Administration

and Scoring of the
Rorschach Test

Administration

Before the administration of the Rorschach test, the examiner should have items such as: Rorschach cards arranged in alphabetical order (face down on the table), record sheets, a stopwatch, a location chart, a pencil and a ball pen.

He/she should ensure assessing the subject’s present physical and mental conditions, reason of referral (if referred by someone) and previous diagnosis, if any. The subject should be relaxed and cooperative and he/she should be explained how the test will help in planning the overall treatment plan.

There are three systems (Klopfer’s System, Beck’s System and Exner’s System) most widely used and have almost the common procedure of administration. There is little difference in their ‘instructions’, though most of the psychologists follow it interchangeably. The instructions by Klopfer et al. (1942) and Beck (1937) are given as follows.
**Instructions by Klopfer et al.**

Klopfer has suggested the following instructions:

‘People see all sorts of things in these inkblot pictures; now, tell me what you see, what it might be for you, what it makes you think of’ (Klopfer and Kelly 1942, 32).

**Instructions by Beck**

Beck has suggested the following instructions:

The test consists of a series of 10 cards and you will be given 10 cards, one by one. The cards have on them designs made up out of inkblots. Look at each card and tell the examiner what you see on each card, or anything that might be represented there. Look at each card as long you like; only be sure to tell the examiner everything that you see on the card as you look at it. When you have finished with a card, give it to the examiner as a sign that you are through it. (1949, 2)

However,

[T]he essence of the Rorschach test procedure is to leave the subject entirely free. He makes his own selection, in each test figure, of the portion to which he reacts; any of several factors may determine what he sees; the content may be anything. In his test, Rorschach has thus combined two sets of conditions: (a) fixed objective stimulus and (b) freedom of subjects. (Beck 1937)

You can mention if asked:

I want you to tell me what you see there, what it means to you. There is no right or wrong answer. It is simply a matter of what it means to you or what you see there. Some people see many things others a few. It is entirely up to you. Please place the card facing it down on the table if you cannot see any thing more. I will give you next card and so on.

Any question asked by the subject should be replied in a non-committal way. For example,
Subject: Can I turn the card?
Examiner: As you like.

If he does not answer for one minute, you can repeat the question: ‘What do you see?’ or ‘What does it mean to you?’
Even if he does not see anything, tell him, ‘Well, let’s try the next card’.

**Recording of Responses**
1. Write down the response on the record sheet in verbatim.
2. Write down reaction time on each card and the total time taken during testing.
3. Write down the position of the card on each response such as <, >, v, etc.

**Enquiry**
Enquiry is the most important part of Rorschach testing. We have to consider each response separately for location and determinants.

1. **Enquiring for location**
   Examiner: ‘Well, you perceived… Would you show me exactly where you saw this on this card and describe the parts you can see’.

2. **Enquiring for determinants**
   Examiner: ‘You said a… What makes it look like… What’s more… (Ensure what makes him/her to determine the form, movement, if any, colour and shading, etc.)

**Example: Card VIII—Two Animals Climbing Up**
*Examiner: Where do you see two animals?*

*Subject: The shape—they have four legs, head and looks as if they are climbing.*

*Examiner: What made it look like climbing?*

*Subject: The movement here looks like it.*

*Examiner: What else?*

*Subject: They might be foxes because of the hairs on their body; it’s furry.*

**Scoring:** D1 (location); FM’ Fc’ (determinants); A (content); 2 (form level rating); P (popular).

   For details, please see Klopfer et al. (1954, 49–239).
**Testing Limits**
It is designed to elicit responses and details in location, determinant, content, etc., that have been omitted, distorted and avoided. The examiner will formulate questions in such a way as to check why the subject is unable to respond.

*Examiner:* Now we come to the final part. You have not given any response to these cards. Most people see human beings in some of the cards, can you find where? The examiner gives all the details (legs, head...) and asks whether the subject can see it now.

**Rejection**
If the subject is unable to see anything on the card, it is considered as ‘rejected’. A response such as ‘inkblot’ is not considered a response and is treated as a ‘rejection’. Rejection of images may be because of non-cooperation, thought blockage and an inability to think properly. Try to make the subject to hold the card for a minimum of two minutes before permitting rejection.

**Termination**
The testing can be terminated after thanking the subject for spending so much time and mentioning the purpose that the response given by the subject will help in the overall planning of treatment.

By and large, all major systems of inkblots (Rorschach inkblots, Holtzman inkblots and Somatic inkblots) follow the above procedure with minor variations in the presentation of cards/images.

**Procedures of Administration Advised by Exner**
Almost similar in all the three systems (Klopfer, Beck and Exner) as described in this chapter; however, some procedures which are different in Exner’s System are given as follows.

**Instructions**
‘What might this be? And nothing else! (Exner, 1974)’

**Attempted Rejections**
When the subject fails to perceive anything(s?), particularly on Cards I and II, it suggests that the examiner has failed to establish a rapport with the subject. In such a situation, the examiner should stop testing
and try to understand the reason of rejection. The test can be started again with Card I after the consent of the subject.

