



International Rorschach Institute

CHESSSS 1

How is it used?

Handbook



Free Open-Source Software for the Rorschach CS

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INTRODUCTION

CHESSSS (Fontan et al. 2013) is an open-source project that has been developed for the Rorschach community for the scoring and processing data from the Rorschach Comprehensive System Test (J.E. Exner), and Supplementary Scales.

CHESSSS has been developed by members of the Comprehensive Rorschach System International Association (CSIRA) ([link to CSIRA home page](#)).

<http://www.chessss.org/>

Use this reference for citations related to CHESSSS:

Fontan, P., Andronikof, A., Nicodemo, D., Al Nyssani, L., Guilheri, J., Hansen, K. G., . . . Nakamura, N. (2013). CHESSSS: A free software solution to score and compute the Rorschach Comprehensive System and Supplementary Scales. *Rorschachiana*, 34(1), 56-82. doi: 10.1027/1192-5604/a000040.

REQUIREMENTS FOR USING CHESSSS:

For CHESSSS to work properly you need at least Excel 2007 or higher and a screen resolution of 1024 x 768.

The CHESSSS package is a ZIP file, if it cannot be opened, you must download 7-zip. Make sure to unzip the CHESSSS package before using it.

Note for MAC users:

CHESSSS is partially compatible with Microsoft Office for Mac. It will be possible to obtain the Structural Summary and use it in clinical practice. However, Office for Mac is slightly different from Microsoft Office, and it is not possible to save protocols in the original CHESSSS format (CHESSS files) using Office for Mac. It means that the entire CHESSSS application is stored in each protocol saved with Office for Mac. Therefore, it is not possible to use the advanced functions of CHESSSS (Kappa and databases),

WHAT IS CHESSSSSS?

CHESSSS is an Excel application that allows the user to:

- Code the Rorschach CS and edit the Enhanced Structural Summary.
- Code and compute supplementary scales: Mutuality of Autonomy, Aggressive Content, the Rorschach Oral Dependency, the Ego Impairment Index-2, the R-PAS scales (TP-Comp, V-Comp, SC-Comp, Complexity).
- Double code a protocol and compare between coding and double coding.
- Compute Kappa Interrater coefficients for a set of protocols
- Create a database for a set of protocols.
- Edit Descriptive Statistics.
- Edit Formal Quality and Frequency tables.

This solution facilitates the management of Rorschach data in a standard format in a simple and efficient way. Data can be easily shared for collaborative projects.

See below images of these formats.

Enhanced Structural Summary

Compare two codings for the same protocol

Card	N*	Loc	D	N*	Determinant	FQ (2)	Contents	P	Z	Special Scores	GHR	PHR
I	1	WS	o	Ma	o	(Hd)	ZS				GHR	
	2	WS	o	F	o	Ad	ZS					
II	3	W	+	Ma	o	2 H	ZW	xxx			GHR	
	4	D	o	2 F	o	2 xxx						
III	5	D	+	9 Mp	o	2 H	P	ZD			GHR	
	6	WS	o	FC	-	(Hd)	ZW				PHR	
IV	7	W	o	FD	o	(H)	P	ZW			GHR	
	8	W	o	F	o	Bt	ZW					
V	9	W	o	F	o	A	P	ZW				
	10	W	o	F	o	A	P	ZW	PSV XXX			
VI	11	D	o	3 F	o	Ay			xxx			
	12	W	o	F	u	Bt	ZW					
	13	D	o	1 F	o	Ad	P					
VII	14	D	+	2 xxx	o	2 (H),xxx	P	ZD			GHR	
	15	W	o	F	-	Ad	ZW	xxx				
VIII	16	D	o	1 FMa	o	2 A	P	AG			PHR	
IX	17	DdS	o	99 F	-	(Hd)	ZS				PHR	
	18	DdS	o	99 Mp,xxx	-	(Hd),xxx	ZS				PHR	
X	19	DdS	o	99 F	-	Hd					PHR	
	20	D	o	11 F	-	Hd					PHR	
	21	Dd	o	99 F	-	(Hd)					PHR	
	22	D	o	99 CF	u	2 Bt						

Search for Formal Quality items

CHESSES - User (en fr) 1.16 [Lecture seule] - Microsoft Excel

CHESSES

Multiple Windows display modes | Single Window | Summary | Load Protocol Files | Save Protocol Files | New Protocol | Add Schema Block PDF | Add Protocol PDF | Print | Copy Kappa data | Copy Dbase data Export Data

FQI	Card	Loc	<V	Item	Cont	FQ
	1	W			=(H)	
R	Auto Filter		Langage:		Filter	
1	English					
FQI	Card	Loc	<V	Item	Cont	FQ
10	1	W		Angel	(H)	o
11	1	W		Angels (2 with D4 another object)	(H)	o
96	1	W		Demon (In cape or with wings)	(H)	u
103	1	W		Dracula	(H)	u
114	1	W		Elves	(H)	-
198	1	W	v	Monster	(H)	u
224	1	W		Robot	(H)	u
267	1	W		Witches (2 or 3)	(H)	o
268	1	W		Woman (Winged or caped)	(H)	o

Prêt 9 enregistrement(s) trouvé(s) sur 5128

90 %

How to use CHESSSS?

By Dr. Simona Lucchese

CHESSSS is an Excel file that allows you to obtain the **Structural Summary** automatically, by manually entering the Rorschach protocol.

When you open the program, you will find several icons at the top of the sheet:



Click on the third icon in the second block - "**New Protocol**"- to activate the program and enter the data. See video tutorials for the other icons.



This Excel file consists of 15 sheets, but not all of them should be used:



The first sheet is called "**ID**" and inside it you can enter the patient's or client's personal data.

