

CHESSSS

How is it used?

Handbook



**Free Open Source Software For Scoring The Rorschach SC
Test**

Information & Tutorials In English

2019

Translation and Expansion: Alejandra Palacios Banchero

CHESSSS (Fontan et al. 2013) is an open source project that has been developed for the Rorschach community to design and distribute software for 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.

Material translated into Spanish by Alejandra Palacios Banchemo (CPsP 0360).

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. Be sure to unzip the CHESSSS package before using it.

Note for MAC users at <http://www.chessss.org/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 (CHESSSS 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),

and most importantly, it is very difficult to use or install CHESSSS updates.

For this reason, we recommend using virtualization tools such as Parallels desktop (the most favored solution for Mac users) or Virtual Box (which is free and efficient).

See tutorials at:

- Tutorial how to install Windows on MAC Desktop Parallels:

<https://www.youtube.com/watch?v=3mEqHdFo1wE>

- Tutorial on how to install Window in Virtual Box:

<https://www.youtube.com/watch?v=Apvg9MZgNis>

- For more information see:

<http://www.chesssss.org/note-for-mac-users/>

WHAT IS CHESSSSSS?

CHESSSS is an Excel application that allows the user to:

- Scoring the Rorschach SC Test and editing and improving the Structural Summary.
- Rating and calculating complementary scales: Mutuality of Autonomy, Aggressive Content, the Rorschach Scale of Oral Dependence, the Ego Impairment Index-2, the R-PAS scales (TP-Comp, V-Comp, SC-Comp, Complexity).
- Duplicate scoring of a protocol and code comparison between score and duplicate score.
- Calculating Kappa Interrater coefficients for a set of protocols
- Create a database for a set of protocols.
- Edit regulatory data
- 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

The screenshot displays the CHESSES software interface, showing a detailed Rorschach report. The interface includes a menu bar with options like 'Multiple Windows', 'Single Window', 'Summary', 'Load Protocol', 'Save Protocol', 'New Protocol', 'Add Schema', 'Add Block PDF', 'Add Protocol PDF', 'Print', 'Copy Kappa data', and 'Copy Dbase data'. The main display area is divided into several sections:

- Compute for:** R = 26, L = 0,24, F% = 0,19, S-CON = 9
- Scoring:** Age = 32, Controls, Styles, State, Patho. P., Const*
- Affect:** extratensive, DEPI
- Processing:** PSV = 0, DQv1st = 1, Zd = 6, Dd = 0, Zf = 22, W/D = 23.3, DQ+ = 10, DQv/v+ = 2, W/M = 23.5
- Mediation:** XA% = 0,81, WDA% = 0,81, X-% = 0,19, S- = 2, P = 7, X+% = 0,69, Xu% = 0,12
- Coding Validity:** AGE, Loc&DQ, DET, FQ, CONT, Z score, SpSc
- Relations (Perception):** COP = 2, AG = 1, GHR:PHR = 1:7, a:p = 6:10, Food = 0, SumT = 2, H Cont. = 6, Pure H = 3, PER = 1, IsoI² Indx = 0,27, AnXy/SxBl = 2, H Cont:R:EB (Interest) medium, Hpur:R:EB (comp*) realist
- Ideation (extratensive):** EBper = 1,8, a/p = 6:10, HVI, OBS, MOR=4, m=5, FM=6, Ma/Mp = 3:2, Intel* = 6
- Self:** EGO = 0,62, Fr+Fr = 3, SumV = 1, FD = 4, An+Xy = 2, MOR = 4, H:(H)+Hd+(Hd) = 3:3
- Affect:** eb = 11:6, Afr = 0,37, PC% = 0,27, EC:WEC = 3:9, intel = 6, CP = 0, FC:CF+C = 2:8, Pure C = 0, S = 4, Blends/R = 12:26, StressBld = 3, Adj Blend = 10:26, 3xBld = 2, >3xBld = 2, Col-Shd Bld = 1, Shd Bld = 0, Blend: EB:L high, Adj Blend: EB:L high, 3xBld % & >3xBld unusual complexity, cf. resources, controls & modulation, Col-Shd Bld: EB, Shd Bld

Compare two ratings 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			
	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		F	-	Hd					PHR
	20	D	o	11	F	-	Hd					PHR
	21	Dd	o	99	F	-	(Hd)					PHR
	22	D	o		CF	u	2 Bt					

Search for Formal Quality items

FQI	Card	Loc	<V	Item	Cont	FQ
	1	W			=(H)	
R				Language:		Filter
1				English		
	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

How to use CHESSSS?

By Dr. Simona Lucchese:

CHESSSS Handbook in Italian language: <http://www.chessss.org/about-chessss/>

Translation and contributions: Alejandra Palacios Banchemo

CHESSSS

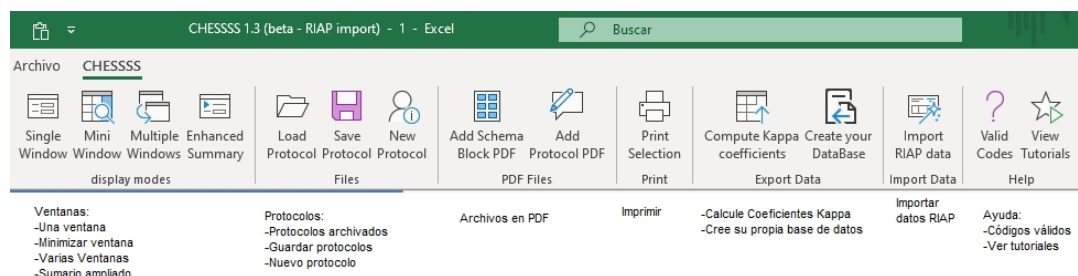
Free Open Source Software for the Scoring of the Rorschach Test

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

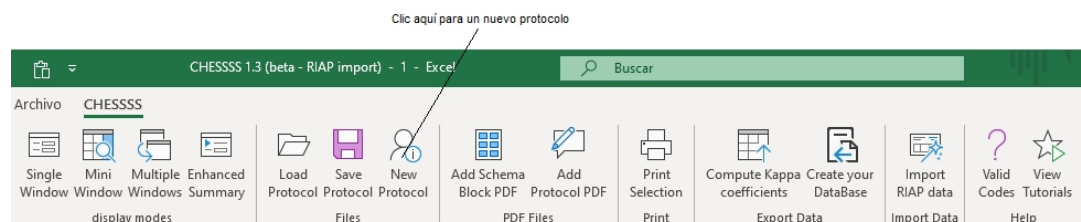
CHESSSS is an Excel file that allows you to obtain the **Structural Summary** automatically, by manually entering the Rorschach protocol.

In this way, you can continue with the interpretation even if you do not have the **RIAP** program.

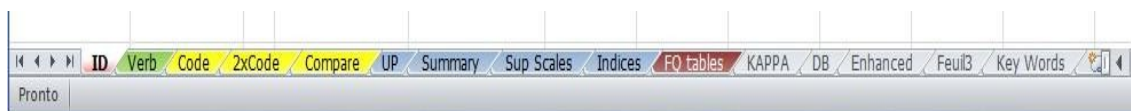
When you open the program, you will find several icons at the top of the sheet:



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 schooling. 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

The image shows a software interface with a navigation bar. The bar contains several buttons: 'ID' (red), 'Verb' (green), 'Code' (yellow), '2xCode' (yellow), 'Compare' (yellow), 'UP' (blue), 'Summary' (blue), and 'Sup Scales' (blue). There are also icons for a plus sign, a vertical ellipsis, and a left arrow. An arrow points from the text 'Texto de las Respuestas' to the 'Verb' button.

