

# Headway in Concussion Management: From Diagnosis to Guidance

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1

## Disclosure

I have no financial interests or relationships  
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2

## Additional Disclosure

### REFERENCES TO OFF-LABEL USAGE(S) OF PHARMACEUTICALS OR INSTRUMENTS

#### Other relevant relationships

- US Ski and Snowboard
- USA Hockey
- USA Figure Skating
- NFHS: SMAC/Grant awardee
- Board Member – Korey Stringer Institute
- NFL grant reviewer

3

## Learning Objectives

- Understand how to diagnose and manage a concussion and the role of concussion assessment tools
- Review the groups with elevated risk for concussion (SRC/traumatic)
- Consider topics for counseling

4

# Learning Objectives

- Understand** Understand how to diagnose and manage a concussion and the role of concussion assessment tools
- Review** Review the groups with elevated risk for concussion (SRC/traumatic)
- Consider** Consider topics for counseling

5

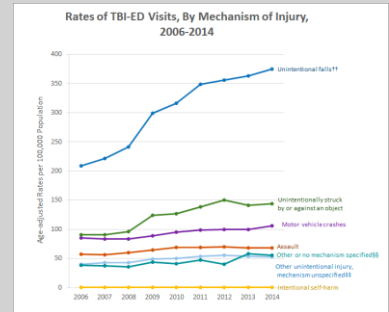
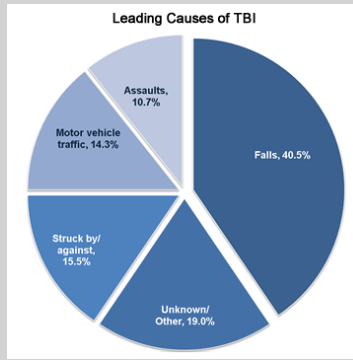


## You Can't Escape

Image from Wikimedia Commons

6

# RATES OF TBI-RELATED ED VISITS HOSPITALIZATION AND DEATH – 2006-2014



<https://www.cdc.gov/traumaticbraininjury/data/rates.html>

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7

# Sports vs Traumatic Concussion



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8

## AN EXPERIMENT




Image from Mayo Media Asset Management

## TOP 20 CONCUSSION RATES IN HIGH SCHOOL SPORTS


Sport	Rate
FOOTBALL	10.40
GIRLS SOCCER	8.19
BOYS ICE HOCKEY	7.69
BOYS LACROSSE	4.92
GIRLS BASKETBALL	4.85
WRESTLING	4.83
GIRLS LACROSSE	4.22
BOYS SOCCER	3.57
CHEERLEADING	3.26
GIRLS VOLLEYBALL	3.14
GIRLS FIELD HOCKEY	2.66
GIRLS SOFTBALL	2.29
BOYS BASKETBALL	2.12
BOYS BASEBALL	1.04
GIRLS SWIMMING	0.66
BOYS SWIMMING	0.37
GIRLS TRACK & FIELD	0.29
BOYS TRACK & FIELD	0.17
GIRLS CROSS COUNTRY	0.13
BOYS CROSS COUNTRY	0.06

Kerr ZY, Chandra A., Nedimyer AK, et al. Concussion Incidence and Trends in 20 High School Sports. Pediatrics. 2019;144(10):e20192169

9

## Traumatic Brain Classification

Type of Injury	GCS
Mild	13 - 15
Moderate	9-12
Severe	3-8



*Image from personal collection of Dr. Raukar*

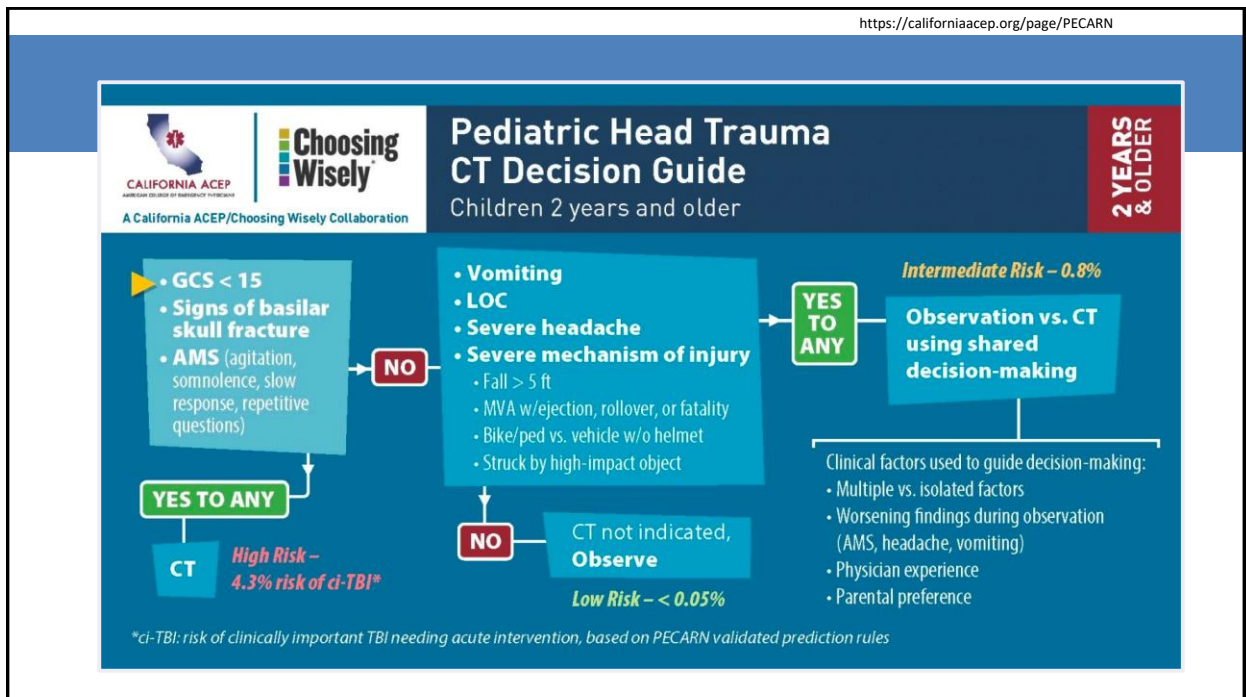
### Mild Head Injury

Minimal	Minor
No LOC	LOC
No Neurologic Alteration	Amnesia
No disorientation	

10

Imaging - Adults		
	New Orleans criteria	Canadian CT head rules
<b>CT if any criteria present</b>	<ul style="list-style-type: none"> <li>• Headache 🌟</li> <li>• Vomiting (any) 🌟</li> <li>• Age &gt; 60 years</li> <li>• Drug or alcohol intoxication</li> <li>• Seizure</li> <li>• Trauma visible above clavicles 🌟</li> <li>• Short-term memory deficits</li> </ul>	<ul style="list-style-type: none"> <li>• Dangerous mechanism of injury*</li> <li>• Vomiting ≥ 2 times 🌟</li> <li>• Patient &gt; 65 years</li> <li>• GCS score &lt; 15.2 h postinjury</li> <li>• Any sign of basal skull fracture</li> <li>• Possible open or depressed skull fracture</li> <li>• Amnesia for events 30 min before injury</li> </ul>
<b>Need for neurosurgical intervention</b>	Sensitivity: 99–100% Specificity: 10–20%	Sensitivity: 99–100% Specificity: 36–76%
<b>Clinically significant intracranial injury</b>	Sensitivity: 95–100% Specificity: 10–33%	Sensitivity: 80–100% Specificity: 35–50%
<b>Limitations</b>	<p>GCS = 15</p> <p>Adult patients &gt; 18 years with blunt head trauma w/ 24 hours of presentation who had LOC, amnesia or disorientation but presented with a GCS = 15.</p>	<p>LOC, GCS 13-15 with Confusion or amnesia after the event</p> <p><b>Exclusion criteria</b></p> <ul style="list-style-type: none"> <li>• Anticoagulant use or bleeding disorder</li> <li>• Age &lt;16 years</li> <li>• Seizure</li> </ul>

11



12



## Key Components of the Acute Assessment

Take history and determine events surrounding the injury

Assess for risk of intracranial injury

Possibly obtain head CT +/- C spine when necessary

CT negative → Counseling

13

## Definition - 2001

**Concussion** is defined as a complex pathophysiological process affecting the brain, induced by traumatic biomechanical forces. Several common features that incorporate clinical, pathologic and biomechanical injury constructs that may be utilized in defining the nature of a concussive head injury include:

1. Concussion may be caused **either by a direct blow to the head, face, neck or elsewhere on the body** with an "impulsive" force transmitted to the head.
2. Concussion typically results in the **rapid onset of short-lived impairment of neurologic function that resolves spontaneously**.
3. Concussion may result in neuropathological changes, but the **acute clinical symptoms largely reflect a functional disturbance rather than a structural injury**.
4. Concussion results in a graded set of **clinical symptoms** that may or may not involve loss of consciousness. Resolution of the clinical and cognitive symptoms typically follows a sequential course; however, it is important to note that, in a small percentage of cases, post-concussive symptoms may be prolonged.
5. No abnormality on standard structural **neuroimaging studies** is seen in concussion.

Aubry M, Cantu R, Dvorak J, Graf-Baumann T, Johnston K, Kelly J, Lovell M, McCrory P, Meeuwisse W, Schamasch P: Concussion in Sport Group. Summary and agreement statement of the First International Conference on Concussion in Sport, Vienna 2001. Recommendations for the improvement of safety and health of athletes who may suffer concussive injuries. Br J Sports Med. 2002 Feb;36(1):6-10. doi: 10.1136/bjsm.36.1.6. PMID: 11867482; PMCID: PMC1724447.