To open the page click on the file ID:



When opened, the page looks like this:

In the box at the top left, enter the protocol identification code, subject's name, sex (by inserting an **F** or an **M**), age, date of birth and nationality. The cell corresponding to the age is red because of all the data, these are the only data that must be specified. The others are optional.

Identification	
Prot ID.	<input type="text"/>
Name	<input type="text"/>
Sex	<input type="text"/>
Age	<input type="text"/>
date of birth	<input type="text"/>
Nationality	<input type="text"/>

On this sheet you can add other information about the patient, such as occupation, marital status and education. In addition, in the boxes below you can enter the date the test was administered, the name of the examiner and, if the subject is a psychiatric patient, you can write the diagnostic category to which he or she belongs. To the right is a blank space for any notes from the examiner.

Identification	Social informations	Notes, Remarks
Prot ID.	Occupation	
Name	Marital status <input type="text"/>	
Sex	Years of educ.	
Age	SES	
date of birth	Ethnicity	
Nationality		
Test Informations	Psy. Informations	
Test Date:	Psychiatric group:	
Examiner		
Scoring:		
2xScoring:		
File informations		
Schema B. PDF		Link to Schema Block
Protocol PDF		Link to Protocol
File name		
Location		

However, all of this information is optional, except for the space related to the subject's age.

The second sheet is called "**Verb**" (transcription of the answers or text of the answers):

Texto de las Respuestas

ID	Verb	Code	2xCode	Compare	UP	Summary	Sup Scales	...	+	⌵
-----------	-------------	------	--------	---------	----	---------	------------	-----	---	---

The page opens and looks like this:

Pl	n°	Response	Inquiry

In the first column write the number of the Card, in the second column the response number, in the third column the verbatim response and in the last column the Inquiry.

LAM	N°	RESPUESTA	ENCUESTA

N° de lámina en números romanos
 N° de Respuesta en números arábigos
 Texto de la Respuesta
 Texto de la Encuesta

The following may be an example:

LAM	N°	RESPUESTA	ENCUESTA
I	1	un murciélago	El murciélago que vuela con las alas abiertas
	2	Una hoja seca ligeramente mojada	A veces es posible encontrar una hoja seca en un terreno ligeramente húmedo, es decir, se desintegra, no está intacta.
	3	Podría ser una tapa en el medio, una tapa de una vinagrera	Sí, está hecho en forma de tapa.

Once the answers have been transcribed, if you notice that you have made a mistake in the transcription, click on "view" in the top bar and mark the "formula bar" to correct it. At this point, you can correct the content by placing the cursor on the bar that has just appeared.

The inclusion of the text of the answers on this sheet is completely optional.

The key to obtaining the Structural Summary is the specification of the complete coding of the answers. It can be written on the third sheet called "**Code**" (Coding Sequence).

Ingreso de Códigos - Secuencia de Codificación



On this page you must enter all the data necessary for accurate and complete coding for each response provided by the patient.

Card	N°	Loc & DQ	Loc N°	Determinants	FQ (2)	Contents	P	Z	Special Scores	GHR	Z =	DET	CONT	Z	SpSc	MOA	ROD	Agressive Content	FQ11	FQ12	FQ13	FQ14	FQ15	GPF	GNF
------	----	----------	--------	--------------	--------	----------	---	---	----------------	-----	-----	-----	------	---	------	-----	-----	-------------------	------	------	------	------	------	-----	-----



As on the previous page, in the first column, write the Roman number of the corresponding Card. As soon as you write, the following symbols will appear on the same line:

Card	N°	Loc & DQ	Loc N°	Determinants	FQ (2)	Contents	P	Z	Special Scores	GHR	Z =	DET	CONT	Z	SpSc	MOA	ROD	Agressive Content	FQ11	FQ12	FQ13	FQ14	FQ15	GPF	GNF
I												⊗	⊗	⊗	⊕										

The red ⊗ indicates that some parts of the coding are missing. The first ⊗ refers to the Determinants, the second to the Contents and the third to the Z-score. In addition, a green cross ⊕ also appears, indicating the correct insertion of the Special Codes. At this first moment, the check appears because it is possible that the answers do not have any Special Code, but it can become a red ⊗ if a invalid special code is then inserted.

In the second column the answer number should be written; in the third column the Location and the Developmental Quality together. Therefore, the possibilities are the following:



W +, Wo, Wo, Wv, Wv/+,
D+, Do, Dv, Dv, Dv/+,
Dd+, Ddo, Ddv, Ddv/+,
WS+, WSo, Wsv, Wsv/+,
DS +, DSo , Dsv, Dsv, Dsv/+,
DdS+, DdSo, Ddsv, Ddsv/+.

It is important to make sure that you have written the codes correctly. If the Developmental Quality is Ordinary or Vague, the red  appears in relation to the **Z-score** but the score is automatically converted to a Z-mark green check  because the response has no information to attribute such a score.

In the third column, type the Location number (if by mistake, you type a letter instead of a number, the program reports the error).

The determinants should be written in the next column. The alternatives are these: **F, Ma, Mp, Ma-p, FMa, FMp, FMa-p, m'a, m'p, m'a-p, C, FC, CF, C ', FC', C 'F, Y, FY, YF, T, FT, TF, V, FV, VF, FD, Fr, rF, Cn.**

Inanimate movement must be written with the apostrophe! Also, in this case it is important that the determinants are written with the exact coding. In addition, all combinations of **Blends** - several determinants in the same answer - that have been written before are possible. The components of the **Blends** are separated by a dot and no spaces should be entered (e.g., **FMa.FC**). Sometimes, the program automatically transforms **Animal Movement** into "Fm" instead of writing them correctly, i.e., **FM**. This must be a program error but can be easily overcome by making the correction again in the formula bar.