**Problems of Brief Protocols**
If the subject has given less than 14 responses, the examiner should not proceed further with the enquiry. He should explain to the subject that he/she has not given enough responses to get anything out of it and that the examiner wants the subject to see him/her again and make sure to give more responses next time. The subject can include the responses already given in the next run, if he/she likes to do so (Exner 1974).

**Problems of Lengthy Protocols**
Some subjects give an endless number of responses on each card and, in such a situation, the examiner should consider the first five responses on each card for the interpretation.

**Enquiry**

I want to see the things that you saw and make sure that I see them like you do. We will do them one at a time. I will read what you said and then I want you to show me where it is in the blot and then tell me what is there, that makes it look like that to you, so that I can see it too. Just like you did. (Exner 1974)

**Testing Limits**

Some time it may be important to determine if a person can easily see objects that are commonly reported by most people but have not been reported by the client. Usually, these become an issue when a person has failed to give any popular answers. After the inquiry has been completed the examiner selects two or three blots (typically VIII, III and V) to which the person has not given the popular responses. (Exner 1974)

**Scoring Systems of the Rorschach Test**

There are different scoring systems that are in practice across the globe. We will, however, discuss the following three scoring systems of the Rorschach test:

1. Klopfer’s method
2. Beck’s method
3. Exner’s method
Although different scoring systems are practised in other countries, no effort has been made to develop an exclusive scoring system that may be applicable to the Indian population. Also, there is no consensus regarding the scoring system to be followed by the clinicians in India. Probably this reflects the philosophy of clinical training, where focus is more on the clinical application of the Rorschach test rather than on its research utility.

The published research papers indicate that Klopfer’s method (Klopfer and Davidson 1962) and Beck’s method (Beck and Molish 1967) are being used by most clinicians and researchers in India (Banerjee et al. 1998; Chaudhury et al. 2001, 2007; Kohli and Kaur 2002; Kumar and Patel 1990; Manickam and Dubey 2005). Some use Exner’s method. Others use specific signs like Piotrowski’s organic signs of epilepsy (Chaudhury and Sundari 1996, 1997, 1998; Vagrecha and Majumdar 1974) or the Theisens’ pattern on psychotic disorders (Chaudhury and Sundari 1996). Piotrowski’s alpha diagnostic formula is yet another area of clinical investigation (Prabhu 1970).

The scoring system taught at NIMHANS is based on Klopfer’s method. The institute has also developed a manual based on Klopfer’s system (De Vos 1973). The students who use the test as a research tool get trained in one of the established scoring systems for the analysis of the research data, and Klopfer’s method is the preferred method of the scoring system (Kaur and Kapur 1983; Pratap and Kapur 1984; Ramachandra 1994).

The second major training centre of clinical psychology is the Central Institute of Psychiatry, Kanke, Ranchi, where Exner’s method (1978, 1995, 2001) is followed. Earlier, this institute was following Beck’s method (Beck 1945). Only the clinical psychologists so trained in India are using this technique.

Pershad and Pareekh (2001) prepared a protocol manual for the Rorschach test. Although the authors specified that the objective of the manual was to popularize the test using the ‘made it easy manual’, the scoring approach it has taken may have confused the students. It does not adhere to any scoring system nor has tried to develop a scoring system based on Indian experience. However, on the positive side, it has taken into consideration the diverse population of India in relation to some of the indices and content.

Exner’s system and the HIT have also attracted many academicians and clinical psychologists. The three scoring methods—Klopfer’s system (1954), Beck’s system (1937, 1949, 1967) and Exner’s system (1974, 1995, 2001)—are mentioned further in brief. The HIT has been elaborated in a separate chapter. The scoring categories and their explanation have been taken from the main source to avoid any discrepancy. We have also tried to note all scoring categories and their interpretation with a few exceptions. Readers are invited to follow the primary books of a system for detailed explanation.

Klopfer’s Scoring System

The scoring categories and their explanation have been taken from Klopfer et al. (1954). We have tried to note all scoring categories and their interpretation, but left a few which we consider less significant.

Description of Main Scoring Categories

1. **LOCATION**

   - **W**: Whole responses are scored when all or nearly the whole blot is used.
   - **DW**: The individual tries to perceive whole blot on the basis of one detail, though the concept is a bad match for the blot and the discrepancy does not bother the subject.
   - **D**: Large usual details are scored when large parts of the blot are marked off by the gestalt qualities of the blot.
   - **d**: Small usual details are scored when smaller parts of the blot are marked off by the gestalt qualities of the blot.
   - **Dd**: Unusual details are scored when the part of the blot used is not classifiable as a large or small detail.
• Dd: Tiny details are scored for responses such as insular/peninsular, marked off by space, shading or colour from rest of the blot.
• De: Edge details are scored for locations using only the edge of the blot.
• Di: Inside details are scored when the inside, shaded portion of the blot is used.
• Dr: Rare details are scored where an unusual location is used which cannot be classified as Dd, De or Di.
• S: White space is scored when the white background becomes the figure and the rest of the area becomes the background.
  (For details of the location, scoring and location charts, please see Klopfer et al. (1954, 49–94).)