14

# Definition - 2016

**Sport related** concussion is a traumatic brain injury induced by biomechanical forces. Several common features that may be utilized in clinically defining the nature of a concussive head injury include:

1. **SRC** may be caused either by a direct blow to the head, face, neck or elsewhere on the body with an "impulsive" force transmitted to the head.
2. **SRC** typically results in the rapid onset of short-lived impairment of neurologic function that resolves spontaneously. **However, in some cases, signs and symptoms evolve over a number of minutes to hours.**
3. **SRC** may result in neuropathological changes, but the acute clinical symptoms largely reflect a functional disturbance rather than a structural injury **and, as such, no abnormality is seen on standard structural neuroimaging studies.**
4. **SRC** results in a graded set of **clinical symptoms** that may or may not involve loss of consciousness. Resolution of the clinical and cognitive symptoms typically follows a sequential course; however, it is important to note that, in a small percentage of cases, post-concussive symptoms may be prolonged.
5. **The clinical signs and symptoms cannot be explained by drug, alcohol, or medication use, other injuries (such as cervical injuries, peripheral vestibular dysfunction, etc) or other comorbidities (eg, psychological factors or coexisting medical conditions).**

Aubry M, Cantu R, Dvorak J, Graf-Baumann T, Johnston K, Kelly J, Lovell M, McCrory P, Meeuwisse W, Schamasch P; Concussion in Sport Group. Summary and agreement statement of the First International Conference on Concussion in Sport, Vienna 2001. Recommendations for the improvement of safety and health of athletes who may suffer concussive injuries. Br J Sports Med. 2002 Feb;36(1):6-10. doi: 10.1136/bjism.36.1.6. PMID: 11867482; PMCID: PMC1724447.

15

## UPDATE!



### Amsterdam 2022 process: a summary of the methodology for the International Consensus on Concussion in Sport

Kathryn J Schneider ,<sup>1</sup> Jon Patricios ,<sup>2</sup> Willem Meeuwisse,<sup>3</sup> Geoff M Schneider,<sup>4</sup> Alix Hayden,<sup>5</sup> Zahra Premji ,<sup>6</sup> Osman Hassan Ahmed ,<sup>7,8</sup> Cheri Blauwet ,<sup>9,10</sup> Steven Broglio ,<sup>11</sup> Robert C Cantu,<sup>12,13</sup> Gavin A Davis ,<sup>14,15</sup> Jiri Dvorak ,<sup>16</sup> Ruben J Echemendia ,<sup>17</sup> Carolyn Emery ,<sup>18</sup> Grant L Iverson ,<sup>19,20</sup> John J Leddy ,<sup>21</sup> Michael Makkidssi,<sup>22,23</sup> Michael McCrea ,<sup>24</sup> Michael McNamee,<sup>25,26</sup> Margot Putukian ,<sup>27</sup> Keith Owen Yeates ,<sup>28</sup> Amanda Marie Black ,<sup>29</sup> Joel S Burma ,<sup>29</sup> Meghan Critchley,<sup>1</sup> Paul Eliason ,<sup>1</sup> Anu M Räisänen ,<sup>30</sup> Jason Tabor ,<sup>1</sup> Clodagh Toomey,<sup>29,31</sup> Paul E Ronksley,<sup>32</sup> J David Cassidy<sup>33</sup>

#### ABSTRACT

The purpose of this paper is to summarise the consensus methodology that was used to inform the International Consensus Statement on Concussion in Sport (Amsterdam 2022). Building on a Delphi process to inform the questions and outcomes from the fifth international conference, the Scientific Committee identified key questions, the answers to which would help encapsulate the current science in sport-related concussion and help guide clinical practice. Over 3½ years,

past three decades. The number of peer-reviewed publications in scientific journals has continued to increase, especially in recent years. This highlights the need for ongoing and updated recommendations for the integration of new evidence into clinical practice.

The Concussion in Sport Group (CISG) has published two summary and agreement statements<sup>1,2</sup> and three consensus statements on SRC.<sup>3-5</sup> the

#### Discussion

methodology for the Amsterdam 2022 International Consensus on Concussion in Sport and the resulting consensus statement.

#### THE CONSENSUS METHODOLOGY

The Amsterdam 2022 International Consensus on Concussion in Sport use consensus conference methodology which is outlined below. The consensus process included identification of research questions, preparation of 10 systematic reviews (cite all systematic reviews), the open consensus conference (2 days), the expert panel consensus meeting (EPC) (1 day), and a meeting to determine format for practical tools for the identification, evaluation, and management SRC (1 day). In addition to this methodology paper, each of the 10 systematic reviews, the International Consensus Statement on Concussion in Sport, and "tools" (Sport Concussion Assessment Tool 6 (SCAT6), Child SCAT6, Sport Concussion Office Assessment Tool 6 (SCOAT), Child SCOAT6, and Concussion Recognition Tool 6 (CRT6)) will be published as separate documents (cite all documents).

#### Formation of the organising and scientific committees

For transparency in the consensus development

16

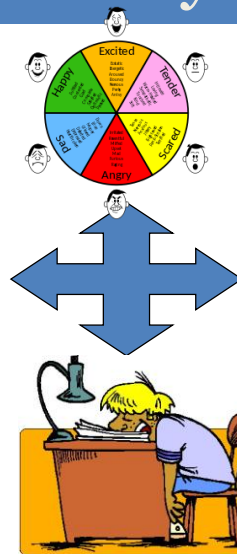


# Almost Updated Clinical Definition - 2022

- Sport-related concussion is a traumatic brain injury caused by a direct blow to the head, neck or body resulting in an impulsive force being transmitted to the brain that occurs in sports and exercise-related activities. This initiates a neurotransmitter and metabolic cascade, **with possible axonal injury, blood flow change and inflammation** affecting the brain. Symptoms and signs may present immediately, or evolve over minutes or hours, and commonly resolve within days, but may be prolonged.
- No abnormality is seen on standard structural neuroimaging studies (**computed tomography or magnetic resonance imaging T1- and T2-weighted images**), **but in the research setting, abnormalities may be present on functional, blood flow or metabolic imaging studies**. Sport-related concussion results in a range of clinical symptoms and signs that may or may not involve loss of consciousness. The clinical symptoms and signs of concussion cannot be explained solely by (but may occur concomitantly with) drug, alcohol, or medication use, other injuries (such as cervical injuries, peripheral vestibular dysfunction) or other comorbidities (such as psychological factors or coexisting medical conditions).

17

# Signs and Symptoms



Images from Wikipedia

18

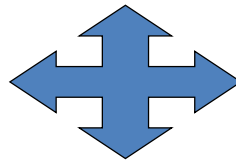
# Signs and Symptoms

Somatic Symptoms

- Headaches
- Visual Problems
- Dizziness
- Noise/Light Sensitivity
- Nausea
- Vomiting
- Numbness/Tingling
- Balance disturbances

Emotional

- More emotional
- Sadness
- Nervousness
- Irritability



Cognitive Symptoms

- Difficulty concentrating
- Difficulty remembering
- Fogginess
- Feeling slowed down

Sleep Disturbance

- Difficulty falling asleep
- Sleeping more/less than usual
- Drowsiness
- Fatigue

Images from Wikipedia

19

**B. Symptom Check List\*** Since the injury, has the person experienced any of these symptoms any more than usual today or in the past day?  
 Indicate presence of each symptom (0=No, 1=Yes). *\*Lovell & Collins, 1998 JHTR*

PHYSICAL (10)		COGNITIVE (4)		SLEEP (4)	
Headache	0 1	Feeling mentally foggy	0 1	Drowsiness	0 1
Nausea	0 1	Feeling slowed down	0 1	Sleeping less than usual	0 1 N/A
Vomiting	0 1	Difficulty concentrating	0 1	Sleeping more than usual	0 1 N/A
Balance problems	0 1	Difficulty remembering	0 1	Trouble falling asleep	0 1 N/A
Dizziness	0 1	<b>COGNITIVE Total (0-4)</b> _____		<b>SLEEP Total (0-4)</b> _____	
Visual problems	0 1	<b>EMOTIONAL (4)</b>		<b>Exertion:</b> Do these symptoms <u>worsen</u> with: Physical Activity __Yes __No __N/A Cognitive Activity __Yes __No __N/A  <b>Overall Rating:</b> How <u>different</u> is the person acting compared to his/her usual self? (circle) Normal 0 1 2 3 4 5 6 Very Different	
Fatigue	0 1	Irritability	0 1		
Sensitivity to light	0 1	Sadness	0 1		
Sensitivity to noise	0 1	More emotional	0 1		
Numbness/Tingling	0 1	Nervousness	0 1		
<b>PHYSICAL Total (0-10)</b> _____		<b>EMOTIONAL Total (0-4)</b> _____			
<b>(Add Physical, Cognitive, Emotion, Sleep totals)</b>			<b>Total Symptom Score (0-22)</b> _____		

20

## SCAT6™

### Sport Concussion Assessment Tool

For Adolescents (13 years +) & Adults

**What is the SCAT6?**

The SCAT6 is a standardized tool for evaluating concussions designed for use by Health Care Professionals (HCPs). The SCAT6 cannot be performed correctly in less than 10-15 minutes. Except for the symptoms scale, the SCAT6 is intended to be used in the acute phase, ideally within 72 hours (3 days), and up to 7 days following injury. If greater than 7 days post-injury, consider using the SCAT6-Child SCAT6.

The SCAT6 is used for evaluating athletes aged 13 years and older. For children aged 12 years or younger, please use the Child SCAT6.