If the determinants are spelled correctly, the corresponding red  becomes a green check . However, be careful, because unlike the RIAP program that warns if rare codes are inserted, CHESSSS accepts, for example, **F.Ma** coding even if it is very rare.

The next column is the one related to Formal Quality. In this case, when you click on the cell to be filled in, a "drop-down menu" appears with the 5 possible alternatives: **+**, **o**, **u**, **-**, **no**.

If you try to type the **Form Quality** without pressing the buttons, sometimes the program gives error, therefore, for safety, it is better to use the multiple choice drop-down menu.

If the answer is a **Pair**, type a **2** in the next column; otherwise, leave it blank. If a number other than **2** is typed in that cell or another CHESSSS symbol, an error occurs.



The contents should be written using a comma as a separator (without space).

(e.g., **H,Cg**). Only if they are spelled correctly will the red  turn into a green cross  .

If the answer is **Popular**, write a capital **P** in the next column, otherwise leave it blank.

In the column dedicated to the **Z-Score**, the numerical value of the score should not be written but the type of **Z-Score** (**ZW**, **ZA**, **ZD**, **ZS**). The program automatically records the **Z** value in this column:

Card	N°	Loc & DQ	Loc N°	Determinants	FQ (2)	Contents	P	Z	Special Scores	GHR	Z =	DEF	CONT	Z	SpSc	MOA	ROD	Agressive Content	FQ1	FQ2	FQ3	FQ4	FQ5	GPF	GME
I	1	Wo		FMp	o	A	P	ZW				1							21						
	2	Wo		F	-	A		ZW				1							242						
	3	Wo		F	u	A	P	ZW				1							52						
II	4	Wo		F	-	A		ZW				4.5							662						
	5	Do	2	F	-	Ad																			

If you type **ZW** when the location is not **W** or when the **DQ** is **v**, the following appears: a red  in the **Z** column. Similarly, if you type **ZS** when the location does not include the white Space or if you enter a **ZA** or a **ZD** when the **DQ** is **o** or **v**, the program signals the error through the red  . Always verify that the number of the Card is correct because the value of the **Z-score** that CHESSSS calculates automatically varies according to the Card.

Possible Special Codes are: **DV, DV2, DR, DR2, INC2, FAB, FAB2, ALOG, CON, AB, AG, COP, CP, MOR, PER, PSV.**

To write several special codes in the same answer, you must separate them with a space (e.g., **DV COP**). We must be careful because the program does not give suggestions for the inclusion of Special Codes.

Special **GHR** and **PHR** codes are automatically calculated and appear in this column:

See example:

Card	N°	Loc & DQ	Loc N°	Determinants	FQ (2)	Contents	P	Z	Special Scores	GHR	Z =	DET	CONT	Z	SpSc	MDA	ROD	Agressive Content	FQ11	FQ12	FQ13	FQ14	FQ15	GPF	GNF
I	1	WSo	1	F	o	Ad		ZS		3,5		✓	✓	✓	✓										
	2	Wo	1	Mp.FD	o	(H)		ZW		GHR 1		✓	✓	✓	✓									6	0
II	3	DS+	5	m'a.FC.FC'	o	Sc,Ls,Fi		ZS		4,5		✓	✓	✓	✓										
	4	Do	1	F	o	2 Ad						✓	✓	✓	✓										
III	5	DS+	1	Fr	o	H,Na	P	ZS	DV	GHR 4,5		✓	✓	✓	✓									4	2
	6	Do	3	FC	o	Cg						✓	✓	✓	✓										
IV	7	W+	1	m'p.FD.FT	o	(A),Hh		ZA	DV,MOR	4		✓	✓	✓	✓										
	8	Ddo	99	FY'	u	Bt						✓	✓	✓	✓										
V	9	Wo	1	F	o	A		ZW		1		✓	✓	✓	✓										
	10	Wo	1	F	o	Ge		ZW		1		✓	✓	✓	✓										
VI	11	Wo	1	F	o	Sc		ZW	MOR	2,5		✓	✓	✓	✓										
	12	Wo	1	F	o	A		ZW	MOR	2,5		✓	✓	✓	✓										
VII	13	W+	1	Fr	o	H,Hh	P	ZW	DV	GHR 2,5		✓	✓	✓	✓									5	1
	14	DSo	7	F	o	Bt						✓	✓	✓	✓										
VIII	15	D+	1	Ma	o	2 A	P	ZA	FAB,DV,COP	GHR 3		✓	✓	✓	✓										
	16	Do	2	F	u	Ad			DV			✓	✓	✓	✓										
IX	17	Ddo	99	FV	-	(Ad)						✓	✓	✓	✓									5	1
	18	Ddo	21	F	o	Hd				PHR		✓	✓	✓	✓										
X	19	W+	1	C'F.CF.FD	o	Sc,Ex,Bt		ZW		5,5		✓	✓	✓	✓										
	20	WS+	1	Ma.m'a.FC	-	H,Ex,Cg,Sx		ZW		PHR 5,5		✓	✓	✓	✓									5	3

Before continuing with the interpretation, it is a good idea to verify that there are no red marks but only green checks because this is the only way to make sure that you have entered the codes correctly in the Coding Sequence.

On the next page "**2xCode**" you can enter the codes again to verify the entry of the codes.

Segunda Codificación



The third " the **Compare**" page compares two coding entries in the Code and 2xCode sheets.

CHESSES - User (en fr) 1.16 [Lecture seule] - Microsoft Excel

CHESSES

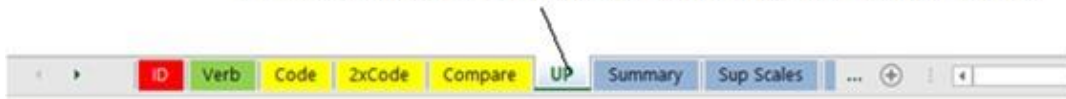
Multiple Windows display modes | Single Window | Summary | Load Protocol Files | Save Protocol Files | New Protocol | Add Schema Block PDF | Add Protocol PDF | Print | Copy Kappa data | Copy Dbase data Export Data

Card	N°	Loc	D	N°	Determinant	FQ (2)	Contents	P	Z	Special Scores	GHR	PHR
I	1	WS	o	Ma	o	(Hd)		ZS			GHR	
	2	WS	o	F	o	Ad		ZS				
II	3	W	+	Ma	o	2 H		ZW		XXX	GHR	
	4	D	o	2 F	o	2 XXX						
III	5	D	+	9 Mp	o	2 H		P	ZD		GHR	
	6	WS	o	FC	-	(Hd)			ZW			PHR
IV	7	W	o	FD	o	(H)		P	ZW		GHR	
	8	W	o	F	o	Bt			ZW			
V	9	W	o	F	o	A		P	ZW			
	10	W	o	F	o	A		P	ZW	PSV XXX		
VI	11	D	o	3 F	o	Ay				XXX		
	12	W	o	F	u	Bt			ZW			
VII	13	D	o	1 F	o	Ad		P				
	14	D	+	2 XXX	o	2 (H),XXX		P	ZD		GHR	
VIII	15	W	o	F	-	Ad			ZW	XXX		
	16	D	o	1 FMa	o	2 A		P		AG		PHR
IX	17	DdS	o	99 F	-	(Hd)			ZS			PHR
	18	DdS	o	99 Mp,XXX	-	(Hd),XXX			ZS			PHR
X	19	DdS	o	99 F	-	Hd						PHR
	20	D	o	11 F	-	Hd						PHR
XI	21	Dd	o	99 F	-	(Hd)						PHR
	22	D	o	99 CF	u	2 Bt						

Prêt Calculer 100%

Page six "*Up*" shows the frequency of the codes. The processing is similar to the top of the RIAP Structural Summary.

Frecuencia de los códigos. Parte superior del Sumario



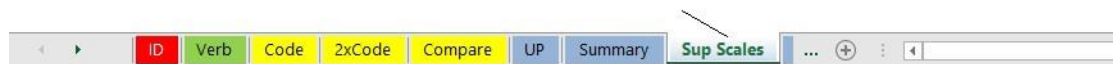
Page seven, "**Summary**", shows the Structural Summary.

Sumario Estructural



Page eight, "**Sup Scales**", corresponds to the report of the supplementary codes (MOA, Aggressive Contents, ROD, R-PAS).

Escalas Complementarias



The FQ (Formal Quality) Tables can be found on page 10.

Tablas de la Calidad Formal



And they look like this:

QI	Card	Loc	<V	Item	Cont	FQ
	1	W		a		
R	Auto Filter		Language:	Filter		
1			English			
QI	Card	Loc	<V	Item	Cont	FQ
1	1	W		Abacus	Sc	-
2	1	W		Abalone	A	-
3	1	W		Abdomen	An	-
4	1	W		Abstract	Art	u
5	1	W		Airplane (Top view)	Sc	u
6	1	W		Airplane (Front view)	Sc	-
7	1	W		Albacore	A	-
8	1	W		Amoeba	A	u
9	1	W		Anchor	Sc	-
10	1	W		Angel	(H)	o
11	1	W		Angels (2 with D4 another object)	(H)	o
12	1	W		Animal (Not winged)	A	-
13	1	W		Animal (Winged but unspecified)	A	u
14	1	W		Ant	A	-
15	1	W		Anteater	A	-
16	1	W		Art (Abstract)	Art	u
17	1	W	v	Astrodome	Sc	u
18	1	W		Australia	Ge	-

A

CHESSSS REPORTS

To facilitate the learning of the interpretation of the Structural Summary protocol in the graphical form -which is characteristic of CHESSSS- an example protocol is provided (EC). After inserting the EC codes in the Excel file - Coding Sequence - the result is as follows:

CHESSSS CODING SEQUENCE

Card	N°	Loc & DQ	Loc N°	Determinants	FQ (2)	Contents	P	Z	Special Scores	GHR	Z =	DET	CONT	Z	SpSc	MOA	ROD	Agressive Content	FQ11	FQ12	FQ13	FQ14	FQ15	GPF	GNF
I	1	Wo	1	FMp	o	A		ZW	DV		1	✓	✓	✓	✓										
	2	Ddo	99	F	u	An						✓	✓	✓	✓										
	3	DdSo	99	Mp	u	(Hd),Hx		ZS		GHR	3,5	✓	✓	✓	✓									3	3
II	4	DSo	6	Mp.C'F	-	(Hd)		ZS		PHR	4,5	✓	✓	✓	✓									3	4
	5	DSo	5	F	u	Hh						✓	✓	✓	✓										
III	6	D+	1	Mp	o	2 H,Id	P	ZA		GHR	3	✓	✓	✓	✓									7	0
IV	7	W+	1	Mp.C'F	o	(H),Id	P	ZA		GHR	4	✓	✓	✓	✓									5	1
V	8	Wo	1	FMa	o	A	P	ZW			1	✓	✓	✓	✓										
VI	9	Wo	1	F	o	Ad	P	ZW			2,5	✓	✓	✓	✓										
	10	Do	5	F	u	Ad			PER			✓	✓	✓	✓										
VII	11	Do	5	F	u	Ad			PSV			✓	✓	✓	✓										
	12	W+	1	F	o	2 Art,A	P	ZW			4,5	✓	✓	✓	✓										
IX	13	Wv	1	C	no	2 Id						✓	✓	✓	✓										
	14	WSv	1	C	no	Art						✓	✓	✓	✓										
X	15	Dv	1	C	no	2 Id						✓	✓	✓	✓										
	16	DdSo	99	FC	-	(Hd)				PHR		✓	✓	✓	✓									5	2

When using CHESSSS, the table summarizing the response locations for each Cards (Approach Summary) appears within the sheet called "**UP**" (Code Frequency - Upper Part of the Structural Summary).

CHESSSS Summary of Approach

Approche		Processing Step3 (Loc seq)	
		incoherent W	Incoherent Dd
I	W.Dd.DdS	0	0
II	Dd.DdS	0	0
III	D	0	0
IV	W	0	0
V	W	0	0
VI	W	0	0
VII	D.D	0	0
VIII	W	0	0
IX	W.WS	0	0
X	D.DdS	0	0
(ILI) Incoherent Loc Index (total)			0

As can be seen, in this table we can easily obtain additional information: the program automatically calculates the inconsistent locations, i.e., the frequency of **W** responses given after giving at least one Detail response within the same slide (e.g., I: **W, D, D, W**) or the frequency of **Dd** responses before other **D** or **W** responses to the same slide (e.g., II: **W, Dd, D, Dd, Dd**).

In this case there is no inconsistent location, in fact, the total (0) can be read at the bottom of the table.

The left side of the box is red for Card II and III, while it is blue in the pastel-colored Cards. In this way, we can easily relate the incoherent responses to the type of stimulus that prompted them (step 3 of the processing cluster).

In CHESSSS, the Upper Part of the Structural Summary can be found near the location table on the "UP" sheet.

The pink box contains the data **R** (number of responses), **P** (number of popular responses) and Age (the age that was compulsorily added to the "ID" sheet).

CHESSSS Structural Summary

Upper Part

<table border="1"> <thead> <tr><th colspan="2">Localisations Codes</th></tr> </thead> <tbody> <tr><td>Zf =</td><td>8</td></tr> <tr><td>Zsum =</td><td>24</td></tr> <tr><td>Zest =</td><td>24</td></tr> <tr><td>W =</td><td>7</td></tr> <tr><td>D =</td><td>6</td></tr> <tr><td>Dd =</td><td>3</td></tr> <tr><td>S =</td><td>5</td></tr> </tbody> </table> <table border="1"> <thead> <tr><th colspan="2">Developmental Quality</th></tr> </thead> <tbody> <tr><td>+ =</td><td>3</td></tr> <tr><td>o =</td><td>10</td></tr> <tr><td>v/+ =</td><td>0</td></tr> <tr><td>v =</td><td>3</td></tr> </tbody> </table> <table border="1"> <thead> <tr><th colspan="4">Formal Quality</th></tr> <tr><th></th><th>FQx</th><th>Mqual</th><th>W+D</th></tr> </thead> <tbody> <tr><td>+</td><td>0</td><td>0</td><td>0</td></tr> <tr><td>o</td><td>6</td><td>2</td><td>6</td></tr> <tr><td>u</td><td>5</td><td>1</td><td>3</td></tr> <tr><td>-</td><td>2</td><td>1</td><td>1</td></tr> <tr><td>none</td><td>3</td><td>0</td><td>3</td></tr> </tbody> 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CHESSSS STRUCTURAL SUMMARY

Within CHESSSS, the lower part of the Structural Summary can be found on the page called "Summary".

In this framework, a very useful table is the one that suggests the interpretative strategy based on the Key Features of the protocol. In the case EC protocol the number of passive movement responses is greater than the number of active movement responses + 1. Therefore, the interpretive strategy will follow this order:

Ideation> Processing> Mediation> Controls> Self-perception> Interpersonal perception> Affect.

As can be seen in the illustration, in the central blue box, CHESSSS suggests the order of the clusters to be interpreted.

