomes 3 1 becomes 7

4 remains 4

2. Divide the total by the number of items receiving a numerical response. Do not include items marked "does not apply" or items receiving no response in determining the number of items. For example, given a sum of 40 for a scale of 17 items, with one item receiving no response, two items marked "does not apply," and 14 items receiving a numerical response, the sum of 40 would be divided by 14 to yield a mean of 2.85 for the scale score.

Note: Most statistics programs will carry out these steps for you. Users of SPSS can copy the following commands into a syntax file to reverse items and calculate scale scores. The syntax assumes that items are titled "cbq1", "cbq2", "cbq3", etc. It is also assumed that no score was entered when caregivers omitted an item or checked "Does not apply".

COMPUTE cbq41r = (8-cbq41).

COMPUTE cbq88r = (8-cbq88).

COMPUTE cbq102r = (8-cbq102).

COMPUTE cbq123r = (8-cbq123).

COMPUTE cbq126r = (8-cbq126).

COMPUTE cbq145r = (8-cbq145).

COMPUTE cbq192r = (8-cbq192).

COMPUTE cbq19r = (8-cbq19).

COMPUTE cbq120r = (8-cbq120).

COMPUTE cbq156r = (8-cbq156).

COMPUTE cbq131r = (8-cbq131).

COMPUTE cbq175r = (8-cbq175).

COMPUTE cbq188r = (8-cbq188).

COMPUTE cbq191r = (8-cbq191).

COMPUTE cbq38r = (8-cbq38).

COMPUTE cbq47r = (8-cbq47).

COMPUTE cbq171r = (8-cbq171).

COMPUTE cbq195r = (8-cbq195).

COMPUTE cbq6r = (8-cbq6).

COMPUTE cbq95r = (8-cbq95).

COMPUTE cbq184r = (8-cbq184).

COMPUTE cbq5r = (8-cbq5).

COMPUTE cbq101r = (8-cbq101).

COMPUTE cbq190r = (8-cbq190).

COMPUTE cbq14r = (8-cbq14).

COMPUTE cbq53r = (8-cbq53).

COMPUTE cbq68r = (8-cbq68).

COMPUTE cbq150r = (8-cbq150).

COMPUTE cbq167r = (8-cbq167).

COMPUTE cbq15r = (8-cbq15).

COMPUTE cbq58r = (8-cbq58).

COMPUTE cbq70r = (8-cbq70).

COMPUTE cbq138r = (8-cbq138).

COMPUTE cbq161r = (8-cbq161).

COMPUTE cbq176r = (8-cbq176).

COMPUTE cbq30r = (8-cbq30).

COMPUTE cbq51r = (8-cbq51).

COMPUTE cbq60r = (8-cbq60).

COMPUTE cbq159r = (8-cbq159).

COMPUTE cbq71r = (8-cbq71).

COMPUTE cbq79r = (8-cbq79).

COMPUTE cbq90r = (8-cbq90).

COMPUTE cbq137r = (8-cbq137).

COMPUTE cbq169r = (8-cbq169).

COMPUTE cbq183r = (8-cbq183).

COMPUTE cbq32r = (8-cbq32).

COMPUTE cbq93r = (8-cbq93).

COMPUTE cbq108r = (8-cbq108).

COMPUTE cbq162r = (8-cbq162).

COMPUTE cbq12r = (8-cbq12).

COMPUTE cbq66r = (8-cbq66).

COMPUTE cbq86r = (8-cbq86).

COMPUTE cbq111r = (8-cbq111).

COMPUTE cbq28r = (8-cbq28).

COMPUTE cbq83r = (8-cbq83).

COMPUTE cbq122r = (8-cbq122).

COMPUTE cbq142r = (8-cbq142).

COMPUTE cbq170r = (8-cbq170).

COMPUTE cbq72r = (8-cbq72).

COMPUTE cbq109r = (8-cbq109).

COMPUTE cbq112r = (8-cbq112).

COMPUTE cbq149r = (8-cbq149).

