Neurologic Disorders

- 0.0 = Normal neurologic exam (all grade 0 in functional status [FS])
- 1.0 = No disability, minimal signs in one FS (i.e., grade 1)
- 1.5 = No disability, minimal signs in more than one FS (more than one grade 1)
- 2.0 = Minimal disability in one FS (one FS grade 2, others 0 or 1)
- 2.5 = Minimal disability in two FS (two FS grade 2, others 0 or 1)
- 3.0 = Moderate disability in one FS (one FS grade 3, others 0 or 1) or mild disability in three or four FS (three/four FS grade 2, others 0 or 1) although fully ambulatory
- 3.5 = Fully ambulatory but with moderate disability in one FS (one grade 3) and one or two FS grade 2; or two FS grade 3; or five FS grade 2 (others 0 or 1)
- 4.0 = Ambulatory without aid or rest for ~500 m
- 4.5 = Ambulatory without aid or rest for ~300 m
- 5.0 = Ambulatory without aid or rest for ~200 m
- 5.5 = Ambulatory without aid or rest for ~100 m

- 6.0 = Unilateral assistance required to walk about 100 m with or without resting
- 6.5 = Constant bilateral assistance required to walk about 20 m without resting
- 7.0 = Unable to walk beyond about 5 m even with aid; essentially restricted to wheelchair; wheels self and transfers alone
- 7.5 = Unable to take more than a few steps; restricted to wheelchair; may need aid to transfer
- 8.0 = Essentially restricted to bed or chair or perambulated in wheelchair, but out of bed most of day; retains many self-care functions; generally has effective use of arms
- 8.5 = Essentially restricted to bed much of the day; has some effective use of arm(s): retains some self-care functions
- 9.0 = Helpless bed patient; can communicate and eat
- 9.5 = Totally helpless bed patient; unable to communicate or eat
- 10.0 = Death due to MS

#### **Functional Status (FS) Score**

# A. Pyramidal functions

- 0 = Normal
- 1 = Abnormal signs without disability
- 2 = Minimal disability
- 3 = Mild or moderate paraparesis or hemiparesis, or severe monoparesis
- 4 = Marked paraparesis or hemiparesis, moderate quadriparesis, or monoplegia
- 5 = Paraplegia, hemiplegia, or marked quadriparesis
- 6 = Quadriplegia

#### **B.** Cerebellar functions

- 0 = Normal
- 1 = Abnormal signs without disability
- 2 = Mild ataxia
- 3 = Moderate truncal or limb ataxia
- 4 = Severe ataxia all limbs
- 5 = Unable to perform coordinated movements due to ataxia

# C. Brainstem functions

- 0 = Normal
- 1 = Signs only
- 2 = Moderate nystagmus or other mild disability
- 3 = Severe nystagmus, marked extraocular weakness, or moderate disability of other cranial nerves
- 4 = Marked dysarthria or other marked disability
- 5 = Inability to swallow or speak

# D. Sensory functions

- 0 = Normal
- 1 = Vibration or figure-writing decrease only, in 1 or 2 limbs
- 2 = Mild decrease in touch or pain or position sense, and/or moderate decrease in vibration in 1 or 2 limbs, or vibratory decrease alone in 3 or 4 limbs
- 3 = Moderate decrease in touch or pain or position sense, and/or essentially lost vibration in 1 or 2 limbs, or mild decrease in touch or pain, and/or moderate decrease in all proprioceptive tests in 3 or 4 limbs

- 4 = Marked decrease in touch or pain or loss of proprioception, alone or combined, in 1 or 2 limbs or moderate decrease in touch or pain and/or severe proprioceptive decrease in more than 2 limbs
- 5 = Loss (essentially) of sensation in 1 or 2 limbs or moderate decrease in touch or pain and/or loss of proprioception for most of the body below the head
- 6 = Sensation essentially lost below the head

### E. Bowel and bladder functions

- 0 = Normal
- 1 = Mild urinary hesitancy, urgency, or retention
- 2 = Moderate hesitancy, urgency, retention of bowel or bladder, or rare urinary
- 3 = Frequent urinary incontinence
- 4 = In need of almost constant catheterization
- 5 = Loss of bladder function
- 6 = Loss of bowel and bladder function

#### F. Visual (or optic) functions

- 0 = Normal
- 1 = Scotoma with visual acuity (corrected) better than 20/30
- 2 = Worse eye with scotoma with maximal visual acuity (corrected) of 20/30 to
- 3 = Worse eye with large scotoma, or moderate decrease in fields, but with maximal visual acuity (corrected) of 20/60 to 20/99
- 4 = Worse eye with marked decrease of fields and maximal acuity (corrected) of 20/100 to 20/200; grade 3 plus maximal acuity of better eye of 20/60 or less
- 5 = Worse eye with maximal visual acuity (corrected) less than 20/200; grade 4 plus maximal acuity of better eye of 20/60 or less
- 6 = Grade 5 plus maximal visual acuity of better eye of 20/60 or less

### G. Cerebral (or mental) functions

- 0 = Normal
- 1 = Mood alteration only (does not affect EDSS score)
- 2 = Mild decrease in mentation
- 3 = Moderate decrease in mentation
- 4 = Marked decrease in mentation
- 5 = Chronic brain syndrome—severe or incompetent

Source: Adapted from JF Kurtzke: Rating neurologic impairment in multiple sclerosis: An expanded disability status scale (EDSS). Neurology 33:1444, 1983.

Approximately 2–10% of IFN-β-1a (Avonex) recipients, 15–25% of IFN-β-1a (Rebif) recipients, and 30–40% of IFN-β-1b (Betaseron/ Extavia) recipients develop neutralizing antibodies to IFN-β, which may disappear over time. Two very large randomized trials (one with >2000 patients) provide unequivocal evidence that neutralizing antibodies reduce efficacy as determined by several MRI outcomes. Paradoxically, however, these same trials, despite abundant statistical power, failed to demonstrate any concomitant impact on the clinical outcomes of disability and relapse rate. The reason for this clinical-radiologic dissociation is unresolved. For a patient doing well on therapy, the presence of antibodies should not affect treatment. Conversely, for a patient doing poorly on therapy, alternative treatment should be considered, even if there are no detectable antibodies.

Glatiramer Acetate Glatiramer acetate is a synthetic, random polypeptide composed of four amino acids (L-glutamic acid, L-lysine, L-alanine, and L-tyrosine). Its mechanism of action may include (1) induction of antigen-specific suppressor T cells; (2) binding to MHC molecules, thereby displacing bound MBP; or (3) altering