Table S3. A) New outcomes added to round 2 Delphi.

| Domain | New outcome proposed wording | Hover wording ¹ | |
|--------------------------------------|--|--|--|
| Physical signs | Muscle fatigue or endurance | The ability of the muscle to sustain force over time | |
| | Development of musculoskeletal problems in other parts of the body | Development of other musculoskeletal problems in other parts of the body secondary to traumatic brachial plexus injury | |
| Emotional wellbeing | Expectations of treatment | To include expectations of benefit and side effects of treatments | |
| | Ability to cope | Coping strategies to include self-efficacy (an individual's belief and confidence that they can exert control over their life) | |
| Activities of daily living | Ability to eat using utensils or hand | To include the manipulation of utensils (knife and fork, chopsticks, etc) or using their fingers to eat in a socially and culturally appropriate way | |
| Complications (muscle or bone) | Limited voluntary movement because of the inability to co-ordinate muscles at the same time (co-contraction) | Co-contraction or poor muscle coordination leads to a lack of voluntary movement. | |

¹When a participant **hovers** over an outcome in the Delphi, a more detailed explanation of the outcome appears in a text box by the outcome.

Table S3. B) Revised wording of seven outcomes from feedback in round 1 Delphi.

| Domain | Existing outcome | Proposed wording for the outcome | Proposed new wording for 'hover' function ¹ | Rationale |
|-------------------------------------|--|--|---|--|
| Physical signs | Strength of muscles in the arm | No change Strength of muscles in the arm | The ability of the muscle to generate enough force to work against gravity or resistance. | Several participants suggested that fatigue should be a separate outcome, so we removed it from the 'strength' outcome and made a new outcome |
| Sensation and pain in the arm | Ability to feel with the arm | Ability to feel with the arm including the hands and fingers | No change For example, the ability to feel touch, texture, shape, and weight | Some participants commented and suggested the hand and fingers should be included as the sensation was more important in the hand than in the arm |
| Activities of Daily Living | Return to previous recreational activities | No change Return to previous recreational activities | Including sports, gardening, and hobbies | Two participants suggested sports needed to be included |
| | Transport needs | Transport needs, including driving cars and riding motorbikes and bicycles | The ability to use transport including driving cars, riding motorbikes and bicycles | A comment suggested that riding bicycles were particularly important in certain parts of the world where these injuries occur. It was decided to move 'ride a bicycle' into the main outcome |

¹ When a participant *hovers* over an outcome in the Delphi, a more detailed explanation of the outcome appears in a text box by the outcome.

| Domain | Existing outcome | Proposed wording for the outcome | Proposed new wording for hover ¹ function | Rationale |
|------------------------|------------------------------------|---|---|--|
| Emotional wellbeing | Emotional distress | Emotional distress including anxiety, depression, post- traumatic stress | To also include low mood, suicidal thoughts, flashbacks, and nightmares | Many comments suggested that we should be measuring depression, anxiety and PTSD. These were always included in the hover, so we moved them to the outcome title |
| | Thoughts and beliefs | Thoughts and beliefs | Including acceptance of injury | Remove expectations of treatment, as becoming a new outcome |
| | Access to and quality of treatment | Access to (waiting times, distance from, ease of referral) and quality of treatment | Including distance to centres, waiting times, and information regarding treatment | Many comments that ease of access to specific centres was important and needed to be a main outcome, not only in explanation. |

¹ When a participant *hovers* over an outcome in the Delphi, a more detailed explanation of the outcome appears in a text box by the outcome.