2. DETERMINANTS
There are four main classes of determinants which are as follows:

(I) Form Responses (F)
The concept is determined by the shape of the blot only, and colour and shading have no contribution.
• Score F where there is no other main determinant.

(II) Movement Responses

M: Figure in human-like action (human, mythological)
• Score M for human beings seeing in action even if described as caricatures, drawings, statues, etc.
• Score M for human beings seen in any live posture, unless it is qualified as a drawing, statue, etc.
• Score M for human-like movement in animals such as fairy tale creatures, Walt Disney animals, but do not score M for movement in trained animals, for example, a trained dog, ape, seal, etc.
• Score M for movement controlled by an individual (such as a person whirling with a scarf, skirts blowing)
• Score M for parts of human beings seeing in action, human face with an expression.

FM: Animal movement
• Score FM for animal in movement even if described as caricatures, drawings, statues, etc.
• Score FM for animal in a life-like posture, provided it is not shown as a drawing, statue, etc.
• Score FM for parts of animals in animal-like action.
m: Inanimate movement (Fm, mF and m)
- Fm: Score Fm if the object is in movement and has a definite form, for example, a spinning top, flying aircraft.
- mF: Score mF if the object is moving and has an indefinite form, for example, leaping flame, swirling clouds.
- m: Score m if there is no form and only movement.

(III) Shading Responses (Differentiated and Undifferentiated Shading)

(III-a) Differentiated shading responses
- Fc: Score Fc where the surface or texture effect is either itself highly differentiated or has a definite form, for example, a fur rug on Card VI-W or a teddy bear—it looks soft and fuzzy (Card VII).
- FK: Score FK where three-dimensional or depth impression is combined with a definite form perception, giving vista or perspective to a landscape (a piece of coral rock looking straight down through the water at it W on Card VIII or a canyon with different shape and entrance in the centre—W on Card VII).
- Fk: Score Fk where the shading gives the impression of a three-dimensional expanse projected on a two-dimensional plane involving a definite shape (such as x-ray of chest showing ribs or a topographical map of India on Card I).

(III-b) Undifferentiated shading responses
- KF: Score KF where some form enters the depth or diffusion impression, but with a formlessness in the concept (smoke rising in spirals from a chimney—Card VII).
- K: Score K where the response implies depth or diffusion with no form (fog, mist, smoke, cloud).
- kF: Score kF where a three-dimensional expanse is projected on a two-dimensional plane with an object having no shape (coast of a big piece of land—looks irregular with jagged edges and little inlets—Card I or x-ray without any specific body part on Card I).
- k: Score k where a three-dimensional expanse is projected on a two-dimensional plane in a way that implies no form at all. Such responses are very rare.
- cF: Score cF where the object has a vague or indefinite form with a focus on the surface (a bear rug with a hole due to gunshot during hunting, it also looks furry, on Card II).
- c: Score c where the subject focuses interest only on the surface or the texture effect without emphasis on form, for example, animal skin and the texture makes me to see its skin.
(IV) Colour Responses

(IV-a) Achromatic colour responses (FC', CF', C')
- FC': Score FC' where the object has a definite form with use of an achromatic colour such as black, white or grey (e.g., as Canadian goose migrating—looks like wings and colour like goose black and grey on Card V).
- C': Score C' where object is perceived due to achromatic colour only without any form (e.g., black smoke—its black smoke—the blot gives impression of smoke on Card VII).
- C'F: Score C'F where an object of vague form is designated due to the impression of achromatic colour—black, white, or grey (a fur rug, the shape is indefinite, but it looks like furry as the skin of a brown bear, Card VI).

(IV-b) Chromatic colour responses (C, FC, CF)
- FC: The following criteria must be met before FC can be scored
  a. The object (person, animal, plant) must be of a definite form.
  b. The colour must be used in the concept.
  c. The colour used must be the natural colour of the creature in its natural state.
  (A butterfly in the centre on Card III, the shape and the colour, it is flying, wings are spread)
- CF: The following criteria must be met before CF may be scored
  a. The object (cloud, explosions, fire, flames, blood) must be of a definite form.
  b. The colour must be used in the concept.
  c. The colour used must be the natural colour of the object (a flower—whole thing, colour and shape on Card IX, or some beautiful strawberry ice cream with orange water ice on Card VIII).