The page opens and looks like this:

Pl	n°	Response	Inquiry

In the first column write the number of the slide, in the second column the response number, in the third column the spontaneous response and in the last column the survey.

LAM	N°	RESPUESTA	ENCUESTA

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

Format similar to the Answer Sheet designed by Exner.

The following may be an example:

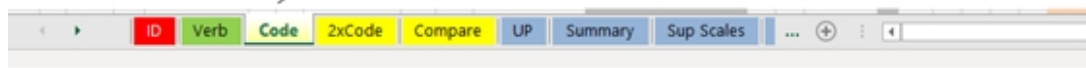
LAM	N°	RESPUESTA	ENCUESTA
1	1	un murciélago	El murciélago que vuela con las alas abiertas
	2	Una hoja seca ligeramente mojada	A veces es posible encontrar una hoja seca en un terreno ligeramente húmedo, es decir, se desintegra, no está intacta.
	3	Podría ser una tapa en el medio, una tapa de una vinagrera	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 essential to obtain 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 numeral of the corresponding plate. 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 Code

Special, but it can become a red ⊗ if a non-existent special code is then inserted.

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

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 Evolutionary 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 the answer is Global, type 1, but this detail can also be omitted. If by mistake, you type a letter instead of a number, the program reports the error.

The determiners 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 determiners are written with the exact coding. In addition, all combinations of **Complex R** - several individual determiners in the same answer - that have been written before are possible. The components of the **Complex R** 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 checkerboard . However, be careful, because unlike the RIAP program that warns if rare codes are inserted, CHESSSS accepts, for example, **F.Ma** coding (wrong coding to be corrected) 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 **CF** without pressing the curtain button, sometimes the program gives error, therefore, for safety, it is better to always use the multiple choice drop-down menu.


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

The contents should be written interspersed with a comma without adding spaces. (for example: **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 neighboring 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 =	DET	CONT	Z	SpSc	MOA	ROD	Agressive Content	FQ1	FQ2	FQ3	FQ4	FQ5	GPF	GNF
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 **or** a **v**, the program signals the error through the red . Always verify that the number of the Plate is correct because the value of the **Z-score** that CHESSES calculates automatically varies according to the plate.

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

To write more special codes in the same answer, you must separate them with a comma without adding spaces (for example: **DV, COP**). We must be careful because the program does not give suggestions for the inclusion of Special Codes.

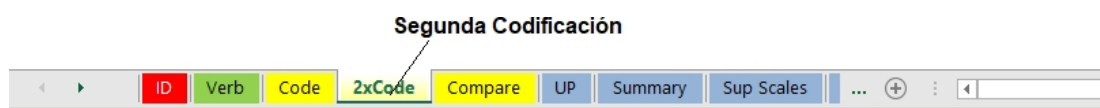
Special **GHR** and **PHR** codes are automatically calculated and appear in this column:

See example:

Card	N°	Loc & DQ	Loc N°	Determinants	FQ (2)	Contents	P	Z	Special Scores	GHR	Z =	DET	CONT	Z	SpSc	MOA	ROD	Aggressive Content	FQ1	FQ2	FQ3	FQ4	FQ5	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 blades because this is the only way to make sure that you have entered the codes correctly in the Coding Sequence.

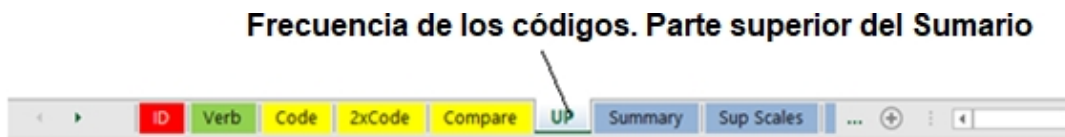
On the next page "**2xCode**" you can enter the codes again to verify the entry of the codes.



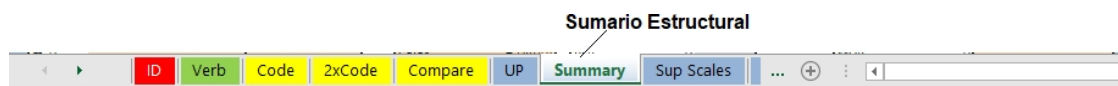
The third "**Compare**" page compares the two code entries in the Coding Sequence.



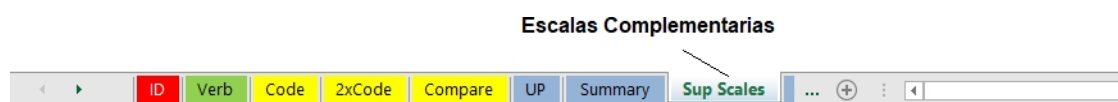
Page six "**Up**" shows the frequency of the codes. The processing is similar to the top of the RIAP Structural Summary.



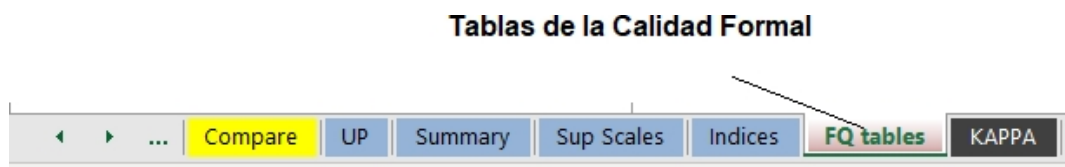
Page seven, "**Summary**", shows the Structural Summary.



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



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



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

For the remaining pages you can find information in the translated video tutorial at the end of this manual.

Comparison of the Structural Summary in RIAP Format AND CHESSSS Format

To facilitate the learning of the interpretation of the Structural Summary protocol in the graphical form -which is characteristic of CHESSSS- the two types of Structural Summary are compared in the same example protocol: the RIAP (Exner) and CHESSSS (Fontan et.al). After inserting the Emmanuel C. paciente codes in the Excel file -Coding Sequence- the result is as follows:

CHESSSSS CODING SEQUENCE

Card	Nº	Loc & DQ	Loc Nº	Determinants	FQ (2)	Contents	P	Z	Special Scores	GHR	Z =	DET	CONT	Z	SpSc	MOA	ROD	Agressive Content	FQ1	FQ2	FQ3	FQ4	FQ5	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	✓	✓	✓											
VII	10	Do	5	F	u	Ad			PER			✓	✓	✓											
	11	Do	5	F	u	Ad			PSV			✓	✓	✓											
VIII	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

The following is the same Coding Sequence presented in RIAP (Exner) format.

RIAP CODING SEQUENCE

Card	Resp No	Location and DQ	Loc. No.	Determinant(s) and Form Quality	(2)	Content(s)	Pop	Z Score	Special Scores
I	1	Wo	1	FMpo		A		1.0	DV
	2	Ddo	99	Fu		An			
	3	DdSo	99	Mpu		(Hd)Hx		3.5	GHR
II	4	DSo	6	Mp.CF-		(Hd)		4.5	PHR
	5	DSo	5	Fu		Hh			
III	6	D+	1	Mpo	2	H.Id	P	3.0	GHR
IV	7	W+	1	Mp.CFo		(H).Id	P	4.0	GHR
V	8	Wo	1	FMAo		A	P	1.0	
VI	9	Wo	1	Fo		Ad	P	2.5	
VII	10	Do	5	Fu		Ad			PER
	11	Do	5	Fu		Ad			PSV
VIII	12	W+	1	Fo	2	Art.A	P	4.5	
IX	13	Wy	1	C	2	Id			
	14	WSy	1	C		Art			
X	15	Dy	1	C	2	Id			
	16	DdSo	99	FC-		(Hd)			PHR

When using RIAP below the Coding Sequence, the table summarizing the response locations for each slide (Approach Summary) appears.