compute fd R = 16 L = 0,60 F% = 0,38 Scoring Age = 54		S-CON = 8		Affect ambitent eb = 2:2																																																															
Controls Step 1) AdjD Controlled Step 2) EA of. Step 4 Step 3) EB & L Valid EA & AdjD Step 4) Adjes Overestimate d AdjD		<table border="1" style="width: 100%;"> <thead> <tr> <th>Stiles</th> <th>State</th> <th>Patho.</th> <th>Const.</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>PTI=1</td> </tr> <tr> <td></td> <td></td> <td></td> <td>DEPI=4</td> </tr> <tr> <td></td> <td></td> <td></td> <td>CDI=3</td> </tr> <tr> <td></td> <td></td> <td></td> <td>HVI:ns.</td> </tr> <tr> <td></td> <td></td> <td></td> <td>OBS: ns.</td> </tr> </tbody> </table>		Stiles	State	Patho.	Const.				PTI=1				DEPI=4				CDI=3				HVI:ns.				OBS: ns.	<table border="1" style="width: 100%;"> <tr> <td>Afr = 0,45</td> <td>Afr:EB:Age</td> </tr> <tr> <td>PC% = 0,31</td> <td>low</td> </tr> <tr> <td>IC:WEC = 2,5</td> <td></td> </tr> <tr> <td>intel = 2</td> <td>0</td> </tr> <tr> <td>CP = 0</td> <td></td> </tr> <tr> <td>FC:CF+C = 1,3</td> <td>E.impulsiveness (1/5)</td> </tr> <tr> <td>Pure C = 3</td> <td>frequent discharge</td> </tr> <tr> <td>S = 5</td> <td>lateS = 2</td> </tr> <tr> <td>Blends/R = 2:16</td> <td>Bldz = 0,13</td> </tr> <tr> <td>StressBld = 0</td> <td></td> </tr> <tr> <td>Adj Blend = 2:16</td> <td>AdjBld = 0,13</td> </tr> <tr> <td>3xBld = 0</td> <td></td> </tr> <tr> <td>>3xBld = 0</td> <td></td> </tr> <tr> <td>Col-Shd Bld = 0</td> <td></td> </tr> <tr> <td>Shd Bld = 0</td> <td></td> </tr> <tr> <td>Blend:EB:L</td> <td>Adj Blend:EB:L</td> </tr> <tr> <td>low</td> <td>low</td> </tr> <tr> <td>3xBld % & > 3xBld</td> <td></td> </tr> <tr> <td>Col-Shd Bld: EB</td> <td>Shd Bld</td> </tr> </table>		Afr = 0,45	Afr:EB:Age	PC% = 0,31	low	IC:WEC = 2,5		intel = 2	0	CP = 0		FC:CF+C = 1,3	E.impulsiveness (1/5)	Pure C = 3	frequent discharge	S = 5	lateS = 2	Blends/R = 2:16	Bldz = 0,13	StressBld = 0		Adj Blend = 2:16	AdjBld = 0,13	3xBld = 0		>3xBld = 0		Col-Shd Bld = 0		Shd Bld = 0		Blend:EB:L	Adj Blend:EB:L	low	low	3xBld % & > 3xBld		Col-Shd Bld: EB	Shd Bld
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Processing PSV = 1 Attention difficulty [attention DQv1st = 2 C. Impuls. OR Attentio Zd = 0 scanning Dd = 3 Zf = 8 low efforts W/D = 7:6 economical easy:4:7 DQ+ = 3 low quality DQv.w+ = 3 failures W/M = 7:4 objectives		Mediation XA% = 0,69 WDA% = 0,69 X-% = 0,13 S- = 2 P = 5 X+% = 0,38 Xu% = 0,31 Step3a FQ- Homogenei		Coding Validity AGE ✓ Cards ✓ N ✓ Loo&DQ ✓ DET ✓ FQ ✓ CONT ✓ Z score ✓ SpSc ✓																																																															
Ideation ambitent EBper = 1,3 alp = 1:5 rigid values Sum6+ = 1 HVI Lvl2 = 0 OBS wsum6 = 1 MOR=0 vSum6:Age m=0 FM=2 needs no problem conceptualisation Mat/Mp = 0:4 Snow White S M- = 1 Intel = 2 0 Mnone = 0		<table border="1" style="width: 100%;"> <thead> <tr> <th>3.1stC-</th> <th>BC-</th> <th>CC-</th> <th>RC-</th> <th>PC-</th> <th>S-</th> <th>Dd-</th> <th>M-</th> <th>FMm-</th> <th>Color-</th> <th>Shd-</th> <th>F-</th> <th>AnXySxB</th> <th>Hcont-</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>0</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>		3.1stC-	BC-	CC-	RC-	PC-	S-	Dd-	M-	FMm-	Color-	Shd-	F-	AnXySxB	Hcont-	1	0													Relations (Perception) COP = 0 discom AG = 0 fort GHR:PHF = 3:2 ap = 1:5 Passive Food = 0 SumT = 0 H Cont. = 5 Pure H = 1 FER = 1 Isof Indx = 0,00 H Cont:REB (Interes high Hpur:REB (comp) NA																																			
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Step 7b: Human content responses quality (XP) Generally Positive Features, GPF Sum=2: μ=4,6 Generally Negative Features,GNF Sum=1C μ=2.																																																																			

Controls Cluster

The Controls cluster with CHESSS looks like this:

CHESSS					
Compute f		R = 16	L = 0,60	F% = 0,38	
Scoring		Age = 64			
		Controls			
EB = 4:5	EA = 9	EBper = 1,3	Step 1) Adj D	Controlled	
eb = 2:2	es = 4	D = 1	Step 2) EA	cf. Step 4	
<i>ambitent</i>	Adj es = 4	Adj D = 1	Step 3) EB & L	Valid EA & AdjD	
FM = 2	SumC = 2	SumT = 0	Step 4) Adj es	Overestimate d AdjD	
m = 0	SumV = 0	SumY = 0			
EBt (XP) EBt = 0,11					

This layout provide some additional information as compared to the typical control cluster. For example, **F%** is the percentage of pure F responses compared to the total number of responses provided. However, for the interpretation only the value of **L will be taken into account**. Another information that appears again is the age of the subject in the usual red box.

A very important suggestion is given by the Experience Balance style that appears written under the **EB** and the **eb**. In this case the word "*ambitent*" appears.

The subject EC has an Ambitent style and CHESSSS calculates the **EBPer** even when it does not have to be considered. On the right side of the table all the steps of the interpretive procedure are specified, step by step with some keywords specifying the result of the steps.

Affect Cluster

The CHESSES program immediately reports EB style and provides keywords for the **eb** in the interpretation of steps 2, 3, and 4 of this cluster. The values shown in this table are the same as the typical affect cluster; however, the Intel value needed for the interpretation of step 7 of the cluster is also inserted.

CHESSES

<i>Affect</i>		<i>ambitent</i>	
eb	=	2:2	
Afr	=	0,45	Afr:EB:Age
PC%	=	0,31	low
EC:WEC	=	2,5	
intel	=	2	0
CP	=	0	
FC:CF+C	=	1:3	E.impulsiveness (1/5)
Pure C	=	3	frequent discharge
S	=	5	lateS = 2
Blends/R	=	2:16	Bld% 0,13
StressBld	=	0	
Adj Blend	=	2:16	AdjBld 0,13
3xBld	=	0	
>3xBld	=	0	
Col-Shd Bld	=	0	
Shd Bld	=	0	
Blend:EB:L		Adj Blend:EB:L	
low		low	
3xBld % & > 3xBld			
Col-Shd Bld:EB		Shd Bld	

In the right part of the cluster, the program automatically "comments" the values through keywords written in blue. For example, in the case of EC the **Afr** value is lower than the average.