(IV-c) Pure colour response (C)
Score C when the emphasis is given on colour without any implication of form, even in a definite form. There are four categories of colour responses:
- a. C: Crude colour, for use of colour with no form (blood on Card II).
- b. Cn: Colour naming (red, green, yellow but what they are I don't know Card X).
- d. CSym: Or colour symbolism (child’s drawing)
3. CONTENTS

- H: Living Human figures (whole/almost whole).
- (H): Human figures portrayed as drawings, sculpture or mythological, for example, Satan, witches, Vuital (Jinn), etc.
- HD: Parts of living human figures.
- (Hd): Parts of human figures portrayed in drawings, sculpture or parts of mythological human figures.
- AH: Figures that are part human and part animal such as ‘Narsingha Bhagwan’ or ‘Lord Ganesha’.
- H Obj: Parts of human body (external) such as false teeth.
- At: Parts of human body (internal) or human body in anatomical sense, for example, dissected parts, operations, liver, kidney, anatomical charts, x-rays, etc.
- Sex: Sexual organs, sexual activity, sensuous parts of body invoking sexual feelings such as exposed breast, pelvis and lower part of the body.
- A: Animal figure (whole/almost whole).
- (A): A mythological animal, such as a monster with animal characteristics, a caricature, a fairy tale or Shesh Nag (Serpent God) and the like.
- Ad: Parts of a living animal (head, tail or paw).
- (Ad): Part of a mythological animal—tail of Hanuman Jee (on d1—Card IV).
- A Obj: Object connected with the body of an animal, such as fur, decorated skin of deer and horn of deer.
- AAt: Animal anatomy, includes dissections, x-ray and internal parts of living animal, etc.
- Food: Objects prepared as food for eating such as fried eggs, fruit salad, mix vegetables, ice cream, etc.
- N: Nature concept/scenery such as aerial views, sunsets, rivers, lakes, landscapes, etc.
- Geo: Geographical concepts such as maps, islands, gulfs, lakes and rivers not seen in a vista or as a part of a landscape.
- Pl: Plants or part of plants such as flowers, trees, fruit, vegetables, leaf, petal and stamen.
- Bot: Plants seen as botanical specimens or botanical chart.
- Obj: All kinds of man-made objects such as airplane, fan, chair and toys.
- Arch: Architectural concepts such as house, bridge and temple.
- Art: Concepts such as design, drawing and art. A painting of a human figure is scored (H) and painting of landscape is scored as N.
Abs: Score abstract when there is no specific content (e.g., ‘power’, ‘force’, etc.). Fire, blood, cloud, smoke, mask, emblem, crown, etc., are scored separately.

4. **POPULAR AND ORIGINAL RESPONSES**
Many responses are neither common enough to be scored as ‘popular’ nor unusual enough to be scored as ‘original’. However, Klopfer et al. (1954) have assigned the following 10 responses to be scored as popular.

**A. Popular Response**

- Card I: (W or cut-off W) any creature with the body in the centre D and wings at the side (bat or butterfly).
- Card II: (Black area cut-off W with or without D2 and d1) any animal such as dog, bear, rabbit, bull or rhinoceros (if the upper red D2 and lower red D1 are included).
- Card III: (Entire black area D8) two persons in a bending position (dancing, lifting pitcher or something). Score P if the figure is in action with the side bottom (D5) is seen as legs. The human figure seen upside down cannot be scored as P.
- Card III: (Centre red D1) ‘bow tie’, ‘hair ribbon’ or ‘butterfly’. Score P for shape alone or shape with colour.
- Card V: (W or W cut) any winged creature with the body in the centre D and wings either side. P can be scored even if the card is held upside down with the body in the centre and wings either side.
- Card VI: (With or without top D2) skin of an animal. P can be scored if shading for impression of furrieness or markings on the inside of the skin (Fc or cF) is used.
- Card VIII: (Side D1) any kind of four-legged animal in motion. If the animal is not in action, score it a tendency towards P.
- Card X: (Outer blue D1) any many-legged animal such as crab, spider or octopus.
- Card X: (Centre green D2) (without the light green D between the darker green areas) any greenish animal such as a caterpillar and a garden snake. The use of colour is must to be scored as P.
- Card X: (Light green D7) the head of an animal with long ears or horns such as a rabbit or a goat.
B. Original Response
An original response is one that does not appear more than once in a hundred records. The scoring of original should not be undertaken by beginners. Usually, it should be scored by the examiners who have broad experience with a variety of patients and have read published protocols/norms extensively.

5. FORM LEVEL RATING
There are three considerations to determine form level rating: accuracy, specification and organization.

A. Accuracy
a. Accurate responses: Where the response/concept is of a definite form (such as ‘a butterfly’ on Card III—Centre red D1)
b. Semi-definite or indefinite response: Where the response/concept is so vague that almost any blot or blot area could be said to provide a good fit (such as ‘cloud’ on Card VII).
c. Inaccurate response: Where the concept is of a definite form but is referred to a blot area of a dissimilar form (such as a snake on Card IV—whole blot).

B. Specification
The accuracy of the response may be improved or spoiled by the elaboration or specifications offered by the subject to the detailed structure of the blot area used. Specifications may be classified as (a) constructive, (b) irrelevant and (c) those that weaken the form level.

a. Constructive Specifications: Constructive specifications are elaborations of the concept which themselves match in detail the structure of the blot area. These are of two types:
   i. Form specification: It specifies a detailed match of the concept of the outline of a blot area (whiskers on a cat, ears on a dog, facial features or details of clothing of a human figure).
   ii. Determinants specifications: It specifies a detailed match of the concept of a blot by the use of colour, shading or movement. Not all determinants are counted as constructive specification (for example, score only M, FM and Fm in movement category [do not score mF or m] and FC, FC’, Fc and FK in shading category).
b. **Irrelevant Specifications:** Irrelevant specifications are verbalizations of the subject which neither improve nor detract from the accuracy of the match of the concept to a blot. They may increase or decrease the rating by +0.5 or –0.5 or even more.