COMPUTE cbq17r = (8-cbq17).

COMPUTE cbq23r = (8-cbq23).

COMPUTE cbq45r = (8-cbq45).

COMPUTE cbq57r = (8-cbq57).

COMPUTE cbq119r = (8-cbq119).

COMPUTE cbq129r = (8-cbq129).

COMPUTE cbq158r = (8-cbq158).

COMPUTE cbq43r = (8-cbq43).

COMPUTE cbq99r = (8-cbq99).

COMPUTE cbq84r = (8-cbq84).

COMPUTE cbq121r = (8-cbq121).

COMPUTE cbq135r = (8-cbq135).

COMPUTE cbq165r = (8-cbq165).

COMPUTE act = mean (cbq1, cbq25, cbq41r, cbq48, cbq88r, cbq102r, cbq123r, cbq126r, cbq145r, cbq153, cbq172, cbq187, cbq192r).

COMPUTE fru = mean (cbq2, cbq19r, cbq34, cbq62, cbq73, cbq78, cbq120r, cbq128, cbq140, cbq156r, cbq173, cbq181, cbq193).

COMPUTE app = mean (cbq10, cbq24, cbq35, cbq69, cbq82, cbq96, cbq117, cbq131r, cbq148, cbq166, cbq175r, cbq188r, cbq191r).

COMPUTE attfoc = mean (cbq16, cbq38r, cbq47r, cbq125, cbq144, cbq160, cbq171r, cbq186, cbq195r).

COMPUTE attshi = mean (cbq6r, cbq29, cbq95r, cbq180, cbq184r).

COMPUTE attcon = mean (cbq16, cbq38r, cbq47r, cbq125, cbq144, cbq160, cbq171r, cbq186, cbq195r,

cbq6r, cbq29, cbq95r, cbq180, cbq184r).

COMPUTE dis = mean (cbq5r, cbq21, cbq61, cbq87, cbq97, cbq101r, cbq115, cbq132, cbq141, cbq157, cbq178, cbq190r).

COMPUTE sth = mean (cbq14r, cbq27, cbq42, cbq53r, cbq68r, cbq85, cbq92, cbq103, cbq118, cbq134, cbq150r, cbq167r, cbq177).

COMPUTE fea = mean (cbq15r, cbq40, cbq50, cbq58r, cbq70r, cbq80, cbq91, cbq130, cbq138r, cbq161r, cbq176r, cbq189).

COMPUTE hip = mean (cbq8, cbq22, cbq30r, cbq51r, cbq60r, cbq67, cbq77, cbq100, cbq107, cbq124, cbq139, cbq159r, cbq182).

COMPUTE imp = mean (cbq13, cbq26, cbq46, cbq59, cbq71r, cbq79r, cbq90r, cbq104, cbq114, cbq137r, cbq155, cbq169r, cbq183r).

COMPUTE inh = mean (cbq4, cbq20, cbq32r, cbq63, cbq75, cbq93r, cbq108r, cbq116, cbq136, cbq147, cbq162r, cbq168, cbq185).

COMPUTE lip = mean (cbq12r, cbq36, cbq54, cbq66r, cbq76, cbq86r, cbq111r, cbq113, cbq133, cbq146, cbq151, cbq164, cbq174).

COMPUTE per = mean (cbq9, cbq28r, cbq31, cbq52, cbq65, cbq84r, cbq98, cbq105, cbq122r, cbq142r, cbq154, cbq170r).

COMPUTE sad = mean (cbq18, cbq39, cbq44, cbq55, cbq64, cbq72r, cbq81, cbq94, cbq109r, cbq112r, cbq127, cbq149r).

COMPUTE shy = mean (cbq7, cbq17r, cbq23r, cbq37, cbq45r, cbq57r, cbq74, cbq89, cbq106, cbq119r, cbq129r, cbq143, cbq158r).

COMPUTE smi = mean (cbq11, cbq43r, cbq56, cbq83r, cbq99r, cbq110, cbq121r, cbq135r, cbq152, cbq163, cbq165r, cbq179, cbq194).