If you are not an HCP, please use the Concussion Recognition Tool 6 (CRT6).

Practitioner baseline testing with the SCAT6 can be helpful for interpreting post-injury test scores but is not required for that purpose. Detailed instructions for use of the SCAT6 are provided as a supplement. Please read through these instructions carefully before testing the athlete. Brief verbal instructions for each test are given in blue italics. The only equipment required for the examiner is athletic tape and a watch or timer.

This tool may be freely copied in its current form for distribution to individuals, teams, groups, and organizations. Any alteration (including translations and digital re-formatting), re-branding, or sale for commercial gain is not permissible without the expressed written consent of BMU.

**Recognise and Remove**

A head impact by either a direct blow or indirect transmission of force to the head can be associated with serious and potentially fatal consequences. If there are significant concerns, which may include any of the Red Flags listed in Box 1, the athlete requires urgent medical attention, and if a qualified medical practitioner is not available for immediate assessment, then activation of emergency procedures and urgent transport to the nearest hospital or medical facility should be arranged.

**Completion Guide**

Orange: Optional part of assessment

## Child SCAT6™

### Sport Concussion Assessment Tool

For Children Ages 8 to 12 Years

**What is the SCAT6?**

The Child SCAT6 is a standardized tool for evaluating concussions in children ages 8-12 years, and designed for use by Health Care Professionals (HCPs). The Child SCAT6 cannot be performed correctly in less than 10-15 minutes. The Child SCAT6 is intended to be used in the acute phase, ideally within 72 hours (3 days), and up to 7 days following injury. If greater than 7 days post-injury, consider using the Child SCAT6-Adult SCAT6.

The Child SCAT6 is used for evaluating children aged 8-12 years. For athletes aged 13 years or older, please use the SCAT6.

If you are not an HCP, please use the Concussion Recognition Tool 6 (CRT6).

Detailed instructions for use of the Child SCAT6 are provided as a supplement. Please read through these instructions carefully before using the Child SCAT6. Brief verbal instructions for each test are given in blue italics. The only equipment required for the examiner is athletic tape and a watch or timer.

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**Recognise and Remove**

A head impact by either a direct blow or indirect transmission of force to the head can be associated with serious and potentially fatal consequences. If there are significant concerns, including any of the RED FLAGS listed in Box 1, including signs that require urgent medical attention, and if a qualified medical practitioner is not present for immediate on-site assessment, then activation of emergency procedures and urgent transport to the nearest hospital should be arranged.

**Completion Guide**

Blue: Required part of assessment  
Orange: Optional part of assessment

## SCAT6™

### Sport Concussion Office Assessment Tool

For Adults & Adolescents (13 years +)

**What is the SCAT6?**

The SCAT6 is a standardized tool for evaluating concussions in adults and adolescents aged 13 years and older. The SCAT6 cannot be performed correctly in less than 10-15 minutes. The SCAT6 is intended to be used in the acute phase, ideally within 72 hours (3 days), and up to 7 days following injury. If greater than 7 days post-injury, consider using the SCAT6-Child SCAT6.

The SCAT6 is used for evaluating athletes aged 13 years and older. For children aged 12 years or younger, please use the Child SCAT6.

If you are not an HCP, please use the Concussion Recognition Tool 6 (CRT6).

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**Completion Guide**

Blue: Required part of assessment  
Orange: Optional part of assessment

21

# Diagnosis (SAC/SCAT)

### ORIENTATION

Score: \_\_\_ / 5

What month is it? 0 1 1

What is the date? 0 1 1

What day of the week is it? 0 1 1

What year is it? 0 1 1

What time of day is it? (w/in 1 hour) 0 1 1

### IMMEDIATE MEMORY

Score: \_\_\_ / 15

	Form A	Form B	Form C	Form D
Elbow	Apple	Candle	Baby	Monkey
Carpet	Sugar	Paper	Monkey	Penny
Saddle	Sandwich	Perfume	Blanket	Lemon
Bubble	Wagon	Sunset	Insect	

Word	Trial 1	Trial 2	Trial 3
Word 1	0 1 1	0 1 1	0 1 1
Word 2	0 1 1	0 1 1	0 1 1
Word 3	0 1 1	0 1 1	0 1 1
Word 4	0 1 1	0 1 1	0 1 1
Word 5	0 1 1	0 1 1	0 1 1

### NEUROLOGIC SCREENING

Loss of Consciousness: (occurrence, duration)

Retrograde Amnesia

Antegrade Amnesia

Strength

Sensation

Coordination

### CONCENTRATION: Digits Backwards

Score: \_\_\_ / 5

**Form A**

4-9-3	6-2-9	0	1
3-8-1-4	3-2-7-9	0	1
6-2-8-7-1	1-5-2-8-5	0	1
7-1-8-4-6-2	5-3-9-1-4-8	0	1

**Form B**

5-2-6	4-1-5	0	1
1-7-9-5	4-9-6-8	0	1
4-8-5-2-7	6-1-8-4-3	0	1
8-3-1-9-6-4	7-2-4-8-8-6-5	0	1

**Form C**

1-4-2	6-5-8	0	1
1-8-3-1	3-4-9-1	0	1
4-9-1-5-3	6-8-2-5-1	0	1
3-7-6-5-1-9	9-2-6-5-1-4	0	1

### Months in Reverse Order

Dec\_Nov\_Oct\_Sept\_Aug\_Jul\_Jun\_May\_Apr\_Mar\_Feb\_Jan

0 1 1

### DELAYED RECALL

Score: \_\_\_ / 5

Word 1	0	1	1
Word 2	0	1	1
Word 3	0	1	1
Word 4	0	1	1
Word 5	0	1	1

### SCORE TOTALS

Orientation = \_\_\_ / 5

Immediate Memory = \_\_\_ / 15

Concentration = \_\_\_ / 5

Delayed Recall = \_\_\_ / 5

**Overall Score**

/ 30

22



# The Vestibular System

Image from Creative Commons

25

## Balanced Error Scoring System BESS/mBESS Testing

- Errors
1. Moving the hands off the hips
2. Opening the eyes
3. Hip flexion or abduction > 30°
4. Lifting the forefoot or heel off the testing surface
5. Remaining out of position for >5 seconds

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26

# Vision Testing

## Convergence



Image from personal collection of Dr. Raukar

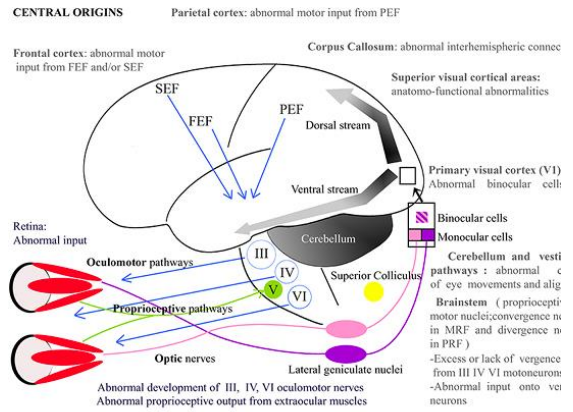


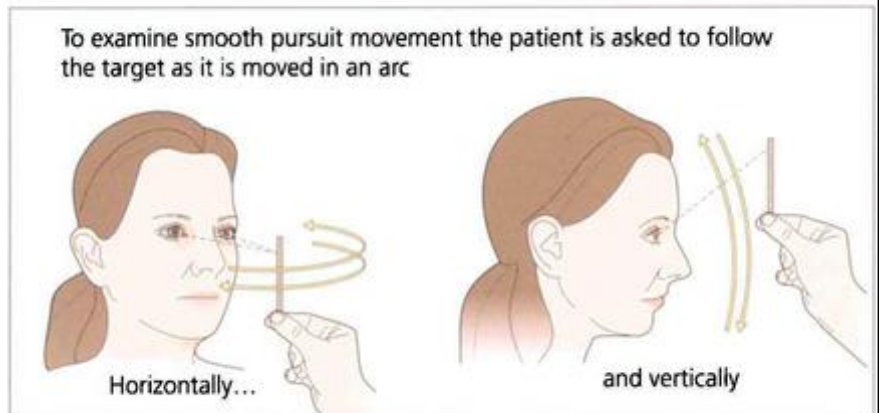
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27

# Vision Testing - Smooth Pursuit

To examine smooth pursuit movement the patient is asked to follow the target as it is moved in an arc

Finger 3 ft from pt  
1.5 ft L and R  
2 seconds each way  
Then up/down



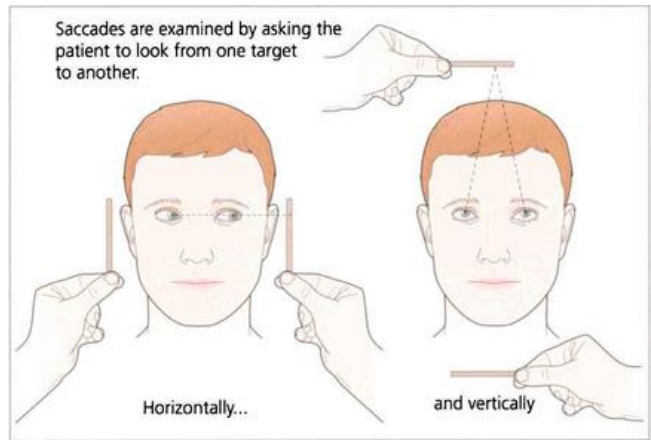
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28