**C. Organization**

Any procedure used by the subject to organize various parts of the blots into a meaningful concept will increase the form level rating.

**The Rating Scale**

The form level is rated on a scale ranging from –2 to +5.0. There are two essential steps in ascertaining the form level rating:

- Assigning a basal rating or basal minus rating.
- Adding a credit of 0.5 for each constructive specification or organization and subtracting a credit of 0.5 for specification or organization that weakens the concept.

**Basal Rating of 1.0**

The response that fulfils the minimum requirements of a ‘definite’ basic accuracy of fit with the blot area is given a rating of 1.0. There are three kinds of response assigned a basal rating of 1.0. Give basal rating 1.0 to all popular responses.

*Popular level responses:* Responses frequently given to obvious blot areas requiring same level of organizational ability as popular responses, such as

- Butterfly: Lower red (D1—Card II).
- Pitcher: Lower centre (D4—Card III).
- Boots: Lower outer (D3—Card IV).
- Woman’s leg: Lower side (d1—Card V).
- A butterfly: Top (D2—Card VI).
- Human head: Lower side pink (D4—Card IX).
- Two bugs: Upper centre grey (D in Card X).
- Deer: Outer grey brown (D6—Card X).
Concept that requires little imagination or organizational capacity to make the blot area a good fit is also given a rating of 1.0.

**Basal Rating of 1.5**
A basal rating of 1.5 is given to the concepts above the minimum requirements of ‘definiteness’.

**Basal Rating of 0.0**
The rating 0.0 is given to the concept which is completely indefinite in form, usually determined by C, Cdes, Cn, c, C', K, k, and m. Such rating is very rare.

**MINUS RATING**

**Basal Rating of −0.5**
The rating −0.5 is given to the concept when the specification has lowered down the accuracy without destroying it.

**Basal Rating of −1.0**
The rating −1.0 is given to a response where the subject has made some effort to indicate the parts, but the specifications destroy the basic accuracy of the concept. The confabulatory combination is the example of this rating.

**Basal Rating of −1.5**
The rating −1.5 is given to confabulatory responses, scored by DW location. Such response is a generalization from one clearly seen detail to the whole blot, when it is impossible to reconcile the concept.

**Basal Rating of −2.0**
The rating −2.0 is given to responses in which the concept does not match the blot area and there is no effort to reconcile the shape of the blot. Such responses are usually perseverations and contamination.

(For details of scoring, please see Klopfer et al, et al. 1954.)

**Scoring of Beck’s System**
Beck’s instructions are given in the beginning of this chapter. The preparations of subject, administration of cards, noting the responses
and enquiry, rejection of cards, testing the limits and scoring symbols (location, determinants, content, and popular and original responses) are almost common in Klopfer’s and Beck’s systems. However, deviations of Beck’s system from Klopfer’s system are given as follows.

**Deviations from the Standard Seating Procedure**

The seating arrangement may be different in elderly persons, depressed patients, and young children. There is no point in following the instructions strictly. If the child is very young, the usual seating arrangement can be dispensed with. The procedure is to make him/her feel more comfortable. So any kind of deviations from the formal procedure will depend on the clinical situation and the examiner should decide how to proceed further.

**Age Factor.** Any person who can see and speak can take the test. Normally, it can be administered to people aged five years and above.

**About Text Format.** Record the response verbatim and note down the position of the card; ‘∧’ orientation is always implied when there is no other indication.

The D and most Dd are identified by their appropriate numerals. Since the figures are symmetric, there are two each of nearly all D and Dd. The text does not state whether the D in question is on the right or on the left.

**Scoring and Interpretation**

1. **LOCATION**
   - *W (whole response)* is scored when the whole blot instigates the response. It has a direct relationship with the subject’s intellectual ability and capacity to organize things in a meaningful way.
   - *D response (major detail)* is scored when the response is based upon the usual detail or part of the blot. It may indicate the subject’s ability to perceive and react to usual, distinct characteristics of the world.
   - *Dd response (unusual details)* is scored when unusual detail responses are based on smallest details of the blot.
   - *S response (white space details)* is scored when the white space is used as the basis of response. It may indicate negativism or oppositional features.
2. **DETERMINANTS**

Determinants refer to the features of the blot that have produced the response.

- **Form determinant (F)** is symbolized by the capital letter F and is meant for the response which has occurred purely because of the form or the shape of the blot. F has been divided into F+ and F−, which indicate good form level and poor form level, respectively. It indicates a person’s connection with reality and his/her thinking and reasoning. Beck has argued for another method of comparing pure form responses with non-pure form responses. His method provides for the lambda index. One advantage of the lambda index over F% is that it avoids the problems involved in interpreting the percentages, especially when R varies. When the lambda index exceeds 1, it indicates excessive affective constraint and when it falls below 0.50, it indicates affective instability.