RIAP

Summary of Approach

Summary of Approach

I: <u>W.Dd.DdS</u>	VI: W
II: DS.DS	VII: D.D
III: D	VIII: W
IV: W	IX: W.WS
V: W	X: <u>D.DdS</u>

The same pattern can be found in CHESSSS within the sheet called "**UP**" (Code Frequency - Upper Section of the Structural Summary).

Summary of the CHESSES 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
(II) Incoherent Loc Index (total)		0	

As can be seen, in this last 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 in the black and red boxes (II and III), while it is blue in the pastel-colored boxes. In this way, we can easily relate the incoherent responses to the type of stimulus that prompted them (step 3 of the processing group).

Mr. Emanuele's Structural Summary with the RIAP form looks like this:

Structural Summary Top Section

Frequency of Codes

RIAP

Structural Summary

Location Features			
Zf	=	8	
ZSum	=	24.0	
ZEst	=	24.0	
W	=	7	
(Wv)	=	2	
D	=	6	
W+D	=	13	
Dd	=	3	
S	=	5	

DQ	
	(FQ-)
+	= 3 (0)
o	= 10 (2)
v/+	= 0 (0)
v	= 3 (0)

Form Quality			
	FQx	MQual	W+D
+	= 0	0	0
o	= 6	2	6
u	= 5	1	3
-	= 2	1	1
none	= 3	0	3

Determinants	
Blends	Single
M.C'F	M = 2
M.C'F	FM = 2
	m = 0
	FC = 1
	CF = 0
	C = 3
	Cn = 0
	FC' = 0
	C'F = 0
	C' = 0
	FT = 0
	TF = 0
	T = 0
	FV = 0
	VF = 0
	V = 0
	FY = 0
	YF = 0
	Y = 0
	Fr = 0
	rF = 0
	FD = 0
	F = 6
	(2) = 4

Contents	
H	= 1
(H)	= 1
Hd	= 0
(Hd)	= 3
Hx	= 1
A	= 3
(A)	= 0
Ad	= 3
(Ad)	= 0
An	= 1
Art	= 2
Ay	= 0
Bl	= 0
Bt	= 0
Cg	= 0
Cl	= 0
Ex	= 0
Fd	= 0
Fi	= 0
Ge	= 0
Hh	= 1
Ls	= 0
Na	= 0
Sc	= 0
Sx	= 0
Xy	= 0
Idio	= 4

S-Constellation	
<input type="checkbox"/>	FV+VF+V+FD > 2
<input type="checkbox"/>	Col-Shd Blends > 0
<input checked="" type="checkbox"/>	Ego < .31 or > .44
<input type="checkbox"/>	MOR > 3
<input type="checkbox"/>	Zd > ±3.5
<input type="checkbox"/>	es > EA
<input checked="" type="checkbox"/>	CF + C > FC
<input checked="" type="checkbox"/>	X+% < .70
<input checked="" type="checkbox"/>	S > 3
<input type="checkbox"/>	P < 3 or > 8
<input checked="" type="checkbox"/>	Pure H < 2
<input checked="" type="checkbox"/>	R < 17
6	Total

Special Scores		
	Lvl-1	Lvl-2
DV	= 1 x1	0 x2
INC	= 0 x2	0 x4
DR	= 0 x3	0 x6
FAB	= 0 x4	0 x7
ALOG	= 0 x5	
CON	= 0 x7	
Raw Sum6	= 1	
Wgtd Sum6	= 1	
AB	= 0	GHR = 3
AG	= 0	PHR = 2
COP	= 0	MOR = 0
CP	= 0	PER = 1
		PSV = 1

In CHESSSS, the top of the Structural Summary that we are used to seeing in RIAP can be found near the location table on the "UP" sheet.

Structural Summary Top Section

Frequency of Codes

CHESSES

Localisations Codes	Determinants	Contents	Approche	Processing Step3 (Loc seq)
Zf = 8 Zsum = 24 Zest = 24	Blends Mp.CF M = 2 Mp.CF FM = 2 m' = 1 FC = 1 CF = 3 C = 3 Cn = 3 FC' = 1 CF' = 1 C' = 1 FT = 1 TF = 1 T = 1 FV = 1 VF = 1 V = 1 FY = 1 Y = 1 Fr = 1 rF = 1 FD = 1 F = 6 (2) = 4	H = 1 Fd = 1 (H) = 1 Hd = 1 Hd = 1 An = 1 (Hd) = 3 Xy = 1 A = 3 Bi = 1 (A) = 3 Sx = 1 Ad = 3 Fi = 1 (Ad) = 3 Ex = 1 Art = 2 Cg = 1 Ay = 1 Hh = 1 Na = 1 Sc = 1 Cl = 1 Hx = 1 Bt = 1 Id = 4 Ls = 1 Ge = 1	W.Dd.DdS D.D W W W D.D W W.WS D.DdS	incoherent W 0 0 0 0 0 0 0 0 0 0 0
Developmental Quality + = 3 o = 10 v/+ = 0 v = 3			(ILI) Incoherent Loc Index (total) 0	
Formal Quality FQx Mqual W+D + 0 0 0 o 6 2 6 u 5 1 3 - 2 1 1 none 3 0 3			R: 16 P: 5 Age: 54	
		Special Scores Lvl 1 Lvl2 DV 1 INC DR FAB ALOG CON RawSum6 = 1 Wgtd Sum 6 = 1	AB = AG = COP = CF = GHR = 3 PHR = 2 MOR = PER = 1 PSV = 1	

The only missing section is the Suicidal Constellation which is found only in the part dedicated to the six constellations.

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).

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

In this framework, not only the data that we are used to seeing in the RIAP version appear. For example, a very useful table is the one that suggests the interpretative strategy based on the Clabe or Tertiary Variable or peculiarities of the protocol. In the case of Mr. Emanuele 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, CHESSES suggests the order of the clusters to be interpreted.

STRUCTURAL SUMMARY (Groupings) CHESSES

compute fd R = 16 L = 0,60 F% = 0,38		S-CON = 6	
Scoring EB = 4:5 EA = 9 EBper = 1,3 eb = 2:2 es = 4 D = 1 <i>ambitent</i> Adjes = 4 AdjD = 1 FM = 2 SumC = 2 SumT = 0 m = 0 SumY = 0 SumZ = 0 EB(XP) EBx = 0,11		Age = 54 Controls Step 1) AdjD Controlled Step 2) EA cf. Step 4 Step 3) EB & L Valid EA & AdjD Step 4) Adjes Overestimate d AdjD	
Styles State Patho. Const ambitent Passive PTI=1 DEPI=4 CDI=3 HWI:ns. OBS:ns.		Affect <i>ambitent</i> eb = 2:2 Afr = 0,45 Afr:EB:Age PC% = 0,31 low IC:WEC = 2,5 intel = 2 0 CP = 0 FC:CF+C = 13 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 AdjBl% 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	
P>A-1: IDEATION -> PROCESSING -> MEDIATION -> CONTROLS -> SELF -> RELATIONS -> AFFECT			
Processing PSV = 1 Attention difficulty attention DQv 1st = 2 C. Impuls. OR Attenti 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 Step3: Loc Sequence (XP), Incoherent Loc Index, ILI = 0		Mediation XAX = 0,69 WDA% = 0,69 X-% = 0,13 S- = 2 P = 5 X+% = 0,38 Xup% = 0,31 Stp3a FQ- Homogeneity 3.1stC- = 1 BC- = 0 CC- = 1 RC- = 1 PC- = 1 S- = 1 Dd- = 1 M- = 1 FMm- = 0 Color- = 1 Shd- = 1 F- = 0 AnXySxB = 0 Hcont- = 1	
Ideation <i>ambitent</i> EBper = 1,3 alp = 1:5 rigid values Sum6 = 1 HVI Lvl2 = 0 OBS Wsum6 = 1 MOR=0 WSum6: Age m=0 FM-2 needs no problem conceptualisation Mat/Mp = 0:4 Snow White S. M- = 1 Intel = 2 0 Mnone = 0		Coding Validity AGE Cards N Loc&DQ DET FQ CONT Z score SpSc Relations (Perception) CDP = 0 discom AG = 0 fort GHR:PHF = 3:2 ap = 1:5 Passive Food = 0 SumT = 0 H Cont. = 5 Pure H = 1 PER = 1 Isol Indx = 0,00 H Cont:REB (Interes high Hpur:REB (comp) NA	
Self EGO = 0,25 EGO: Age: low Fr+R = 0 SumY = 0 FD = 0 An+Xy = 1 MOR = 0 H(H)+Hd+(Hd) = 14 Self R: NA Step 7b: Human content responses quality (XP) Generally Positive Features, GPF Sum=2: μ=4,6 Generally Negative Features,GNF Sum=1C μ=2			