# Vision Testing- Saccades

2 Fingers 3 ft from pt  
1.5 ft L and R  
Eyes move back and forth  
10 times  
Then up/down (30° up and  
down)

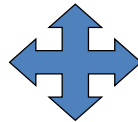


From Wikimedia Commons

29

Somatic Symptoms  
Headaches  
Visual Problems  
Dizziness  
Noise/Light  
Sensitivity  
Nausea  
Vomiting  
Numbness/Tingling  
Balance disturbances

Emotional  
More emotional  
Sadness  
Nervousness  
Irritability



Cognitive Symptoms  
Difficulty concentrating  
Difficulty remembering  
Fogginess  
Feeling slowed down

Sleep Disturbance  
Difficulty falling asleep  
Sleeping more/less than usual  
Drowsiness  
Fatigue

30

**IMPACT Clinical Report**

Exam Type	Baseline	Post-concussion	Post-concussion
Date Tested	09/21/2004	10/08/2004	10/12/2004
Last Concussion		10/07/2004	10/07/2004
Exam Language	English	English	English
Test Version	2.2.729	2.2.729	2.2.729

Composite Scores *					
Memory composite (verbal)	93	75%	<b>66</b>	1%	<b>57</b> <1%
Memory composite (visual)†	70	23%	<b>41</b>	<1%	<b>49</b> 1%
Visual motor speed composite	45.88	85%	46.38	86%	<b>40.13</b> 65%
Reaction time composite	0.54	46%	0.60	22%	<b>0.66</b> 6%
Impulse control composite	8		14		10
Total Symptom Score	0		<b>14</b>		3

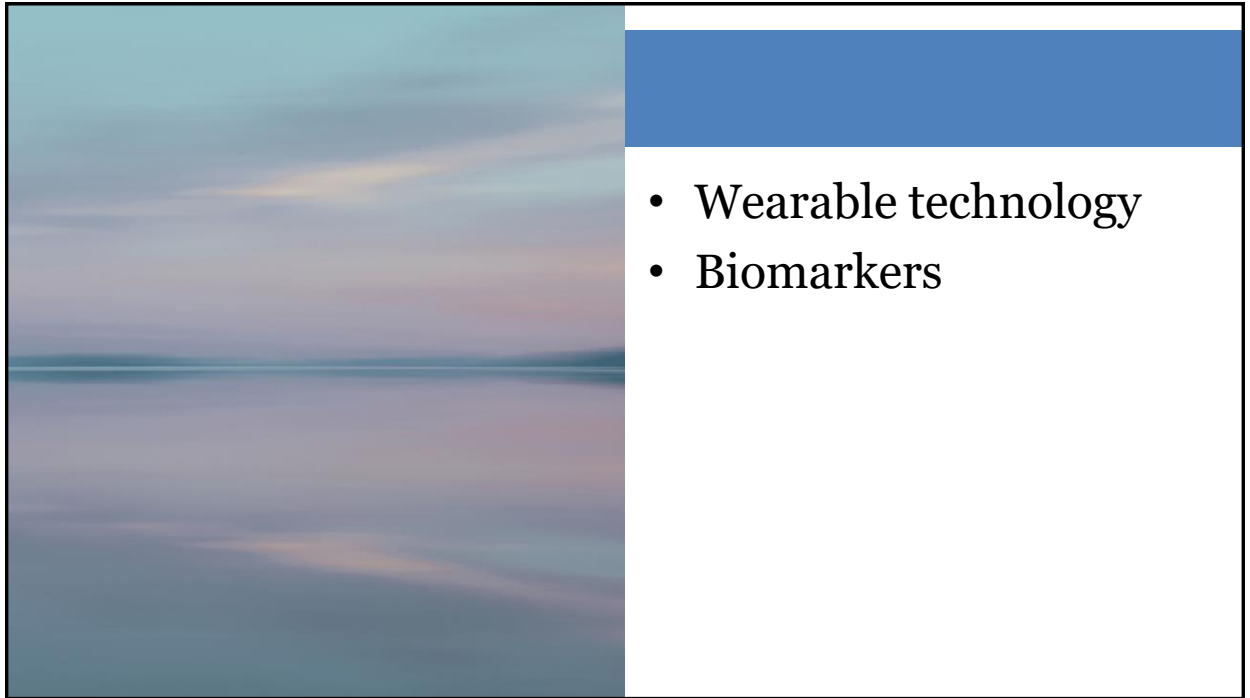
31

## Key Components of the ED Assessment

- Take history and determine events surrounding the injury
- Assess for risk of intracranial injury and obtain head CT +/- C spine when necessary
- IF CT negative...consider concussion and do a focused exam.
- Assess Symptoms/ROS
- Balance testing
- Vision testing – Convergence, Smooth pursuit, Saccades
- Focused Neurologic Exam (Cognitive – attention, memory, concentration)

Assess for risk factors for a prolonged recovery  
Set expectations with appropriate counseling

32



- Wearable technology
- Biomarkers

33



Long Term Management & Counseling



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34

## Concussion Is a Functional Injury with “Individual Expression”



Images obtained from Wikipedia

35

## Biomechanical Mechanism

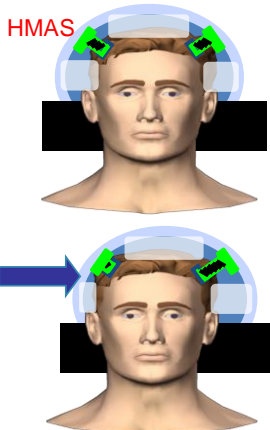
- Three components
  - Contact
  - Linear acceleration
  - Rotational acceleration



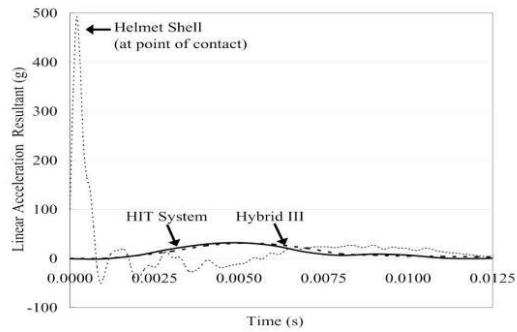
Image from personal collection of Dr. Raukar

36

# Head (*not* Helmet) Acceleration



Courtesy: Virginia Tech



- **HMAS** (head-mounted accelerometer system)
- Design decouples accelerometers from helmet shell and ensures consistent head/accelerometer contact

Manoogian et al. *Biomedical Sciences Instrumentation* (2006)

37

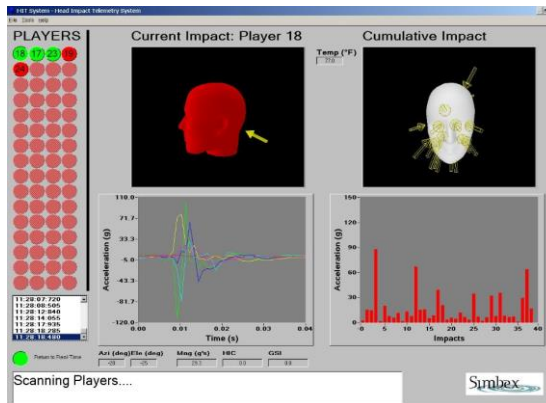


## Head Impact Telemetry System (HIT System)

- 6 linear accelerometers
- Real-time w/ alerts
- 64 players per base unit
- 1000 Hz
- All practices and games

## Head Impact Exposure (HIE)

- magnitude (accelerations)
- frequency (number)
- location (helmet)

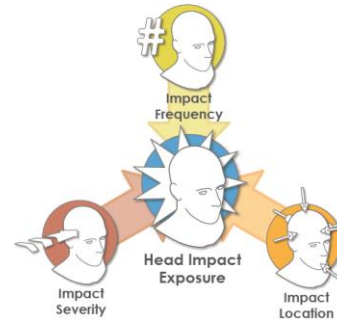


38

# Head Impact Biomechanics in Sports

## What Have We Learned?

1. What is Head Impact Exposure (HIE) and severity?
2. How do measures of HIE correlate with cases of diagnosed concussion – is there an “injury threshold”?
3. Is there an association between HIE and signs and symptoms of concussion?



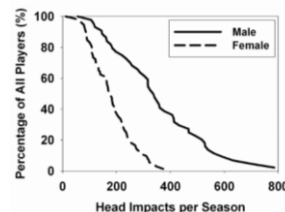
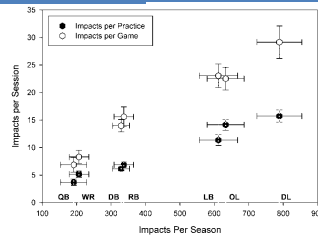
39

## HIE: Impact Frequency

### IVY League Rule Change

Number of Head Impacts Per Practice, Game and Season

- ~10% of all college football players sustain > 1000 impacts in a season<sup>1</sup>
  - Individual football players with **2,000+ head impacts in a single season**
- Football players sustain > 3x impacts in games than practices
  - Significant difference in HIE among player positions
- Male college hockey players sustain 2x more head impacts than females<sup>2</sup>



Kickoffs were moved up from the 35-yard line to the 40 and touchbacks from the 20-yard line to the 25.