EXECUTE .

**CBQ SCALE ASSIGNMENTS**

Changes in original composition of scales made on the basis of initial item analysis, Northwest Mothers of Twins Study (NMOTS), N = 262, have resulted in addition of new items to Discomfort, Fear, Perceptual Sensitivity and Sadness scales, which are not included in the current questionnaire. Note that the original Attentional Focusing scale did not hold together in this analysis. I have therefore added items to create two scales: Attentional Focusing and Attentional Shifting. These items have not been added to the questionnaire itself.

ACTIVITY LEVEL (AL), N = 13, Alpha = .81

My child:

1. Seems always in a big hurry to get from one place to another.

25. Tends to run, rather than walk, from room to room.

41R. When outside, often sits quietly.

48. Moves about actively (runs, climbs, jumps) when playing in the house.

88R. Sometimes sits quietly for long periods in the house.

102R. Prefers quiet activities to active games.

123R. Rarely runs or moves quickly in the house.

126R. Plays games slowly and deliberately.

145R. Sits quietly in the bath.

153. Plays actively outdoors with other children.

172. Is full of energy, even in the evening.

187. Has difficulty sitting still at dinner.

192R. Likes to sit quietly and watch people do things.

ANGER/FRUSTRATION (AN), N = 13, Alpha = .76

My child:

2. Gets angry when told s/he has to go to bed.

19R. Rarely gets irritated when s/he makes a mistake.

34. Has temper tantrums when s/he doesn't get what s/he wants.

62. Gets quite frustrated when prevented from doing something s/he wants to do.

73. Gets mad when even mildly criticized.

78. Gets angry when s/he can't find something s/he wants to play with.

120R. Rarely gets upset when told s/he has to go to bed.

128. Becomes easily frustrated when tired.

140. Gets irritable about having to eat food s/he doesn't like.

156R. Rarely protests when another child takes his/her toy away.

173. Easily gets irritated when s/he has trouble with some task (e.g., building, drawing, dressing).

181. Gets angry when called in from play before s/he is ready to quit.

193. Gets mad when provoked by other children.

APPROACH/ANTICIPATION (AP), N = 13, Alpha = .76

My child:

10. Gets so worked up before an exciting event that s/he has trouble sitting still.

24. When s/he sees a toy s/he wants, gets very excited about getting it.

35. When s/he wants to do something, s/he talks about little else.

69. Has strong desires for certain kinds of foods.

82. Looks forward strongly to the visit of loved relatives.

96. Becomes very excited while planning for trips.

117. Becomes very excited before an outing (e.g., picnic, party).

131R. Is usually pretty calm before leaving on an outing (e.g., picnic, party).

148. Gets very enthusiastic about the things s/he does.

166. Shows great excitement when opening a present.

175R. Doesn't become very excited about upcoming television programs.

188R. Remains pretty calm about upcoming desserts like ice cream.

191R. Looks forward to family outings, but does not get too excited about them.

ATTENTIONAL FOCUSING (AF), N = 9, Alpha = .74

My Child:

16. When picking up toys or other jobs, usually keeps at the task until it's done.

38R. When practicing an activity, has a hard time keeping her/his mind on it.

47R. Will move from one task to another without completing any of them.

125. When drawing or coloring in a book, shows strong concentration.

144. When building or putting something together, becomes very involved in what s/he s doing, and works for long periods.

160. Has difficulty leaving a project s/he has begun.

171R. Is easily distracted when listening to a story.

186. Sometimes becomes absorbed in a picture book and looks at it for a long time.

195R. Has a hard time concentrating on an activity when there are distracting noises.

R. Has trouble concentrating when listening to a story.

R. When watching TV, is easily distracted by other noises or movements.

R. Is distracted from her/his projects when you enter the room.

R. Often shifts rapidly from one activity to another.

Will ignore others when playing with an interesting toy.