- **Movement determinants (M)** are scored only for human movement. It indicates awareness towards the external world and reflects some conflicts or emotions which do not get obvious expression in the world of reality.

- **Colour determinants (C, CF, FC)** are scored for pure colour responses and indicate lack of control over emotional responsiveness. CF is scored for a response in which colour features of the blot are primary and form features are secondary. FC is scored when the form dominates and the subject also makes a secondary reference to the colour for elaboration.

  Beck has given the concept of affective ratio (Affr). Affr below 0.55 indicates withdrawal or passivity towards affective stimulation and Affr above 0.75 indicates that the person has an uncontrolled tendency to be caught up by affective stimulation.

- **Shading determinants (Texture, vista and general diffuse)** Beck suggests that texture response (T) indicates painful affective experience, which is usually related to infantile needs, particularly the erotic needs of the infantile period. The vista response (V, VF and FV) is the shading response based upon dimensionality. It suggests a painful feeling tone in which depression of affect and inferiority feelings are involved. The diffuse shading response (Y, VF and FY) indicates anxiety and withdrawal from the environment or passivity. It also indicates a general withdrawal tendency. Y and YF indicate the experience of an extreme form of withdrawal from the environment leading to a complete inability to respond, whereas FY indicates that the experience is a mild form of passivity.
3. **CONTENTS**
Higher number of animal responses indicates intellectual constriction and stereotypical thinking. A high number of human responses indicates better cognitive development and potential for good human relations. A low number of human responses indicates disturbed human relations. Anatomy responses indicate excess preoccupation with bodily concerns without any physiological illness. Sex and blood responses tend to indicate sexual or aggressive acts. Nature, cloud and botany contents indicate emotional deprivation. Responses such as fire, landscape, household, art, clothing, etc., tend to indicate various kinds of preoccupations causing interference in affective adjustment.

4. **BECK’S POPULAR INDIAN RESPONSE**
   **Card I**
   Bat or butterfly or moth (W)
   Human form (D3 and D4); D3 is usually seen as a woman

   **Card II**
   Two human figures (W)
   Dog or bear (D1)
   Butterfly or moth (D3)

   **Card III**
   Two humans and representations of humans, for example, dolls, statues, caricatures (D1).

   **Card IV**
   Animal skin (W)
   Animals which are massive, furry (W)
   Human foot or shoe (D2)
   Human leg or boot (D6)

   **Card V**
   Bat, butterfly, moth (W)
   Many human leg and many animal legs (D1)
   Chicken leg (D1)

   **Card VI**
   W or D1 as animal hide, pelt, skin or rug (W or D1)

   **Card VII**
   Human heads or faces of women (D1)

   **Card VIII**
   Bears, mice, rat, beavers (D1)
Skeletal form (D3)
Tree/bush (D4)

**Figure IX**
Civil war veterans, clown, dwarf, fireman, ghost, Santa Claus, witch (D3)

**Figure X**
Crab, lobster, spider (D1)
Dog (D2)
Rabbit’s head (D3)

*Scoring of Exner’s System*

The main features, scoring categories and their significance are given below. Readers interested in detailed information about Exner’s system should consult Exner (1974, 2003).

1. **LOCATION**
   Exner has given four types of location, W, D, Dd and S, which are almost like Klopfer’s system.
   
   W: Whole response
   D: Common detail response (frequently identified area of the blot).
   Dd: Detail response (infrequently identified area of the blot).
   S: Space responses (area with white space).

2. **DEVELOPMENTAL QUALITY**
   It refers to the quality of processing involved in perceiving the response.

*Symbols and criteria used for developmental quality*

**Symbols**

+ *(Synthesized response)*: Two or more objects though described separately but connected in some way (card VIII: a fox is going towards forest).

O *(Ordinary response)*: Blot area having features that create a natural form (bat on Card V).

V/+ *(Synthesized response)*: Two or more objects though described separately but connected in some way, though none with a specific form demand (clouds with mist around on Card IX).
V (Vague response): An object without any specific form demands but uses a specific form demand for the response objects (coloured sky during sunset on Card IX).

Determinants
Exner’s determinants are almost like Klopfer and Beck with a little difference in a few of indices, which are described as follows:

- **Form (F):** It is the most common determinant, and is related to intellectual processes. Colour responses often provide an understanding of emotional life. ‘Form colour’ implies more refined control of impulse than ‘colour form’. It is from the relation and balance among determinants that personality can be most readily inferred.

- **Movements:** M, FM and m are like Klopfer’s system.
  i. Human movement (M): It is scored for all types of human activity (active movement such as running, jumping, lifting and passive movement such as thinking, sleeping, looking, etc.). M is also scored for human-like figures or animals or inanimate objects in human activity, such as ‘two bears talking on Card II).
  ii. Animal movement (FM)
  iii. Inanimate movement (m).
  The movement responses are further coded as active or passive.