STRUCTURAL SUMMARY (Lower Section - Groupings) RIAP

PROPORCIONES, PORCENTAJES Y DERIVACIONES					
R =		L =			
<i>EB</i> = :	<i>EA</i> =	<i>EBPer</i> =			
<i>eb</i> = :	<i>es</i> =	<i>D</i> =			
	<i>Adj es</i> =	<i>Adj D</i> =			
<hr/>					
<i>FM</i> =	<i>SumC'</i> =	<i>SumT</i> =			
<i>m</i> =	<i>SumV</i> =	<i>SumY</i> =			

AFECTOS	INTERPERSONAL	AUTOPERCEPCION
<i>FC:CF + C</i> = :	<i>COP</i> =	<i>AG</i> =
<i>C pura</i> =	<i>GHR:PHR</i> =	
<i>SumC':WSumC</i> = :	<i>a:p</i> =	
<i>Afr</i> =	<i>Fd</i> =	
<i>S</i> =	<i>SumT</i> =	
<i>Complj:R</i> = :	<i>Cont H</i> =	
<i>CP</i> =	<i>H pura</i> =	
	<i>PER</i> =	
	<i>Aislmt</i> =	

MEDIACION	PROCESAMIENTO	AUTOPERCEPCION
<i>XA%</i> =	<i>Zf</i> =	$3r + (2)R$ =
<i>WDA%</i> =	<i>W:D:dd</i> = : :	<i>Fr + rF</i> =
<i>X-%</i> =	<i>W:M</i> = :	<i>SumV</i> =
<i>S-</i> =	<i>Zd</i> =	<i>FD</i> =
<i>P</i> =	<i>PSV</i> =	<i>An + Xy</i> =
<i>X+%</i> =	<i>DQ+</i> =	<i>MOR</i> =
<i>Xu%</i> =	<i>DQv</i> =	$H:(H) + Hd + (Hd)$ = :

IDEACION	
<i>a:p</i> = :	<i>SumBr6</i> =
<i>M':M'</i> = :	<i>Nvl-2</i> =
$2AB+(A+Ay)$ =	<i>SumPon6</i> =
<i>MOR</i> =	<i>M-</i> =
	<i>Msin</i> =

Controls Cluster

The Controls box with RIAP and CHESSS looks like this:

RIAP	CHESSS																																																												
<p>R = 16 L = 0.60</p> <hr/> <table style="width: 100%;"> <tr> <td><i>EB</i> = 4 : 5.0</td> <td><i>EA</i> = 9.0</td> <td><i>EBPer</i> = N/A</td> </tr> <tr> <td><i>eb</i> = 2 : 2</td> <td><i>es</i> = 4</td> <td><i>D</i> = +1</td> </tr> <tr> <td></td> <td><i>Adj es</i> = 4</td> <td><i>Adj D</i> = +1</td> </tr> </table> <hr/> <table style="width: 100%;"> <tr> <td><i>FM</i> = 2</td> <td><i>SumC'</i> = 2</td> <td><i>SumT</i> = 0</td> </tr> <tr> <td><i>m</i> = 0</td> <td><i>SumV</i> = 0</td> <td><i>SumY</i> = 0</td> </tr> </table>	<i>EB</i> = 4 : 5.0	<i>EA</i> = 9.0	<i>EBPer</i> = N/A	<i>eb</i> = 2 : 2	<i>es</i> = 4	<i>D</i> = +1		<i>Adj es</i> = 4	<i>Adj D</i> = +1	<i>FM</i> = 2	<i>SumC'</i> = 2	<i>SumT</i> = 0	<i>m</i> = 0	<i>SumV</i> = 0	<i>SumY</i> = 0	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: left;">compute for</th> <th style="text-align: left;">R = 16</th> <th style="text-align: left;">L = 0,60</th> <th style="text-align: left;">F% = 0,38</th> </tr> </thead> <tbody> <tr> <td style="background-color: yellow;">Scoring</td> <td></td> <td></td> <td></td> <td style="background-color: red;">Age = 54</td> </tr> <tr> <th colspan="5" style="background-color: blue; color: white;">Controls</th> </tr> <tr> <td><i>EB</i> = 4 : 5</td> <td><i>EA</i> = 9</td> <td><i>EBper</i> = 1,3</td> <td>Step 1) Adj D</td> <td style="background-color: orange;">Controlled</td> </tr> <tr> <td><i>eb</i> = 2 : 2</td> <td><i>es</i> = 4</td> <td><i>D</i> = 1</td> <td>Step 2) EA</td> <td style="background-color: orange;">cf. Step 4</td> </tr> <tr> <td style="background-color: lightblue;"><i>ambitent</i></td> <td><i>Adj es</i> = 4</td> <td><i>Adj D</i> = 1</td> <td>Step 3) EB & L</td> <td style="background-color: orange;">Valid EA & Adj D</td> </tr> <tr> <td><i>FM</i> = 2</td> <td><i>SumC'</i> = 2</td> <td><i>SumT</i> = 0</td> <td>Step 4) Adj es</td> <td style="background-color: orange;">Overestimate d Adj D</td> </tr> <tr> <td><i>m</i> = 0</td> <td><i>SumV</i> = 0</td> <td><i>SumY</i> = 0</td> <td></td> <td></td> </tr> <tr> <td colspan="5"><i>EBt (XP) EBt = 0,11</i></td> </tr> </tbody> </table>	compute for		R = 16	L = 0,60	F% = 0,38	Scoring				Age = 54	Controls					<i>EB</i> = 4 : 5	<i>EA</i> = 9	<i>EBper</i> = 1,3	Step 1) Adj D	Controlled	<i>eb</i> = 2 : 2	<i>es</i> = 4	<i>D</i> = 1	Step 2) EA	cf. Step 4	<i>ambitent</i>	<i>Adj es</i> = 4	<i>Adj D</i> = 1	Step 3) EB & L	Valid EA & Adj D	<i>FM</i> = 2	<i>SumC'</i> = 2	<i>SumT</i> = 0	Step 4) Adj es	Overestimate d Adj D	<i>m</i> = 0	<i>SumV</i> = 0	<i>SumY</i> = 0			<i>EBt (XP) EBt = 0,11</i>				
<i>EB</i> = 4 : 5.0	<i>EA</i> = 9.0	<i>EBPer</i> = N/A																																																											
<i>eb</i> = 2 : 2	<i>es</i> = 4	<i>D</i> = +1																																																											
	<i>Adj es</i> = 4	<i>Adj D</i> = +1																																																											
<i>FM</i> = 2	<i>SumC'</i> = 2	<i>SumT</i> = 0																																																											
<i>m</i> = 0	<i>SumV</i> = 0	<i>SumY</i> = 0																																																											
compute for		R = 16	L = 0,60	F% = 0,38																																																									
Scoring				Age = 54																																																									
Controls																																																													
<i>EB</i> = 4 : 5	<i>EA</i> = 9	<i>EBper</i> = 1,3	Step 1) Adj D	Controlled																																																									
<i>eb</i> = 2 : 2	<i>es</i> = 4	<i>D</i> = 1	Step 2) EA	cf. Step 4																																																									
<i>ambitent</i>	<i>Adj es</i> = 4	<i>Adj D</i> = 1	Step 3) EB & L	Valid EA & Adj D																																																									
<i>FM</i> = 2	<i>SumC'</i> = 2	<i>SumT</i> = 0	Step 4) Adj es	Overestimate d Adj D																																																									
<i>m</i> = 0	<i>SumV</i> = 0	<i>SumY</i> = 0																																																											
<i>EBt (XP) EBt = 0,11</i>																																																													