*(Note: above items labeled R. were written but never used in item analysis and thus never became part of the questionnaire. They are offered for those who wish to further develop the scales. Several researchers combine the 9 attentional focusing and 5 attentional shifting scales into a single “Attention Focusing” or “Attentional Control” scale. See Rothbart, Ahadi, Hershey & Fisher, 2001 )*

ATTENTIONAL SHIFTING (AS), N = 13

My child:

6R. Is hard to get her/his attention when s/he is concentrating on something.

29. Can easily shift from one activity to another.

95R. Has a lot of trouble stopping an activity when called to do something else.

180. Has an easy time leaving play to come to dinner.

184R. Sometimes doesn't seem to hear me when I talk to her/him.

R. Has a hard time shifting from one activity to another.

Is good at games with rules, such as card games.

Can easily leave off working on a project if asked.

R. Often doesn't seem to hear me when s/he is working on something.

R. Sometimes has a "dreamy" quality when others talk to her/him, as if s/he were somewhere else.

R. Needs to complete one activity before being asked to start on another one.

R. Seems to follow her/his own direction, even when asked to do something different.

*(Note: above items labeled R. were written but never used in item analysis and thus never became part of the questionnaire. They are offered for those who wish to further develop the scales. Several researchers combine the 9 attentional focusing and 5 attentional shifting scales into a single “Attention Focusing” or “Attentional Control” scale. See Rothbart, Ahadi, Hershey & Fisher, 2001 )*

DISCOMFORT (DS), N = 12, Alpha = .74

My child:

5R. Is not very bothered by pain.

21. Becomes quite uncomfortable when cold and/or wet.

61. Is quite upset by a little cut or bruise.

87. Is bothered by light or color that is too bright.

97. Finds rough materials uncomfortable, such as wool against his/her skin.

101R. Is not very upset at minor cuts or bruises.

115. Is bothered by bathwater that is too hot or too cold.

132. Is likely to cry when even a little bit hurt.

141. Becomes distressed when hair is combed.

157. Cries when given an injection.

178. Is bothered by loud or scratchy sounds.

190R. Hardly ever complains when ill with a cold.

Dislikes having splinters removed or other painful procedures.

FALLING REACTIVITY & SOOTHABILITY (SO), N = 13, Alpha = .80

My child:

14R. Has a hard time settling down for a nap.

27. Calms down quickly following an exciting event.

42. Can be "cheered up" by talking about something s/he is interested in.

53R. Has a hard time settling down after an exciting activity.

68R. When angry about something, s/he tends to stay upset for ten minutes or longer.

85. Seems to forget a bump or scrape after a couple of minutes.

92. Changes from being upset to feeling much better within a few minutes.

103. Falls asleep within ten minutes of going to bed at night.

118. If upset, cheers up quickly when s/he thinks about something else.

134. Is easy to soothe when s/he is upset.

150R. Is very difficult to soothe when s/he has become upset.

167R. Has a hard time going back to sleep after waking in the night.

177. Rarely cries for more than a couple of minutes at a time.

FEAR (FE), N = 12, Alpha = .69

My child:

15R. Is not afraid of large dogs and/or other animals.

40. Is afraid of burglars or the "boogie man."

50. Is afraid of loud noises.

58R. Doesn't worry about injections by the doctor.

70R. Is not afraid of the dark.

80. Is afraid of fire.

91. Is very frightened by nightmares.

130. Is afraid of the dark.

138R. Is rarely frightened by "monsters" seen on TV or at movies.

161R. Is not afraid of heights.

176R. Is rarely afraid of sleeping alone in a room.

189. Gets nervous about going to the dentist.

Is afraid of getting lost.

HIGH PLEASURE (HP), N = 13, Alpha = .79

My child:

8. Likes going down high slides or other adventurous activities.

22. Likes to play so wild and recklessly that s/he might get hurt.

30R. Doesn't care for rough and rowdy games.

51R. Does not like chances for the fun and excitement of it.

60R. Doesn't like to go down high slides at the amusement park or playground.