- **Chromatic colour:** These categories are like Klopfer’s system: C, CF and FC.

- **Achromatic colour (black, white or grey):** These categories are similar to Klopfer’s system except variation in the coding of symbols (C!, C!F, FC!).

- **Shading**
  These categories are different from Klopfer’s system. It has three subcategories, each with three symbols of shading (a) texture (T, TF, FT), (b) depth (V, VF, FV) and (c) diffuse (Y, YF, FY).

  *Shading texture:* Texture (T, TF and FT) is scored when the shading features are used to create a tactile impression (such as furry, soft, rough, smooth, etc.).

  *Shading vista:* Vista symbols (V, VF and FV) are scored when the shading features are used to create the impression of depth or dimensionality (e.g., its aerial view, round shape, etc.) (similar to Beck).

  *Shading diffuse:* Vista symbols (Y, YF, FY) are scored when the shading response is neither texture nor vista (e.g., as light, dark) (similar to Beck).
• **Form dimension:** Form dimension is scored when the impression of depth, distance or dimension is not based on the shading features (e.g., a lady is lying down, on Card V-D). This is a new concept from Exner.

• **Pairs and reflection:** rF or Fr is scored where the person has used the symmetry of the blot to perceive two identical objects (e.g., a fox is seeing its reflection in lake water, on Card VIII D1). This is a new concept from Exner.

**Multiple Determinants—The Blend:** It is scored when the percept has more than one determinant.

3. **FORM QUALITY**

Form quality is scored when the area of the blot is used to conform to the form requirements of the object. This is like F level rating of Klopfer.

4. **CONTENTS**

The scoring of content categories is very simple and except in a few categories it is like Klopfer’s system.

- H: Human
- (H): Mythological or fictional human
- Hd: Human detail
- (Hd): Mythological or fictional human detail
- Hx: Human experience (two aggressive persons looking at each other)
- A: Animal
- (A): Mythological or fictional animal (Shesh Nag or Ganesh Jee in India)
- Ad: Animal detail
- (Ad): Mythological or fictional animal detail
- An: Anatomy (internal anatomy such as kidney, heart, lungs, etc.)
- Art: Art (painting/drawing)
- Bl: Blood
- Bt: Botany (plants)
- Ay: Anthropology (cultural/historical things, e.g., sword of Tipu Sultan)
- Cg: Clothing
- Cl: Clouds
- Ex: Explosion
- Fi: Fire
Fd: Food
Ge: Geography (map)
Hh: Household
Ls: Landscape
Na: Nature (sun, moon, planet, sky, water)
Sc: Science (airplanes, buildings, bridges, cars, etc.)
Sx: Sex
Xy: X-ray

5. **POPULAR RESPONSES**
   The popular responses vary from culture to culture. However, a study on a large sample will help in establishing popular Indian responses. The following popular responses have been reported on the Indian sample.
   Card 1, Bat or butterfly
   Card 2, D1: Bear, dog, elephant or lamb head or whole animal
   Card 3, D1/D9: Human figure
   Card 4, W/D7: Human or human-like figure
   Card 5, W: Bat or butterfly
   Card 6, W/D1: Animal skin, hide, pelt or rug
   Card 7, D9, D1, D: Human head or face
   Card 8, D1: Animal figure
   Card 9, D3: Human or human-like figures
   Card 10, D1: Spider or crab

6. **ORGANIZATIONAL ACTIVITY**
   This is a new concept from Exner. Organizational activity is scored by Z and provides information to the extent the person tends to organize the response. AZ score is assigned to any response that includes form, and meets at least one of the following criteria:
   ZW: Score ZW to a whole response with coding of +, o, or v/+.
   ZA: (Adjacent detail) is scored when two or more separate objects are identified in adjacent detail areas of the blot in a meaningful relation.
   ZD: (Distant detail) is scored when two or more separate objects are identified in non-adjacent detail of the blot in a meaningful relation.
   ZS: It is scored when response with white space is integrated with other areas.
7. **SPECIAL SCORES**

This is a new concept from Exner. Special scores have lots of clinical significance and serve as diagnostic indicators. He has assigned 15 special scores as follows:

- Unusual verbalization (6)
- Perseveration (1)
- Special features of content (4)
- Differentiate human representation (2)
- Personalized answers (1) and
- Special colour phenomenon (1)

**Unusual Verbalizations**

Unusual verbalizations are important in the assessment of cognitive activity, particularly while assessing cognitive dysfunction. This is also called as cognitive slippage and is indicated in the following ways:

i. **Deviant verbalizations (DV, DR):** Use of inappropriate word (neologism and redundancy).

ii. **Inappropriate combinations (INCOM, FABCOM and CONTAM)—A:** When the subject perceives unreal feature such as ‘a man with the head of a cow’. Sometime, such responses are also considered mythological and perceived by the people in Indian culture, for example, ‘GOKARNA’ story in Bhagawat Maha Puran.

iii. **Inappropriate Logic (ALOG)**

(One) **Perseveration (PSV):** also bring the line up... keep the style uniform

Perseveration is scored when almost identical response is given to too many cards.