Reduce number of contact days

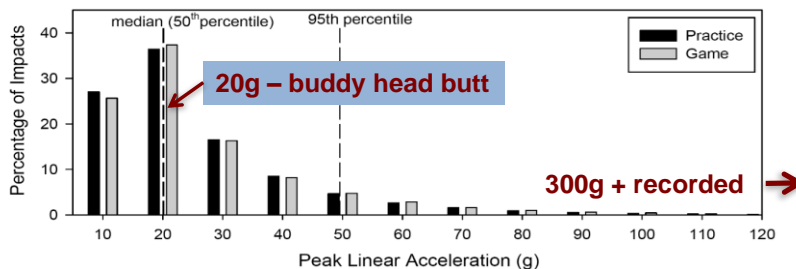
<sup>1</sup> Crisco et al., *J Athletic Training* (2010)

<sup>2</sup> Brainard et al., *Med & Science in Sports and Exercise* (2011)

40



## HIE: Impact Severity Collegiate Football



- Impacts skewed toward lower severity
- 50% of all impacts < 20.0g and 1,187rad/s<sup>2</sup>
- Distribution of impact **severity** does not significantly change between games and practices

Crisco et al., Journal of Applied Biomechanics (2011)

41

## Head Impact Biomechanics in Sports *What Have We Learned?*

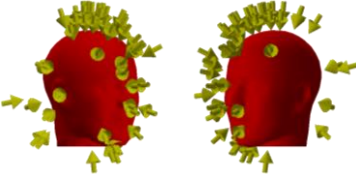
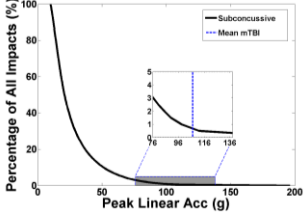
1. What is Head Impact Exposure (HIE) and severity?
2. How do measures of HIE correlate with cases of **diagnosed concussion** – is there an “injury threshold”?
3. Is there an association between HIE and **signs and symptoms** of concussion?



42

## Diagnosed Concussion Events

120+ Diagnosed Concussions Recorded with HIT System



  



- **Number of impacts higher on concussion days**
  - *Dx-Day*: 21.0 [12.0 – 36.8]
  - *Non Dx-Day*: 13.8 [9.4 – 18.9]
  
- **Occur most frequently to the Front**
  - Front (46%), Top (25%), Side (16%), Back (13%)
  
- **Mean magnitude > top 0.5% of all impacts sustained**
  - $103 \pm 34$  g
  
- **> 8,000 (0.4%) impacts with higher magnitude NOT associated with injury ... what are we missing??**

Beckwith et al., *FIC on Traumatic Brain Injury* (2011)  
 Beckwith et al., *World Congress of Brain Injury* (2012)  
 Beckwith et al. *Med Sci Sports Exerc* (2013)

43

## Reebok Checklight Provides a “Smart Cap” for Concussion Testing





44

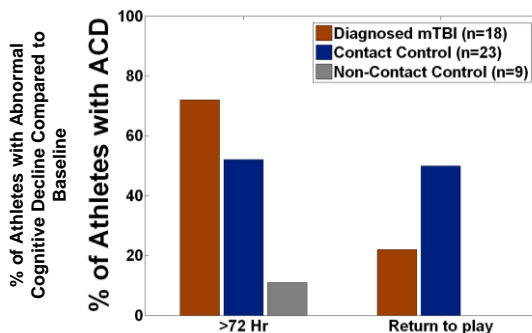
## Head Impact Biomechanics in Sports *What Have We Learned?*

1. What is Head Impact Exposure (HIE) and severity?
2. How do measures of HIE correlate with cases of **diagnosed concussion** – is there an “injury threshold”?
3. Is there an association between HIE and **cognitive measures** in the absence of diagnosed concussion?



45

## Un-Diagnosed Concussion? Cognitive Testing Indicates Potential Under-reporting



- Athletes exposed to head contact but **not diagnosed w/ concussion**
- 52% had abnormal cognitive decline at 72hr interval
  - 50% at follow-up (7+ days) – still playing and having head impacts

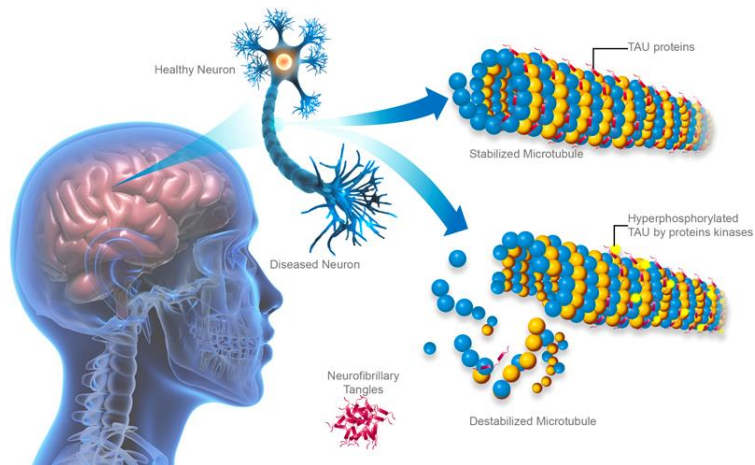
Beckwith et al. World Congress of Brain Injury (2010). McAllister et al. Neurology (2012).