67. Enjoys activities such as being chased, spun around by the arms, etc.

77. Enjoys being in crowds of people.

100. Enjoys exciting and suspenseful TV shows.

107. Enjoys meeting Santa Claus or other strangers in costumes.

124. Enjoys exploring new places.

139. Likes to go high and fast when pushed on a swing.

159R. Dislikes rough and rowdy games.

182. Enjoys riding a tricycle or bicycle fast and recklessly.

IMPULSIVITY (IM), N = 13, Alpha = .78

My child:

13. Usually rushes into an activity without thinking about it.

26. Sometimes interrupts others when they are speaking.

46. Decides what s/he wants very quickly and goes after it.

59. Often rushes into new situations.

71R. Takes a long time in approaching new situations.

79R. Usually stops and thinks things over before deciding to do something.

90R. Is slow and unhurried in deciding what to do next.

104. Tends to say the first thing that comes to mind, without stopping to think about it.

114. When eager to go outside, sometimes rushes out without putting on the right clothes.

137R. Approaches slowly places where s/he might hurt her/himself.

155. When s/he sees a toy or game s/he wants, is eager to have it right then.

169R. Is among the last children to try out a new activity.

183R. Is "slow to warm up" to others.

INHIBITORY CONTROL (IC), N = 13, Alpha = .74

My child:

4. Can lower his/her voice when asked to do so.

20. Is good at games like "Simon Says," "Mother, May I?" and "Red Light, Green ight."

32R. Has a hard time following instructions.

63. Prepares for trips and outings by planning things s/he will need.

75. Can wait before entering into new activities if s/he is asked to.

93R. Has difficulty waiting in line for something.

108R. Has trouble sitting still when s/he is told to (at movies, church, etc.).

116. Is able to resist laughing or smiling when it isn't appropriate.

136. Is good at following instructions.

147. Approaches places s/he has been told are dangerous slowly and cautiously.

162R. Is not very careful and cautious in crossing streets.

168. Can easily stop an activity when s/he is told "no."

185. Is usually able to resist temptation when told s/he is not supposed to do something.

LOW PLEASURE (LP), N = 13, Alpha = .70

My child:

12R. Rarely enjoys just being talked to.

36. Enjoys just sitting quietly in the sunshine.

54. Enjoys taking warm baths.

66R. Doesn't enjoy being read to very much.

76. Enjoys "snuggling up" next to a parent.

86R. Doesn't care much for quiet games.

111R. Isn't interested in watching quiet TV shows, such as "Mister Rogers."

113. Enjoys just being talked to.

133. Enjoys looking at picture books.

146. Likes being sung to.

151. Likes the sound of words, as in nursery rhymes.

164. Enjoys gentle rhythmic activities, such as rocking or swaying.

174. Enjoys sitting on parent's lap.

PERCEPTUAL SENSITIVITY (SE), N = 12, Alpha = .77

My child:

9. Notices the smoothness or roughness of objects s/he touches.

28R. Usually doesn't comment on changes in parents' appearance.

31. Notices it when parents are wearing new clothing.

52. Seems to listen to even quiet sounds.

65. Comments when a parent has changed his/her appearance.

84R. Doesn't usually comment on people's facial features, such as size of nose or outh.

98. Is quickly aware of some new item in the living room.

105. Usually comments if someone has an unusual voice.

122R. Does not seem to notice parents' facial expressions.

142R. Doesn't usually react to different textures of food.

154. Notices even little specks of dirt on objects.

170R. Doesn't usually notice odors, such as perfume, smoke, cooking, etc.

Rubs fabric or other soft material.

SADNESS (SD), N = 12, Alpha = .67

My child:

18. Cries sadly when a favorite toy gets lost or broken.

39. Tends to feel "down" at the end of an exciting day.

44. Tends to become sad if the family's plans don't work out.

55. Seems to feel depressed when unable to accomplish some task.

64. Becomes upset when loved relatives or friends are getting ready to leave following a visit.

72R. Does not usually become tearful when tired.

