

VIDEO SWALLOW STUDY

Date: _____ Tech: _____		Pt name (fill in or use sticker): _____		
Indication: _____		MRN: _____ DOB: _____		
Barium	Head in Neutral	Strategy Chin Tuck	Strategy Head Turn: L R	Strategy _____
Thin <input type="radio"/> Not given	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue
Mildly Thick (Nectar) <input type="radio"/> Not given	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue
Moderately Thick (Honey) <input type="radio"/> Not given	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue
Extremely Thick (Pudding) <input type="radio"/> Not given	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue
Graham Cracker <input type="radio"/> Not given	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue	<input type="radio"/> Normal <input type="radio"/> Penetration <input type="radio"/> Flash <input type="radio"/> Deep <input type="radio"/> Asp (silent) <input type="radio"/> Asp (cough) <input type="radio"/> Pooling <input type="radio"/> Residue

***If penetration is checked = not otherwise specified penetration or more detailed flash or deep penetration may be checked.*

Comments: