

Supplemental Table 2. Data Collected at Baseline and Post-Injury Timepoints from Clinical Tests

Variable	Description	Variable Type, Direction	Variable Normal/Expected Range
Prior Injuries	Total number of injuries sustained before concussion	Numeric	0-13
DT Cognitive Outcomes	Cognitive accuracy and number of correct responses	Numeric Continuous Numeric Continuous	0-100 0-15
Balance Error Scoring System (BESS) ^B	Total number of balance errors	Numeric Lower is better	0-60
Graded Symptom Checklist (SCAT5) ^B	Total number of symptoms (0-22), weighted symptom total (0-132) on SCAT5	Numeric Lower is better	0-22, 0-132
Computerized Neurocognitive Test ^B	Four composite outcome scores including Verbal Memory, Visual Memory, Processing Speed, and Reaction Time on ImPACT	Numeric Continuous Lower is worse EXCEPT for Reaction Time (Higher is worse)	0-100 Reaction Time: 0 to 1.5
King-Devick Test ^B	Horizontal Saccades measured by the total time to complete the three cards	Numeric Continuous Lower is better	20 to 60
Tandem Gait Single Task (ST)/ Dual Task (DT) ^B	Time to complete the 3m ST/DT trails and the DT cost	Numeric Continuous Lower is better	10 to 30
Clinical Reaction Time	Reaction time to catch a weighted dowel	Numeric Continuous Lower is better	130 to 300
Vestibular Ocular Motor Screening (VOMS) ^B	Assessment of smooth pursuits, saccadic eye movements, vestibular ocular reflexes, motion sensitivity, and near point convergence	Numeric Lower is better	1. 0-10 2. 0-20
Sideline Assessment of Concussion (SAC) ^B	A brief cognitive test	Numeric Lower is worse	0-30 Likely will fall between 20-30
Trail Making Test ^B	A brief cognitive test where they connect points either numerically and/or alphabetically	Continuous Lower is better	0-40
Satisfaction with Life Survey (SWLS) ^{A,B}	How satisfied they are with their lives	Numeric Lower is worse	0-40
Hospital Anxiety and Depression Scale (SWLS) ^A	Total score for both anxiety (0-21) and depression (0-21)	Numeric Lower is better	0-21
Brief Symptom Inventory-18 (BSI-18) ^{A,B}	Total score (0-72) with a higher score reflecting greater psychological distress	Numeric Lower is better	0-72

^A Collected only during baseline concussion testing

^BNINDS CDEs