81. Her/his feelings are easily hurt by what parents say.

94. Becomes sad when told to do something s/he does not want to do.

109R. Rarely cries when s/he hears a sad story.

112R. Rarely becomes upset when watching a sad event in a TV show.

127. Sometimes appears downcast for no reason.

149R. Rarely becomes discouraged when s/he has trouble making something work.

Seems to feel sorry for her/himself when things are going badly.

SHYNESS (SH), N = 13, Alpha = .94

My child:

7. Sometimes prefers to watch rather than join other children playing.

17R. Is comfortable in situations where s/he will be meeting others.

23R. Seems to be at ease with almost any person.

37. Gets embarrassed when strangers pay a lot of attention to her/him.

45R. Acts very friendly and outgoing with new children.

57R. Joins others quickly and comfortably, even when they are strangers.

74. Is sometimes shy even around people s/he has known a long time.

89. Sometimes seems nervous when talking to adults s/he has just met.

106. Acts shy around new people.

119R. Is comfortable asking other children to play.

129R. Talks easily to new people.

143. Sometimes turns away shyly from new acquaintances.

158R. Seems completely at ease with almost any group.

SMILING AND LAUGHTER (SL), N = 13, Alpha = .79

My child:

11. Laughs a lot at jokes and silly happenings.

43R. Enjoys funny stories, but usually doesn't laugh at them.

56. Smiles and laughs during play with parents.

83R. Usually has a serious expression, even during play.

99R. Hardly ever laughs out loud during play with other children.

110. Sometimes smiles or giggles when playing by her/himself.

121R. Rarely smiles and laughs when playing with pets.

135R. Doesn't often giggle or act "silly."

152. Smiles a lot at people s/he likes.

163. Often laughs out loud in play with other children.

165R. Rarely laughs aloud while watching TV or movie comedies.

179. Smiles at friendly strangers.

194. Smiles when looking at a picture book.

Extra CBQ Scales with no numbers assigned.

EXCITATORY CONTROL, N = 13, no alpha available

My child:

Can purposely do things to her/himself that hurt, such as taking out splinters.

Forces her/himself to complete projects, even when tired.

Is stubborn in sticking to a position, even when others oppose it.

Stands up for her/himself against other children.

Tries to get other children to want to do what s/he wants them to do.

Usually doesn’t question family rules.

Likes to compete.

Is sometimes picked on by other children.

Is a fighter for what s/he wants.

Doesn’t like to argue or debate.

Tries to see how far s/he can stretch rules without breaking them.

Will give in when in conflict with others.

Is “strong-willed.”

MOTOR ACTIVATION, N = 13; for a sample of 80 6- to 7-year-olds, alpha = .75

My child:

R. Rarely fidgets during quiet activities, such as hearing a story, looking at pictures.

Tends to squirm around, even in a comfortable chair.

Scratches her/himself when nervous.

Fidgets during quiet activities, such as hearing a story, looking at pictures.

Chews fingernails.

Sometimes blinks a lot.

Shows movements like frequent squinting, hunching up the shoulders, or twitching of muscles of the face.

Sucks on clothing, blankets, or thumb.

Often taps or drums with fingers on tables or other objects.

Fiddles with her/his clothing, hair, etc. while watching TV.

Is able to sit at the movies without squirming.

Swings or taps foot during quiet activities.

R. Sits quietly at the dinner table.

Additional personality measures used on a longer version of the CBQ for 6- to 7-year olds (N = 80):

Aggression (alpha = .87)

Empathy (alpha = .80)

Guilt-Shame (alpha = .85)

Help-Seeking (alpha = .73)

Negativism (alpha = .67)

These scales are available upon request.

CBQ Items no longer assigned to scales.

The following three items were used on early versions of the CBQ, but later analyses indicated they were not useful. Because the instrument – with the current numbering - was in wide use by the time the decision was made to remove these items from scale calculations, they were left in the questionnaire. They are listed here only to address potential confusion.

3. Her/his feelings are not easily hurt by what parents say.

33. Is afraid of elevators.

49. Dislikes having nails cut.