46

# 5(?) Problems with Variable Penetrance

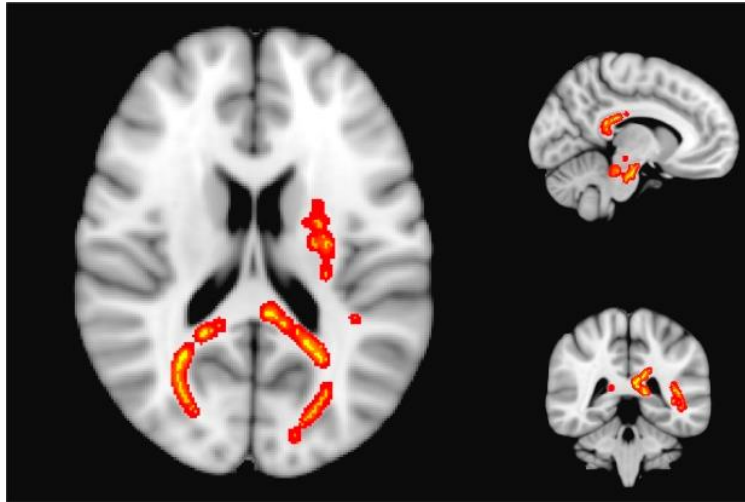
47

## 1. Abnormally Deposited Tau Protein



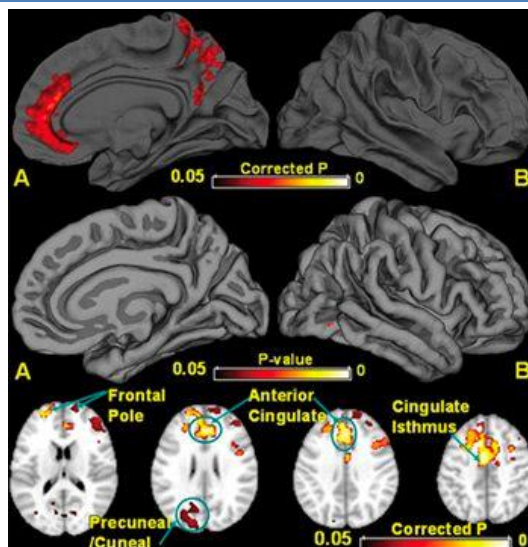
48

## 2. Alterations in Myelin



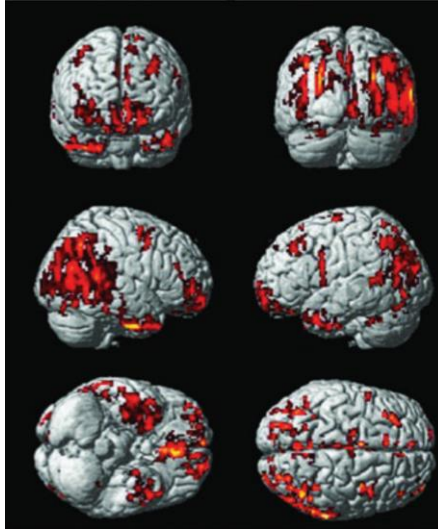
49

## 3. Atrophy



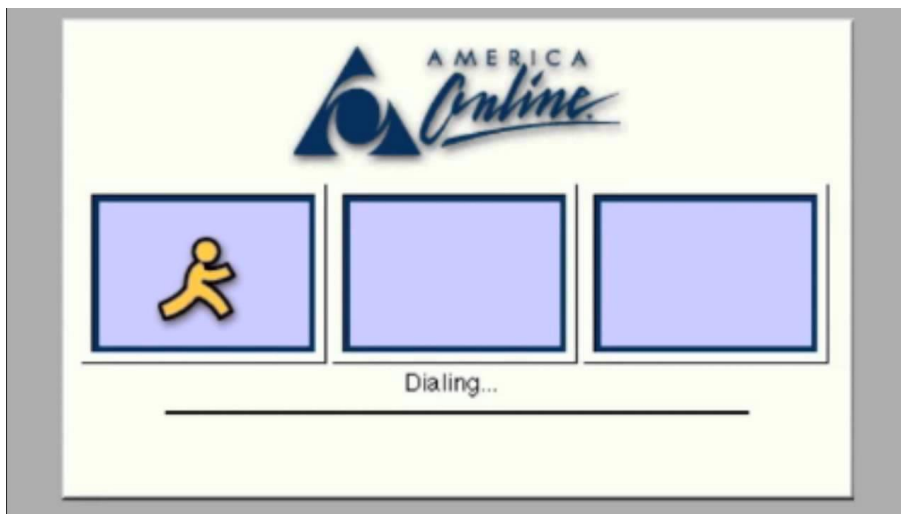
50

## 4. Change in Perfusion



51

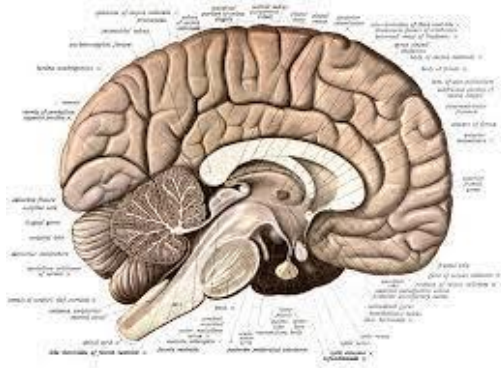
## 5. Delayed Connectivity



52

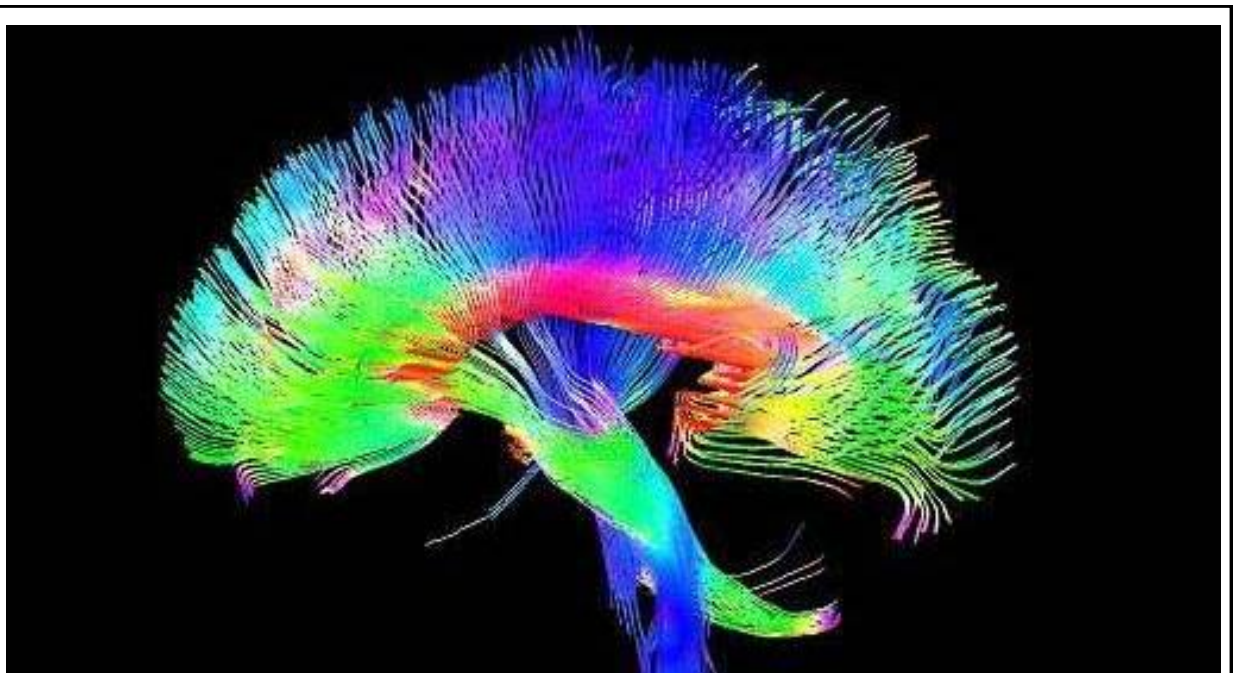


# Cotton Candy on a Stick



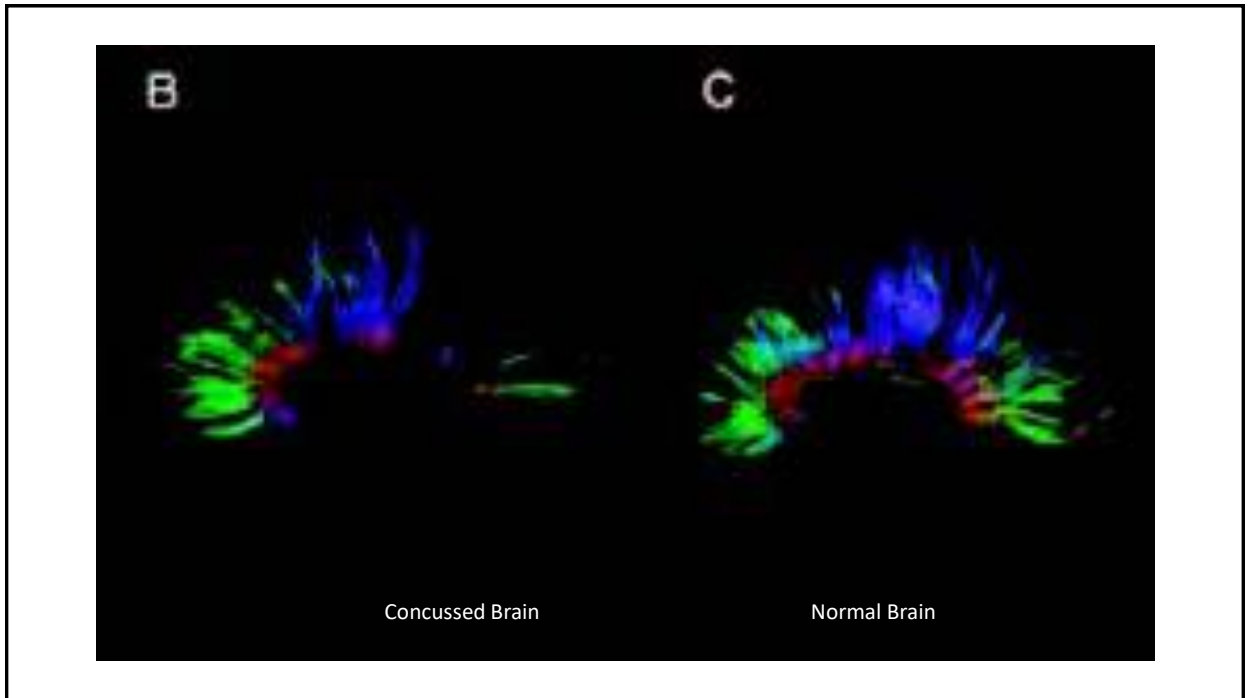
Images obtained from Wikipedia

53

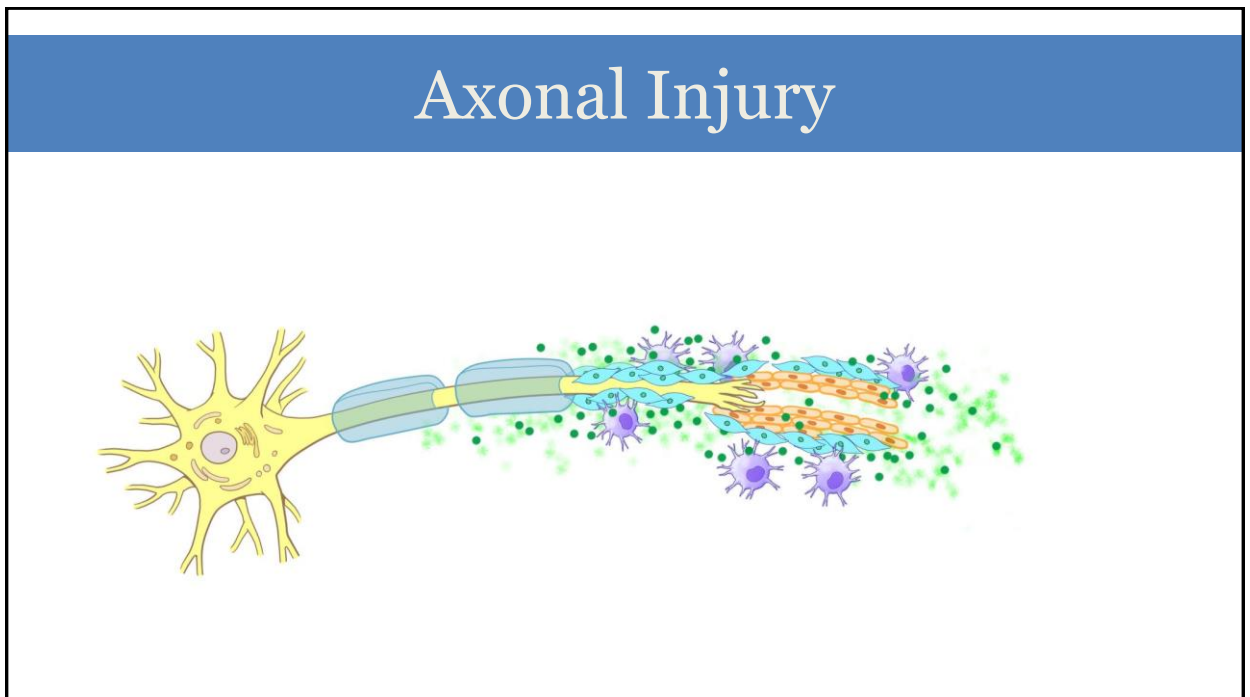


DTI Image of the axons in the brain. Image Credit: Google Creative Commons

54

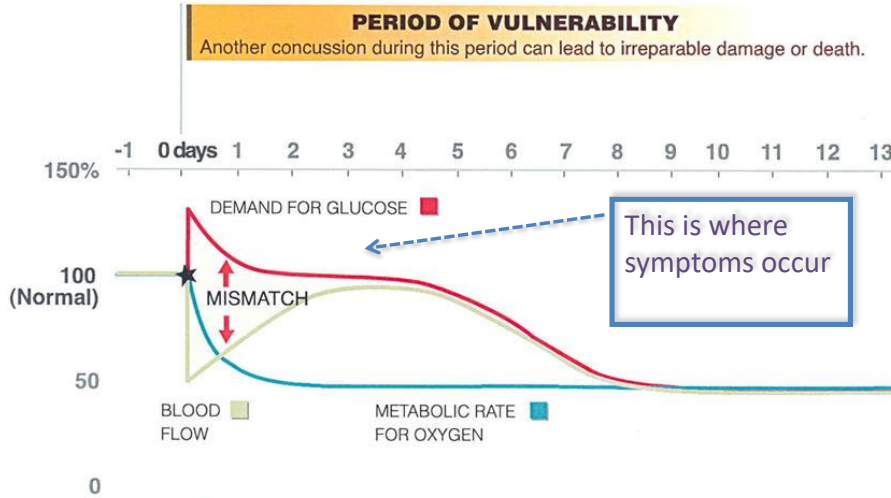


55



56

# Symptoms Due to Metabolic Mismatch



57

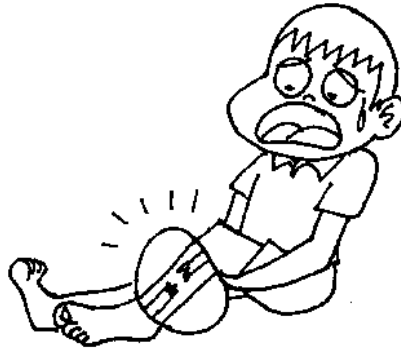
HOW MUCH DO YOU HAVE IN THE BANK?