As can be seen, the graphs are very similar. However, there is more information: **F%**, for example, is the percentage of pure 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 style of approach to experience that appears written under the **EB** and the **eb**. In this case the word "*ambitent*" appears. The fact that Mr. Emanuele has an Ambitent style, assuming that the **EBPer** is not calculated - measure of the rigid style - in fact, in the RIAP the label N/A appears. CHESSES still 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.

A very important suggestion is given by the style of approach to experience that appears written under the all **EB** and all **eb**. In this case the word "*ambitent*" (Ambitent) appears. The fact that Mr. Emanuele has an Ambitent style, assuming that the **EBPer** is not calculated - measure of the rigid style - in fact, in the RIAP the label N/A appears on this one. CHESSES still calculates the **EBPer** even when it does not have to be taken into account.

In the right part 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 the style of approach to experience and utility **eb** in the interpretation of steps 2, 3, and 4 of this cluster. The values shown in this table are the same as those shown in RIAP; however, the Intel value needed for the interpretation of step 7 of the cluster is also inserted.

RIAP		CHESSES	
<i>AFFECT</i>		<i>Affect</i> ambitent	
FC:CF+C	= 1:3	eb	= 2:2
Pure C	= 3	Afr	= 0,45 Afr:EB:Age
SumC: WSumC	= 2:5.0	PC%	= 0,31 low
Afr	= 0.45	EC:WEC	= 2:5
S	= 5	intel	= 2 0
Blends:R	= 2:16	CP	= 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	low
		Adj Blend: EB: L	low
		3xBld % & > 3xBld	
		Col-Shd Bld: EB	Shd Bld

In the right part of the diagram, the program automatically "comments" the values through keywords written in blue. For example, in the case of Emanuele C. 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 (final **S** = 2).

CHESSES thoroughly investigates the value of Blend / R (Complexes/R) entered in the effect box in the RIAP program: not only the number of Complex R in the total is specified but also the number of Complexes due to stress (**StressBld** = 0), the number of Complex R remaining, after excluding those due to stress (**Adj Blend** = 2:16), the number of Complex R formed by three determinants (**3xBld** = 0), the number of Complex R formed by more than three determinants (**>3xBld** = 0), the number of R

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 R Complexes in the total is calculated (and recalculated once the stress R Complexes are removed). In the pink box below CHESSSS, it comments on the values obtained. In this case, it tells us that Emanuele C.'s number of Complex R's is lower than expected based on the number of responses and his style of approach to experience.

CHESSSS

Blend : EB : L	Adj Blend : EB : L
low	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 clustering.

Ideation, Mediation and Processing

These three groups are positioned close to both RIAP and CHESSSS.

In the CHESSSS, the ideation scheme is divided into two parts. On the left side, the experience approach style and **EBPer** are repeated, useful for the interpretation of steps 1 and 2 of the clustering, in addition, the other data are transcribed exactly as reported by RIAP 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 phenomena are reported, as well as in the RIAP version, but, 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 good sign regarding the line of thinking.

RIAP			CHESSES																																																															
IDEATION	MEDIATION	PROCESSING	Processing		Mediation																																																													
a:p = 1 : 5 MaMp = 0 : 4 LAB+(Att+Ay) = 2 MOR = 0	Sum6 = 1 Lvl-2 = 0 WSum6 = 1 ML = 1 Mnone = 0	Zf = 8 W.D.Dd = 7.6:3 W.: M = 7 : 4 Zd = 0.0 PSV = 1 DQ+ = 3 DQv = 3	PSV = 1 DQv1st = 2 Zd = 0 Dd = 3 Zf = 8 W/D = 7.8 DQ+ = 3 DQv+ = 3 W/M = 7.4	Attention difficulty (attention) C. Impuls. OR Attenti scanning efforts economical easy:4:7 low failures quality objectives	XA% = 0.69 WDA% = 0.69 X-% = 0.13 S- = 2 P = 5 X+% = 0.38 Xu% = 0.31																																																													
			Step3: Loc Sequence (XP), Incoherent Loc Index, ILI = 0	Step3a FQ- Homogeneity																																																														
			<table border="1"> <thead> <tr> <th>Ideation</th> <th>ambit</th> <th></th> </tr> </thead> <tbody> <tr> <td>EBper = 1.3</td> <td></td> <td>Sum6= 1</td> </tr> <tr> <td>a/p = 1:5</td> <td>rigid values</td> <td>Lvl2 = 0</td> </tr> <tr> <td>HVI</td> <td></td> <td>Wsum6 = 1</td> </tr> <tr> <td>OBS</td> <td></td> <td>Wsum8 : Age</td> </tr> <tr> <td>MOR=0</td> <td></td> <td></td> </tr> <tr> <td>m=0</td> <td></td> <td></td> </tr> <tr> <td>FM=2</td> <td>needs</td> <td>no problem</td> </tr> <tr> <td></td> <td>conceptualisation</td> <td></td> </tr> <tr> <td>MaMp = 0:4</td> <td>Snow White S.</td> <td>M- = 1</td> </tr> <tr> <td>Intel = 2</td> <td>0</td> <td>Mnone = 0</td> </tr> </tbody> </table>	Ideation	ambit		EBper = 1.3		Sum6= 1	a/p = 1:5	rigid values	Lvl2 = 0	HVI		Wsum6 = 1	OBS		Wsum8 : Age	MOR=0			m=0			FM=2	needs	no problem		conceptualisation		MaMp = 0:4	Snow White S.	M- = 1	Intel = 2	0	Mnone = 0	<table border="1"> <tbody> <tr><td>3.1stC-</td><td>1</td></tr> <tr><td>BC-</td><td>0</td></tr> <tr><td>CC-</td><td>1</td></tr> <tr><td>CR-</td><td>1</td></tr> <tr><td>PC-</td><td>1</td></tr> <tr><td>S-</td><td>1</td></tr> <tr><td>Dd-</td><td>1</td></tr> <tr><td>M-</td><td>1</td></tr> <tr><td>FMm-</td><td>0</td></tr> <tr><td>Color-</td><td>1</td></tr> <tr><td>Shd-</td><td>1</td></tr> <tr><td>F-</td><td>0</td></tr> <tr><td>AnXySdB</td><td>0</td></tr> <tr><td>Hcont-</td><td>1</td></tr> </tbody> </table>		3.1stC-	1	BC-	0	CC-	1	CR-	1	PC-	1	S-	1	Dd-	1	M-	1	FMm-	0	Color-	1	Shd-	1	F-	0	AnXySdB	0	Hcont-	1
Ideation	ambit																																																																	
EBper = 1.3		Sum6= 1																																																																
a/p = 1:5	rigid values	Lvl2 = 0																																																																
HVI		Wsum6 = 1																																																																
OBS		Wsum8 : Age																																																																
MOR=0																																																																		
m=0																																																																		
FM=2	needs	no problem																																																																
	conceptualisation																																																																	
MaMp = 0:4	Snow White S.	M- = 1																																																																
Intel = 2	0	Mnone = 0																																																																
3.1stC-	1																																																																	
BC-	0																																																																	
CC-	1																																																																	
CR-	1																																																																	
PC-	1																																																																	
S-	1																																																																	
Dd-	1																																																																	
M-	1																																																																	
FMm-	0																																																																	
Color-	1																																																																	
Shd-	1																																																																	
F-	0																																																																	
AnXySdB	0																																																																	
Hcont-	1																																																																	

Mediation is represented graphically in the same way as in RIAP, the only difference being the pink chart below that compares the malformed responses with other characteristics of the responses or tables that motivated them.