CHESSES

Afr	=	0,45	Afr:EB:Age
PC%	=	0,31	low

In addition, CHESSES reports the number of **S** responses given after the third table (**lateS** = 2).

CHESSES thoroughly investigates the value of Blend/R: not only the number of Blends in the total is specified but also the number of Blends due to

stress (**StressBld** = 0), the number of Blends remaining, after excluding those due to stress (**Adj Blend** = 2:16), the number of Blends composed of three determinants (**3xBld** = 0), and those including more than three determinants (**>3xBld** = 0), Color-Shading Complexes (**Col-Shd Bld** = 0) and the number of Shading Complexes (**Shd Bld** = 0).

On the right side of the table, the percentage of Blends is calculated (and recalculated once the stress Blends are removed). In the pink box below CHESSSS, it comments on the values obtained. In this case, it tells us that EC number of Blends is lower than expected based on the number of responses and his EB style.

CHESSSS

Blend : EB : L low	Adj Blend : EB : L low
3xBld % & > 3xBld	
Col-Shd Bld : EB	Shd Bld

All this information is useful for the interpretation of steps 12, 13, 14, 15 and 16 of the affect cluster.

Ideation, Mediation and Processing

In the CHESSSS, the ideation cluster is divided into two parts. On the left side, the EB style and **EBPer** are repeated, useful for the interpretation of steps 1 and 2 of the cluster, with the addition of the **OBS**, **HVI**, and **FM** values. The value relative to the intellectualization index is written with the label Intel instead of **2AB + (Art + Ay)**. On the right side, the values relative to the special cognitive codes are reported, and, in addition, on the pink side, the program comments on the results (no problem written in blue). In this case, **M-** = 1 is highlighted in yellow because it is not a positive sign concerning ideation.

CHESSS

Processing		Mediation	
PSY = 1	Attention difficulty (attention)	X%A% = 0,69	
DQv1st = 2	C. Impuls. OR Attenti	WDA% = 0,69	
Zd = 0		X-% = 0,13	
Dd = 3		S- = 2	
Zf = 8	low efforts	P = 5	
W/D = 7,6	economical easy:4,7	X*% = 0,38	
DQ+ = 3	low quality	Xu% = 0,31	
DQv.w+ = 3	failures		
W/M = 7,4	objectives		
Step3: Loc Sequence (XP), Incoherent Loc Index, ILI = 0			
Ideation ambient		Step3a FQ- Homogenei	
EBper = 1,3		3.1stC-	1
arp = 1;5	rigid values Sum6= 1	BC-	0
HVI	Lvl2 = 0	CC-	
DBS	w/sum6 = 1	RC-	1
MDR=0	w/Sum6 : Age	PC-	1
m=0		S-	
FM=2	needs no problem	Dd-	1
	conceptualisation	M-	1
MatMp = 0;4	Snow White S. M- = 1	FMm-	0
Intel = 2	0 Mnone = 0	Color-	1
		Shd-	1
		F-	0
		AnXySxB	0
		Hcont-	

Mediation is represented graphically. The pink chart below that compares the FQ minus responses with other characteristics of the responses or Cards that might have elicited them.

- **3.1stC-** = number of FQ- to first three Cards
- **BC-** = number of FQ- to black Cards
- **CC-** = number of FQ- to color Cards (II, III, VIII, IX, X)
- **RC-** = number of FQ- to the red Cards (II, III)
- **PC-** = number of FQ - to pastel-colored Cards (VIII, IX, X)
- **S-** = number of FQ-, including space
- **Dd-** = number of FQ- responses with unusual detail
- **M-** = number of FQ- with human movement
- **FM+m-** = number of FQ- with non-human movement
- **Color-** = number of FQ- in color Cards
- **Shd-** = number of FQ- with a shading determinant
- **F-** = number of FQ- with pure form determinant
- **AnXySxBI-** = number of FQ- with anatomical, radiographic, sexual, or blood content
- **HCont-** = number of FQ- with a human content

The aspects that need to be given more attention in this protocol are highlighted in red.

The processing table contains all the typical information, but the **DQv1st** value is also added, i.e. the number of vague answers given as the first response to a slide. Another difference refers to the economy index **W:D:Dd**. CHESSES reports the **W/D** values together while the **Dd** appears in another row:

CHESSES

<i>Processing</i>		
PSV	= 1	Attention difficulty (attention)
DQv1st	= 2	C. Impuls. OR Attentio
Zd	= 0	scanning
Dd	= 3	
Zf	= 3	low efforts
W/D	= 7.6	economical easy:4.7
DQ+	= 3	low quality
DQv.vf+	= 3	failures
W/M	= 7.4	objectives
Step3: Loc Sequence (XP), Incoherent Loc Index, ILI = 0		

Below the table, the program reminds you that in step 3 of the cluster you must check the inconsistent locations represented by the "Approach" table in the "UP" sheet already described.

Interpersonal Relationships

CHESSES

Relations		(Perception)	
COP	=	0	discomfor
AG	=	0	t
GHR:PHR	=	3 : 2	Passive
a:p	=	1 : 5	
Food	=	0	
SumT	=	0	
H Cont.	=	5	
Pure H	=	1	
PER	=	1	
Isol° Indx	=	0,00	

H Cont:R:EB (Interest high	
Hpur:R:EB (comp°)	NA

The pink box comments on the degree of interest in interpersonal relationships and how they conceptualize the concept of others.

Self-perception

CHESSES

Self			
EGO	=	0,25	EGO : Age: low
Fr+rF	=	0	
SumV	=	0	
FD	=	0	
An+Xy	=	1	
MOR	=	0	
H:(H)+Hd+(Hd	=	1:4	Self R° NA

Step 7b :Human content responses quality (XP)	
Generally Positive Features, GPI Sum=23 $\mu=4,6$	
Generally Negative Features, GN Sum=10 $\mu=2$	

CHESSES adds comments to the values in the pink box.