Image from Wikipedia



58

## Concussion Is a Process – Not an Event



59

### EARLY GOALS



- Protect brain vulnerability
- Basis for cognitive and physical rest

From Wikimedia Commons

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60

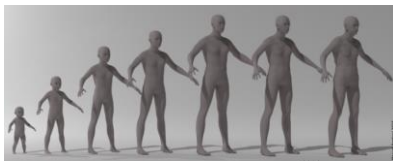




From Wikimedia Commons

61

## What Affects the Rate of Recovery?



From Wikipedia Commons



62



## Incidence Is Higher in Women

63

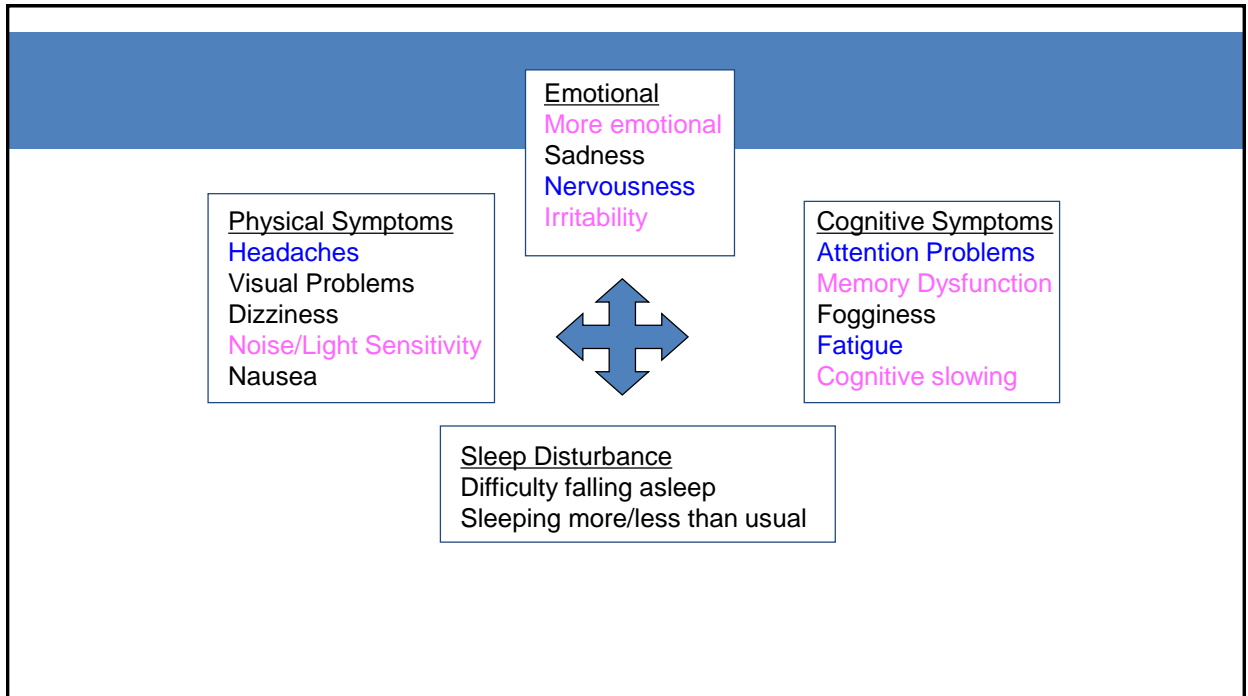
## What Else?

- Neck Musculature
- Susceptibility
- Reporting



64





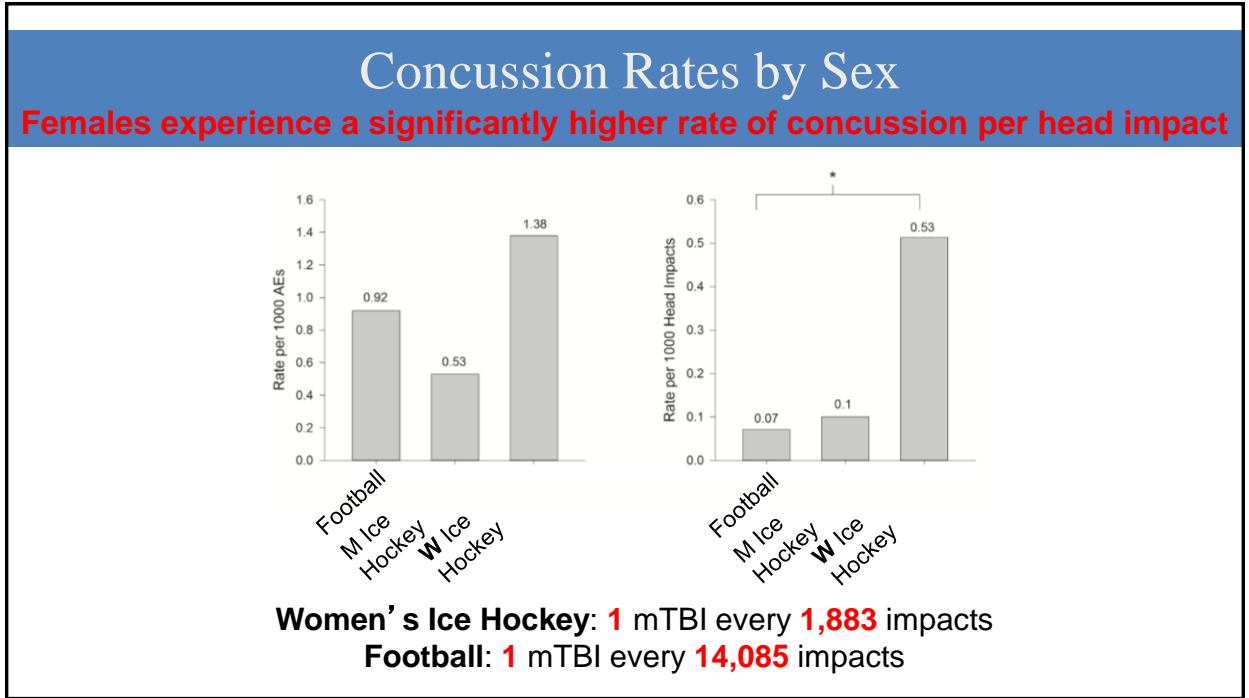
65

## Outcome

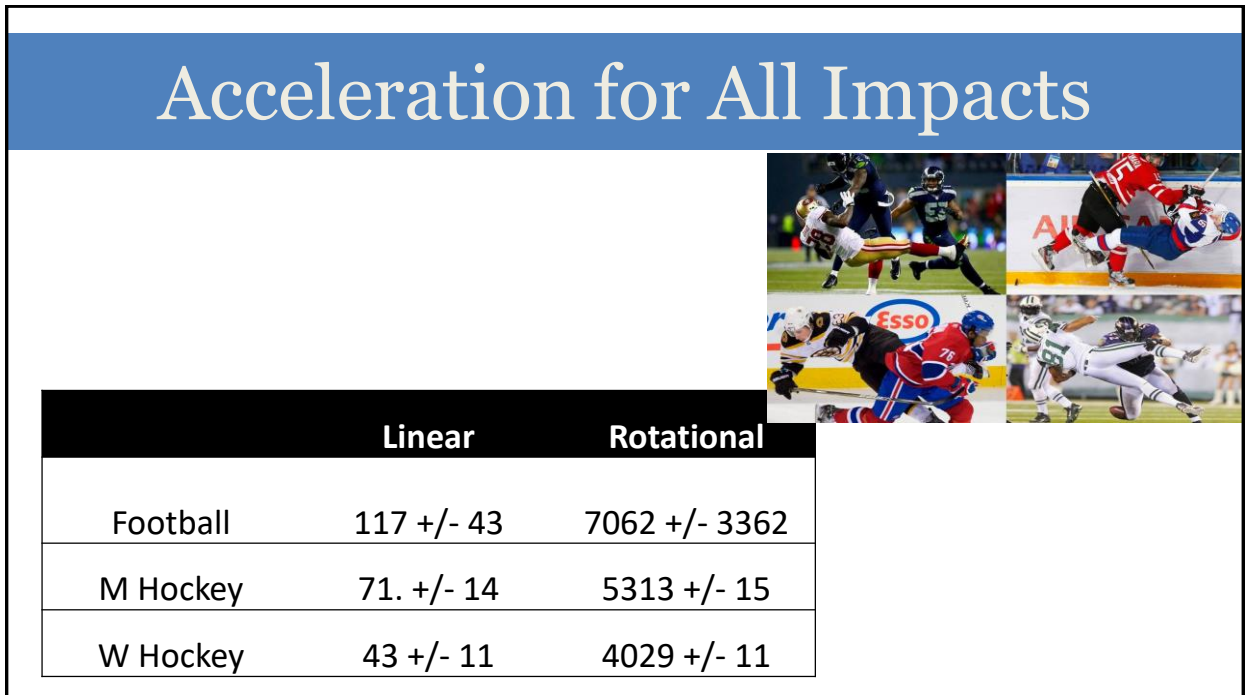
- Females
  - More symptoms
  - More severe symptoms
    - Simple and complex reaction time compared to their own baselines
  - Greater academic impact
    - Cognitively impaired 1.7 times more often than males