- **3.1stC** = number of responses - to first three sheets
- **BC** = number of responses - to black sheets
- **CC** = number of responses - to color plates (II, III, VIII, IX, X)
- **CR** = number of responses - to the black and red sheets (II, III)
- **PC** = number of responses - to pastel-colored plates (VIII, IX, X)
- **S** = number of responses, including space
- **Dd** = number of responses - of unusual detail
- **M** = number of responses - of human movement
- **FM+m** = number of responses - of non-human motion
- **Color** = number of responses - in color

- **Sh** = number of responses - of shading
- **F** = number of responses - pure form
- **AnXySxB** = number of responses - from content anatomical, radiographic, sexual, blood
- **HCont-** = number of responses - of human content

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

The processing table contains all the information provided by RIAP, 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 which in RIAP is represented by **W: D: Dd** while the CHESSES reports the **W** and **D** values together while the **Dd** does so in another row:

CHESSES

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.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 "Approve" table in the "UP" sheet already described.

Interpersonal Relationships

<p style="text-align: center;">RIAP</p> <p><i>INTERPERSONAL</i></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>COP = 0</td><td>AG = 0</td></tr> <tr><td>GHR:PHR = 3 : 2</td><td></td></tr> <tr><td>a:p = 1 : 5</td><td></td></tr> <tr><td>Food = 0</td><td></td></tr> <tr><td>SumT = 0</td><td></td></tr> <tr><td>Human Content = 5</td><td></td></tr> <tr><td>Pure H = 1</td><td></td></tr> <tr><td>PER = 1</td><td></td></tr> <tr><td>Isolation Index = 0.00</td><td></td></tr> </table>	COP = 0	AG = 0	GHR:PHR = 3 : 2		a:p = 1 : 5		Food = 0		SumT = 0		Human Content = 5		Pure H = 1		PER = 1		Isolation Index = 0.00		<p style="text-align: center;">CHESSSS</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr style="background-color: #4a86e8; color: white;"> <th colspan="2">Relations</th> <th>(Perception)</th> </tr> </thead> <tbody> <tr><td>COP = 0</td><td></td><td>discomfor</td></tr> <tr><td>AG = 0</td><td></td><td>t</td></tr> <tr><td>GHR:PHR = 3 : 2</td><td></td><td></td></tr> <tr><td>a:p = 1 : 5</td><td></td><td>Passive</td></tr> <tr><td>Food = 0</td><td></td><td></td></tr> <tr><td>SumT = 0</td><td></td><td></td></tr> <tr><td>H Cont. = 5</td><td></td><td></td></tr> <tr><td>Pure H = 1</td><td></td><td></td></tr> <tr><td>PER = 1</td><td></td><td></td></tr> <tr><td>Isol^o Indx = 0,00</td><td></td><td></td></tr> </tbody> </table> <table border="1" style="width: 100%; border-collapse: collapse; background-color: #fce4d6;"> <tr><td>H Cont:R:EB (Interest high</td></tr> <tr><td>Hpur:R:EB (comp^o) NA</td></tr> </table>	Relations		(Perception)	COP = 0		discomfor	AG = 0		t	GHR:PHR = 3 : 2			a:p = 1 : 5		Passive	Food = 0			SumT = 0			H Cont. = 5			Pure H = 1			PER = 1			Isol ^o Indx = 0,00			H Cont:R:EB (Interest high	Hpur:R:EB (comp ^o) NA
COP = 0	AG = 0																																																					
GHR:PHR = 3 : 2																																																						
a:p = 1 : 5																																																						
Food = 0																																																						
SumT = 0																																																						
Human Content = 5																																																						
Pure H = 1																																																						
PER = 1																																																						
Isolation Index = 0.00																																																						
Relations		(Perception)																																																				
COP = 0		discomfor																																																				
AG = 0		t																																																				
GHR:PHR = 3 : 2																																																						
a:p = 1 : 5		Passive																																																				
Food = 0																																																						
SumT = 0																																																						
H Cont. = 5																																																						
Pure H = 1																																																						
PER = 1																																																						
Isol ^o Indx = 0,00																																																						
H Cont:R:EB (Interest high																																																						
Hpur:R:EB (comp ^o) NA																																																						

As you can see, the two schemas are identical. The pink box comments on the degree of interest in interpersonal relationships and how they conceptualize the concept of others.

Self-perception

<p style="text-align: center;">RIAP</p> <p><i>SELF-PERCEPTION</i></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>3r+(2)R = 0.25</td></tr> <tr><td>Fr+rF = 0</td></tr> <tr><td>SumV = 0</td></tr> <tr><td>FD = 0</td></tr> <tr><td>An+Xy = 1</td></tr> <tr><td>MOR = 0</td></tr> <tr><td>H:(H)+Hd+(Hd) = 1 : 4</td></tr> </table>	3r+(2)R = 0.25	Fr+rF = 0	SumV = 0	FD = 0	An+Xy = 1	MOR = 0	H:(H)+Hd+(Hd) = 1 : 4	<p style="text-align: center;">CHESSSS</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr style="background-color: #4a86e8; color: white;"> <th colspan="2">Self</th> <th></th> </tr> </thead> <tbody> <tr><td>EGO = 0,25</td><td></td><td>EGO : Age: low</td></tr> <tr><td>Fr+rF = 0</td><td></td><td></td></tr> <tr><td>SumV = 0</td><td></td><td></td></tr> <tr><td>FD = 0</td><td></td><td></td></tr> <tr><td>An+Xy = 1</td><td></td><td></td></tr> <tr><td>MOR = 0</td><td></td><td></td></tr> <tr><td>H:(H)+Hd+(Hd) = 1:4</td><td></td><td>Self R^o NA</td></tr> </tbody> </table> <table border="1" style="width: 100%; border-collapse: collapse; background-color: #fce4d6;"> <tr><td>Step 7b :Human content responses quality (XP)</td></tr> <tr><td>Generally Positive Features, GPF Sum=23 μ=4,6</td></tr> <tr><td>Generally Negative Features, GN Sum=10 μ=2</td></tr> </table>	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 ^o NA	Step 7b :Human content responses quality (XP)	Generally Positive Features, GPF Sum=23 μ=4,6	Generally Negative Features, GN Sum=10 μ=2
3r+(2)R = 0.25																																			
Fr+rF = 0																																			
SumV = 0																																			
FD = 0																																			
An+Xy = 1																																			
MOR = 0																																			
H:(H)+Hd+(Hd) = 1 : 4																																			
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 ^o NA																																	
Step 7b :Human content responses quality (XP)																																			
Generally Positive Features, GPF Sum=23 μ=4,6																																			
Generally Negative Features, GN Sum=10 μ=2																																			

Again the patterns are the same. CHESSSS adds comments to the values in the pink box.