(Four) **Special Features of Content:** also bring the line up (This is a new concept and different from Klopfer and Beck.) The responses indicate cognitive features or project the image of self. These are identified by four special scores:

i. **Abstract content (Ab):** Responses with clear symbolic representation (indicating human emotion, like loving heart).

ii. **Aggressive movement (AG):** Responses with aggressive symbols, for example, two fighting bulls.

iii. **Cooperative movement (COP):** Movement responses indicating positive or cooperative interaction like ‘two ladies performing a dance together’.

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iv. *Morbid content (MOR):* MOR is scored when a response/object is identified by two different characteristics—identification of the object as dead, destroyed or broken and another identified by the characteristic such as an unhappy person or a depressed person.

- **(Two) Differentiate human representation:** also bring the line up
  (This is a new concept and different from Klopfer and Beck.)
  i. Good human response (GHR) and
  ii. Poor human response (PHR)
- **(One) Personalized Answers:** also bring the line up
  (This is a new concept and different from Klopfer and Beck.)
  Responses indicated in personalized manner such as ‘I, me or we’ like ‘I see them all the time in the backyard’.
- **(One) Special colour phenomena:** (This is a new concept and different from Klopfer and Beck).

8. **COLOUR PROJECTION (CP)**
   This is scored when the subject identifies achromatic blot area as coloured blot.

9. **STRUCTURAL SUMMARY**
   After the scoring of responses for location, determinants, content, popular and special scores, arrange these into quantitative formulas and categorize into core section, ideation section, affect section, mediation, processing, interpersonal, self-perception and special indices.

**Core section** (Mixed like Klopfer and Beck’s signs):

1. Lambda (L)

\[
L = \frac{F(\text{All responses having only pure F determinants})}{R-F(\text{total R minus pure form response})}
\]

2. Experience balance (EB): Relationship between human movement and weighted sum C:

\[
EB: W \text{ sum } C = (0.5) \times FC + (1.0) \times CF + (1.5) Xc
\]
3. Experience actual (EA): Sum of human movement + weighted sum chromatic colour
4. Experience base (eb): The ratio compares (FM + m) with sum of shading and achromatic colour.

   eb: sum FM + m: Sum C' + Sum T + Sum Y + Sum V

5. Experiences stimulation (es): It is scored by adding two sides of the experience base ratio:

   es: sum FM + m + Sum C' + Sum T + Sum Y + Sum V

7. Adjusted es (Adj/D): All but 1 m and 1 Y are subtracted from es:
8. Adjusted D scores (Adj/D): It is calculated by subtracting Adj es from EA (EA – Adj es).

**Ideation section** (Newer concept different from Klopfer and Beck):

1. Active: passive ratio (a: p): is calculated by adding the total number of active movement and comparing with total number of passive movements.

   Ma + FMa + ma: Mp + FMp + mp

2. M active: passive ratio: Ratio of active or passive movement to human movement.
3. The intellectualization index: is calculated by multiplying the total number of abstract (AB) responses by 2 and adding the sum of Art and Ay responses (2AB + [Art + Ay]).

**Affect section** (like Klopfer):

1. Form-Colour Ratio: FC: CF + C
2. Affective ratio: (Afr)

   \[
   Afr = \frac{\text{Total number of R to Card VIII + IX + X}}{\text{Total R in Card I + II + III + IV + V + VI + VII}}
   \]

**Mediation section** (Newer concept different from Klopfer and Beck):
1. From appropriate extended (XA + %)

\[ XA + \% = \frac{\text{Sum of responses that have FQ coding of } +, o, u}{R} \]

2. From appropriate-common areas: (WDA%)

\[ \text{WDA}\% = \frac{\text{Sum of responses that have FQ coding of } +, o, u}{\text{Sum of } W + D} \]

3. Distorted form quality (X – %)

\[ X - \% = \frac{\text{Sum of FQ}}{R} \]

4. Conventional form (F + %):

\[ F + \% = \frac{\text{Sum FQx + o}}{R} \]

**Processing section** (New concept different from Klopfer and Beck, except aspirational ratio W: M):

1. Economy index: W: D: Dd
2. Aspirational ratio: W: M

**The interpersonal section** (New concept different from Klopfer and Beck):

1. Interpersonal interest (H): H + (H) + Hd + (Hd)
2. Isolation index:

\[ \text{Isolation index} = \frac{Bt + 2Cl + Ge + Ls + 2Na}{R} \]

**Self-perception section** (New concept, different from Klopfer and Beck):

This section includes: 1: sum of Fr + Rf
1. Total number of FD (form dimension)
2. Total number of MORBID responses
3. Sum of An + X + Xy
4. Sum of V (Vista)
5. H + (H) + Hd + (Hd)

\[
\text{Egocentricity index} = \frac{3 \times (Fr + Rf) + \text{sum (2 pair responses)}}{R}
\]