**RECOVERY IS LONGER IN WOMEN**

66



67



68

## Recovery Confounders Age

- Younger athletes take longer to heal
  - Developing brain is more sensitive to the excitatory NT and the cascade that follows



69

## Recovery Confounders -Age



3-5 days



5-7 days

10-14 days



Images obtained from Wikipedia

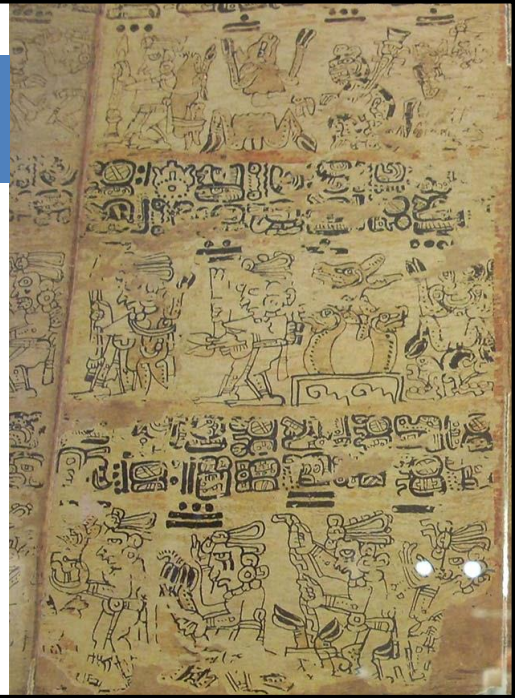
70

## Recovery Confounders - Concussion History

### History of 3 concussions

- More severe on field presentation
- Delayed recovery times
- Threefold increase for future concussion
- Long term neurological deficits/decline in cognitive performance

Image obtained from Wikipedia



71

## Recovery Confounders Comorbid Conditions

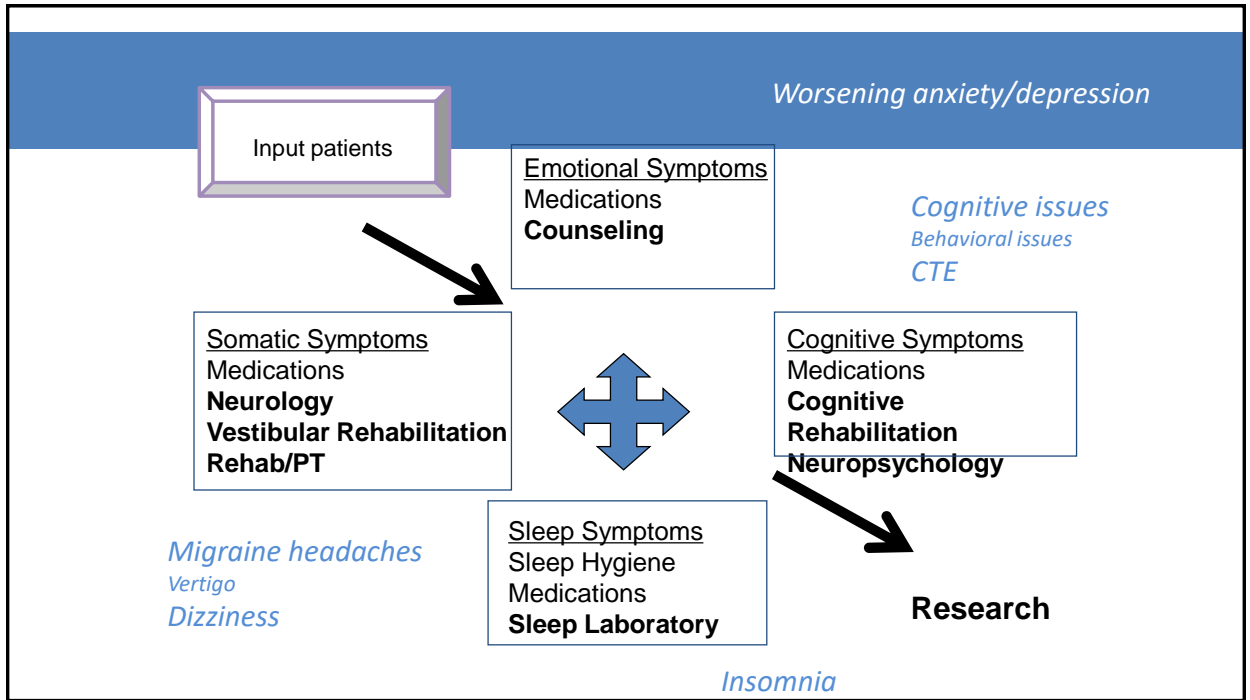
- Migraine headaches
- Attention deficit disorder
- Sleep disturbances
- Depression
- Anxiety
- Mood disorders



Figure 9: St. Bethlehem Hospital in London (Bedlam), which opened in 1247, was the first institution dedicated to the care and treatment of the mentally ill

Image from Wikipedia

72



73

## Prevention

- **Helmet performance standards (1970s)**
- **Rule changes and coaching techniques (1970s)**

Year Range	Head Deaths	Neck Deaths	Total Deaths
1945-1954	~85	~35	~120
1955-1964	~100	~25	~125
1965-1974	~150	~40	~190
1975-1984	~55	~15	~70
1985-1994	~25	~5	~30
1995-2000	~25	~0	~25

Mueller et al.

74

# Prevention

## Guardian Cap



Image from personal collection of Dr. Raukar

## Mouthguards

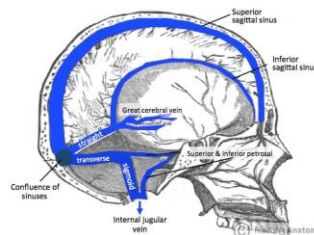


75



## Q Collar

“Helmets protect the skull, it’s time to protect the brain”



76

## Long Term Consequences

77

## Alzheimer's Disease

- 2005 – UNC - Chapel Hill - data from more than 2,550 retired professional football players
- 61% >1 concussion during their career
- 24% had  $\geq 3$
- Earlier onset of Alzheimer's disease among these men than the general male population

78



# Memory Disorders

- University of Michigan’s Institute for Social Research at the request of the NFL
- 1,063 retired NFL players completed a survey
- Younger players (30 to 49 years) had a rate of 1.9%
  - 19 times that of the national average of 0.1%.
- 6.1% of players age 50 and older had been diagnosed with a dementia-related condition
  - Five times the national average of 1.2%



79

# Sports Legacy Institute/BU/CTE

- Developed in 2007
- Is the CTE research center
- In 12 months, they had brains from 18 deceased contact athletes
  - Ages 18-83
  - 17 had CTE



80

## The NFL Response

- 39 rule changes in 5 years
- Institution of Concussion Protocols
- Unaffiliated neurotrauma consultants
- Eye in the sky (injury spotters)
- >\$20,000,000 research grants annually

81

## Suicide

- Overall U.S. male population
  - 19.2 per 100,000 in 2009
- Rate in NFL active/former players
  - 1987-2004: 6.1/100,000



82



From Wikimedia Commons

83

## Summary

- **Diagnosis**
  - Bump on the head + Symptoms +/-
  - Negative CT = Concussion
  - Neurologic Exam
  - Balance/BESS testing
  - Visual stimulation
- **Treatment**
  - NOTHING
  - No meds
  - No RTP/L/W
- **Counseling**
  - Most important

84

## QUESTIONS & DISCUSSION



85

### **Which of the Following Tools Is Most Commonly Used to Assess and Diagnose a Concussion in the Emergency Department?**

- A. Glasgow Coma Scale (GCS)
- B. Sport Concussion Assessment Tool (SCAT)
- C. NIH Stroke Scale (NIHSS)
- D. Montreal Cognitive Assessment (MoCA)

86

## Which of the Following Groups Is at the Highest Risk for Sustaining a Concussion?

- A. Middle-aged adults in sport-related activities
- B. Teenage girl with a history of anxiety who sustained a concussion in an MVA
- C. Elderly individuals engaging in low-impact activities
- D. Office workers with sedentary lifestyles



87

## Which of the Following Groups Is at Risk for a Prolonged Recovery?

- A. Middle-aged adults in sport-related activities
- B. Teenage girl with a history of anxiety who sustained a concussion in an MVA
- C. Elderly individuals engaging in low-impact activities
- D. Office workers with sedentary lifestyles



88

**Which of the Following Is the Most Important Aspect of Home Care Advice for a Patient Recovering from a Concussion?**

- A. Complete bed rest for 7 days
- B. Gradual return to physical and cognitive activity as tolerated
- C. Immediate resumption of screen time and work tasks
- D. Use of over-the-counter sleep aids to ensure uninterrupted rest