CONSTELLATIONS

CHESSSS provides constellations' values it at the top of the structural summary as follows:

S-CON = 6			
Styles	State	Patho. P.	Const*
ambitent			PTI=1
Passive			DEPI=4
			CDI=3
			HVI: ns.
			OBS: ns.

The Suicide Constellation is reported first in the maroon box. The other indexes are written in the right column. In the lower left part, CHESSSS writes the key words about the person's style, his current state and the pathological aspects detected by the Rorschach.

At the center of the Structural Summary is this chart:

Coding Validity			
AGE	✓	Cards	✓ N° ✓
Loc&DQ	✓		
DET	✓		
FQ	✓		
CONT	✓		
Z score	✓		
SpSc	✓		

It is nothing more than a control system regarding the validity of the information entered manually by the examiner, which confers validity to the Structural Summary produced by CHESSSS. The table must contain only green blades.

INDICES AND CONSTELLATIONS IN CHESSSS

In CHESSSS, detailed information about the indices and constellation is found in the "Indices" sheet which looks like this:

Indices o Constelaciones

ExCode
Compare
UP
Summary
Sup Scales
Indices
FQ tables

	XA%<.70 AND WDA%<.75 X-%>.29 LVL2>2 AND FAB2>0 R<17 AND Wsum6>12 OR R>16 AND Wsum6>17 M- > 1 OR X-% > 0.40	X
PTI=0	TOTAL	0

	SumV+FD>2 col-shd blends>0 ego <0.31 ou >0.44 mor>3 Zd>3,5 ou <-3,5 es>EA CF+C>FC X+%<.70 S>3 P<3 OU P>8 PURE H<2 R<17	X X X X X X X
S-CON = 6		

	SumV>0 OR FD>2 Col-shd blends>0 OR S>2 ego sup AND Fr+rF=0 OR ego inf Afr<0,46 OR Blends<4 SumShd>FM+m OR SumC'>2 MOR>2 OR INTELL>3 COP<2 OR ISOL>0,24	X X X X X
DEPI=4	TOTAL	4
POSITIVE?	FALSO	

	EA<6 OR Daj<0 COP<2 AND AG<2 WSumC<2,5 OR Afr<0,46 p > a+1 OR pure H<2 SumT>1 OR ISOL>0,24 OR Fd>0	X X X
CDI=3	TOTAL	3
POSITIVE?	FALSO	

	SumT=0 VERO Positive? FALSO	Zf>12 Zd>3,5 S>3 H+(H)+Hd+(Hd)>6 (H)+(A)+(Hd)+(Ad)>3 H+A : 4:1 Cg>3
HVI: ns.		
TOTAL		3

	1 Dd>3 2 Zf>12 3 Zd>3,0 4 P>7 5 FQ+>1	
total 1-4		0
total		0

OBS: ns.	
Positive?	#####
1-5 are true	
FQ+>3 AND 2 items 1-4	
X+%>0,89 et 3 items	
FQ+>3 et X+%>0,89	

The suicide constellation is again in maroon, and the result is expressed in the blue box, as for **PTI**. For the **DEPI** and **CDI**, the total is also in the respective blue boxes, but the positivity of the index can be read in the yellow rectangle in the blue part. For the **HVI** and **OBS** indices, positivity is written directly in the blue box.

SUPPLEMENTARY SCALES

The Rorschach Supplementary Scales (MOA, ROD, Aggressive Response) are not part of the Comprehensive System. They are a qualitative rating of the Rorschach responses. They are now commonly used because of the valuable information they provide. R-PAS has included them in its system and has assigned codes to them. CHESSSS calculates these scales and some variables corresponding to the R-PAS System.

MOA		Aggressive Contents		R-PAS	
MOAx (mean)	#iDIV/0!	AgC	0	Precise the FQ table used	
MOAb (min)	0	AgPot	0	for scoring: RCS	
MOAp (max)	0	AgPast	0	CritCont%	#iDIV/0!
range	0	SM	0	EII-3	-1
PATH	0	Scoring validity	<input checked="" type="checkbox"/>	TP-Comp	#iDIV/0!
MOAHI	#iDIV/0!			V-Comp	#iDIV/0!
				SC-Comp	#iDIV/0!
				Complexity	0
				LSO	0
				Cont	0
				Det	0

EII-2		ROD	
FQ-	0	SumROD	0.00
WSum6	0	ROD/R	#####
Critical Contents	0		
M-	0		
PHR	0		
GHR	0		
R	0		
EII-2	0		

Critical contents:

(An, Bl, Ex, Fi, Fd, Sx, Xy, AG, MOR)

- MOA:** Mutuality of Autonomy Scale. 7 levels.
 - MOA (average)
 - MOAb (minimum)
 - Range
 - PATH - Pathological MOA
 - MOAHI - MOA Healthy
- Aggressive Contents:** Aggressive Response Extended Codes
 - AgC (Aggressive content)
 - AgPot (Potentially Aggressive Content)
 - AgPast (Aggressive past content)
 - SM (Sadomasochism)
- ROD:** Rorschach Scale of Oral Dependence
Sum ROD

4. R-PAS codes:

- **CritCont%:** Critical Contents (An, Bl, Ex, Fi, Fd, Sx, Xy, AG, MOR).
 - **EII-3:** Ego Impairment Index version 3 - Ego Impairment Index - 3
 - **TP-Comp:** Composition of Perception and Thought
 - **V-Comp:** Surveillance Composition
 - **SC-Comp:** Composition of Suicide Concern
 - **Complexity:** Complexity
-