Constellations

The constellations or Indexes in RIAP are represented as follows:

PTI = 1	<input type="checkbox"/> DEPI = 4	<input type="checkbox"/> CDI = 3	<input type="checkbox"/> S-CON = 6	<input type="checkbox"/> HVI = No	<input type="checkbox"/> OBS = No
---------	-----------------------------------	----------------------------------	------------------------------------	-----------------------------------	-----------------------------------

CHESSSS writes it at the top of the structural summary as follows:

CHESSSS

S-CON = 6			
Styles	State	Patho. P.	Const?
ambitent Passive			PTI=1 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:

CHESSSS

Coding Validity			
AGE	<input checked="" type="checkbox"/>	Cards	<input checked="" type="checkbox"/> N° <input checked="" type="checkbox"/>
Loc&DQ	<input checked="" type="checkbox"/>		
DET	<input checked="" type="checkbox"/>		
FQ	<input checked="" type="checkbox"/>		
CONT	<input checked="" type="checkbox"/>		
Z score	<input checked="" type="checkbox"/>		
SpSc	<input checked="" type="checkbox"/>		

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.

On the third page of the result provided by RIAP we are used to find the following tables:

CONSTELLATIONS or INDICATIONS

RIAP

<p>S-Constellation (Suicide Potential)</p> <p><input type="checkbox"/> Positive if 8 or more conditions are true. NOTE: Applicable only for subjects over 14 years old.</p> <p><input type="checkbox"/> $FV - VF - V - FD [0] > 2$</p> <p><input type="checkbox"/> Col-34 Blends [0] > 0</p> <p><input checked="" type="checkbox"/> $Ege [0.25] < .31$ or > .44</p> <p><input type="checkbox"/> MOR [0] > 3</p> <p><input type="checkbox"/> $Zd [0.0] > +3.5$</p> <p><input type="checkbox"/> $ex [4] > EA [9.0]$</p> <p><input checked="" type="checkbox"/> $CF + C [3] > FC [1]$</p> <p><input checked="" type="checkbox"/> $X-94 [0.38] < -.70$</p> <p><input checked="" type="checkbox"/> $S [5] > 3$</p> <p><input checked="" type="checkbox"/> $P [5] < 3$ or > 8</p> <p><input checked="" type="checkbox"/> $Pur M [1] < 2$</p> <p><input checked="" type="checkbox"/> $R [16] < 17$</p> <hr/> <p>6 Total</p>	<p>FTI (Formal-Thinker Index)</p> <p><input checked="" type="checkbox"/> $(CA4 [0.69] < 0.70)$ and $(WDA4 [0.69] < 0.75)$</p> <p><input type="checkbox"/> $X-94 [0.13] > 0.29$</p> <p><input type="checkbox"/> (Sum Level 2 Special Scores [0] > 2) and $(FAB2 [0] > 0)$</p> <p><input type="checkbox"/> $(R [16] < 17)$ and $(WSum6 [1] > 12)$ or $(R [16] > 16)$ and $(WSum6 [1] > 17)$</p> <p><input type="checkbox"/> $(Cd- [1] > 1)$ or $(C-94 [0.13] > 0.40)$</p> <hr/> <p>1 Total</p>
<p>FEDI (Depression Index)</p> <p><input type="checkbox"/> Positive if 5 or more conditions are true.</p> <p><input type="checkbox"/> $(FV + VF + V [0] > 0)$ or $(FD [0] > 2)$</p> <p><input checked="" type="checkbox"/> $(Col-3-4 Blends [0] > 0)$ or $(S [5] > 2)$</p> <p><input checked="" type="checkbox"/> $(3r + (2)R [0.25] > 0.44)$ and $(Eg + eR [0] - 0)$ or $(3r + (2)R [0.25] < 0.33)$</p> <p><input checked="" type="checkbox"/> $(\Delta R [0.45] < 0.46)$ or $(Blends [2] < 4)$</p> <p><input type="checkbox"/> $(SumBlends [2] > FM - m [2])$ or $(SumC [2] > 2)$</p> <p><input checked="" type="checkbox"/> $(MOR [0] > 2)$ or $(2xAB + Am + Ay [2] > 3)$</p> <p><input checked="" type="checkbox"/> $(COP [0] < 2)$</p> <p><input checked="" type="checkbox"/> $or ((Bx-2xC)+Gx-Lx-2xNx)R [0.00] > 0.14)$</p> <hr/> <p>4 Total</p>	<p>CFI (Creative Deficit Index)</p> <p><input type="checkbox"/> Positive if 4 or more conditions are true.</p> <p><input type="checkbox"/> $(EA [9.0] < 6)$ or $(\Delta d [1] < 0)$</p> <p><input checked="" type="checkbox"/> $(COP [0] < 2)$ and $(AG [0] < 2)$</p> <p><input checked="" type="checkbox"/> $(Weighted Sum C [5.0] < 2.5)$ or $(\Delta R [0.45] < 0.46)$</p> <p><input checked="" type="checkbox"/> $(Passive [5] > Active + 1 [2])$ or $(Pur M [1] < 2)$</p> <p><input type="checkbox"/> $(Sum T [0] > 1)$ or $(Inclto R [0.00] > 0.24)$ or $(Feed [0] > 0)$</p> <hr/> <p>3 Total</p>
<p>HVI (Hyperverbal Index)</p> <p><input type="checkbox"/> Positive if condition 1 is true and at least 4 of the others are true.</p> <p><input checked="" type="checkbox"/> (1) $FT + TF + T [0] = 0$</p> <hr/> <p><input type="checkbox"/> (2) $Zf [8] > 12$</p> <p><input type="checkbox"/> (3) $Zd [0.0] > +3.5$</p> <p><input checked="" type="checkbox"/> (4) $S [5] > 3$</p> <p><input type="checkbox"/> (5) $M + (M) + Hd + (Hd) [5] > 6$</p> <p><input checked="" type="checkbox"/> (6) $(M) + (A) - (Hd) - (Ad) [4] > 3$</p> <p><input checked="" type="checkbox"/> (7) $M + \Delta x Hd + Ad [5.6] < 4.1$</p> <p><input type="checkbox"/> (8) $Cg [0] > 3$</p>	<p>OBS (Obsessive-Comp Index)</p> <p><input type="checkbox"/> (1) $Zd [8] > 3$</p> <p><input type="checkbox"/> (2) $Zf [8] > 12$</p> <p><input type="checkbox"/> (3) $Zd [0.0] > +3.0$</p> <p><input type="checkbox"/> (4) $Repetitor [5] > 7$</p> <p><input type="checkbox"/> (5) $FQ- [0] > 1$</p> <hr/> <p><input type="checkbox"/> Positive if one or more is true.</p> <p><input type="checkbox"/> Conditions 1 to 5 are all true</p> <p><input type="checkbox"/> Two or more of 1 to 4 are true and $FQ- [0] > 3$</p> <p><input type="checkbox"/> 3 or more of 1 to 5 are true and $X-94 [0.38] > 0.89$</p> <p><input type="checkbox"/> $FQ- [0] > 3$ and $X-94 [0.38] > 0.89$</p>

To find them in CHESSSS it is necessary to open the "Indexes" sheet which looks like this:



INDICES OR CONSTELLATIONS

CHESSSSSS

<table border="1"> <tr> <td style="background-color: #fce4d6;">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</td> <td style="background-color: #fce4d6;">X</td> </tr> <tr> <td style="background-color: #fce4d6;">PTI=0</td> <td style="background-color: #fce4d6;">TOTAL 0</td> </tr> </table>	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	<table border="1"> <tr> <td style="background-color: #fce4d6;">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+%<0,70 S>3 P<3 OU P>8 PURE H<2 R<17</td> <td style="background-color: #fce4d6;">X X X X X X X X X X</td> </tr> <tr> <td style="background-color: #fce4d6;">S-CON = 6</td> <td></td> </tr> </table>	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+%<0,70 S>3 P<3 OU P>8 PURE H<2 R<17	X X X X X X X X X X	S-CON = 6											
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+%<0,70 S>3 P<3 OU P>8 PURE H<2 R<17	X X X X X X X X X X																		
S-CON = 6																			
<table border="1"> <tr> <td style="background-color: #fce4d6;">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</td> <td style="background-color: #fce4d6;">X X X X X</td> </tr> <tr> <td style="background-color: #fce4d6;">DEPI=4</td> <td style="background-color: #fce4d6;">TOTAL 4</td> </tr> <tr> <td style="background-color: #fce4d6;">POSITIVE?</td> <td style="background-color: #fce4d6;">FALSO</td> </tr> </table>	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	<table border="1"> <tr> <td style="background-color: #fce4d6;">SumT=0 VERO</td> <td style="background-color: #fce4d6;">Zf>12 Zd>3,5 S>3 H+(H)+Hd+(Hd)>6 (H)=(A)+(Hd)+(Ad)>3 H+A : 4:1 Cg>3</td> <td style="background-color: #fce4d6;">X X X X X</td> </tr> <tr> <td style="background-color: #fce4d6;">Positive?</td> <td style="background-color: #fce4d6;">: ns.</td> <td style="background-color: #fce4d6;">X</td> </tr> <tr> <td style="background-color: #fce4d6;">FALSO</td> <td></td> <td style="background-color: #fce4d6;">TOTAL 3</td> </tr> <tr> <td style="background-color: #fce4d6;">HVI: ns.</td> <td></td> <td></td> </tr> </table>	SumT=0 VERO	Zf>12 Zd>3,5 S>3 H+(H)+Hd+(Hd)>6 (H)=(A)+(Hd)+(Ad)>3 H+A : 4:1 Cg>3	X X X X X	Positive?	: ns.	X	FALSO		TOTAL 3	HVI: ns.		
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																		
SumT=0 VERO	Zf>12 Zd>3,5 S>3 H+(H)+Hd+(Hd)>6 (H)=(A)+(Hd)+(Ad)>3 H+A : 4:1 Cg>3	X X X X X																	
Positive?	: ns.	X																	
FALSO		TOTAL 3																	
HVI: ns.																			
<table border="1"> <tr> <td style="background-color: #fce4d6;">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</td> <td style="background-color: #fce4d6;">X X X X</td> </tr> <tr> <td style="background-color: #fce4d6;">CDI=3</td> <td style="background-color: #fce4d6;">TOTAL 3</td> </tr> <tr> <td style="background-color: #fce4d6;">POSITIVE?</td> <td style="background-color: #fce4d6;">FALSO</td> </tr> </table>	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 X	CDI=3	TOTAL 3	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 X																		
CDI=3	TOTAL 3																		
POSITIVE?	FALSO																		
<table border="1"> <tr> <td style="background-color: #fce4d6;">1 Dd>3 2 Zf>12 3 Zd>3,0 4 P>7 5 FQ+>1</td> <td style="background-color: #fce4d6;"></td> </tr> <tr> <td style="background-color: #fce4d6;">total 1-4</td> <td style="background-color: #fce4d6;">0</td> </tr> <tr> <td style="background-color: #fce4d6;">total</td> <td style="background-color: #fce4d6;">0</td> </tr> </table>	1 Dd>3 2 Zf>12 3 Zd>3,0 4 P>7 5 FQ+>1		total 1-4	0	total	0	<table border="1"> <tr> <td style="background-color: #fce4d6;">OBS: ns.</td> <td style="background-color: #fce4d6;"></td> </tr> <tr> <td style="background-color: #fce4d6;">Positive?</td> <td style="background-color: #fce4d6;">#####</td> </tr> <tr> <td style="background-color: #fce4d6;">1-5 are true FQ+>3 AND 2 items 1-4 X+%>0,89 et 3 items FQ+>3 et X+%>0,89</td> <td style="background-color: #fce4d6;"></td> </tr> </table>	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							
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**. As for the **DEPI** and **CDI**, the total is also, this time, in the respective blue boxes, but the positivity of the index can be read in the yellow rectangle in the blue part.

lower. For the **HVI** and **OBS** indices, positivity is written directly in the blue box.

COMPLEMENTARY 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 widely used because of the valuable information they provide and their proven reliability and validity. R-PAS has included them in its system and has assigned codes to them. CHESSES 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)

1. **MOA**: Mutuality of Autonomy Scale. 7 levels.

- MOA (average)
- MOAb (minimum)
- Range
- PATH - Pathological MOA
- MOAHI - MOA Healthy

2. **Aggressive Contents**: Aggressive Response Extended Codes

- AgC (Aggressive content)
- AgPot (Potentially Aggressive Content)
- AgPast (Aggressive past content)

- SM (Sadomasochism)

3. **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

TUTORIALS CHESSSSSS

Videos in English Language

CHESSSS org: Free Open Source Software for the Scoring of the Rorschach test <http://www.chessss.org/tutorials/>

Translation: Alejandra Palacios Banchemo et. al.

Video tutorial CHESSSS 1: Introduction and Overview

(0:12) Welcome to this video tutorial, which is a presentation and overview of the CHESSSS application. (0:21)

(0:22) Let's start from the beginning: let's download the application from the website (0:28) (0:42) Here it is. So I just open the folder where it was downloaded. (0:49)

(0:52) The files I have downloaded are in a **ZIP Compressed Folder**. This contains the **CHESSSS Folder** which you can unzip and place anywhere. For example, on the Desktop. (1:06) (1:14) Once the Folder is located in a place... once the **CHESSSS Folder** is located in a place, you can for example create a shortcut. (1:24). Here it is... (1:29)

(1:31) The CHESSSS folder contains different files. There are 4 Excel files, which are the application files. (1:38) (1:41) "**CHESSSS User**" is the main application. It is this application that will be used to enter, digitize, protocols and also view the typical Structural Summary. This "**CHESSSS User**" application also generates data for the calculation of inter-rater reliability, using "**CHESSSS Kappa**". It also generates the data needed to build a database when using "**CHESSSS DB**" (*CHESSSS Database*). Once the database is created, the "**CHESSSS Norms editor**" can be used to edit the norms (2:18).

(2:21) There are also three PDF files that may be useful: "**CHESSSS Map**" is a simplified representation of the typical CHESSSS-enhanced Structural Summary to familiarize yourself with this presentation. (2:37) (2:41) "**DB Structure**" presents the basics of database construction. (2:47) (2:51) There is also a list of the valid codes that can be used with CHESSSS. (2:55) (2:59). This file is an example of a handwritten protocol that has been scanned... (3:04) (3:16) The last 3 files are CHESSSS files, which are protocol files, that can be loaded into the main CHESSSS application: "**CHESSSS User**". (3:28)

(3:32) So let's get started and open the main application "**CHESSSS User**" ... (3:35) (3:39) The first thing you need to know is that every time you want to use **CHESSSS** you need to enable macros. As long as the macros are disabled the program will not be able to work properly. As you can see... nothing is happening here. (3:55)

(4:05) Let's load the protocol for your presentation. (4:08) (4:16) As you see, at the bottom of your screen there are several tabs. They are different spreadsheets displayed, which you can change.

The first one is "**ID**" and contains information about the identification of the client, test, file, etc. (4:35).

(4:36) The second is the place where you can transcribe the protocol verbatim. This is not necessary if you use the handwritten protocol that has been scanned, but if you prefer to transcribe the text verbatim, you can do it here (4:49).

(4:53) In the "**Code**" spreadsheet you can enter all codes in the typical way. You can see here a gray area. The gray area provides automatic results. The **Good Human Representation (GHR)** and **Poor Human Representation (PHR)** codes are calculated automatically. The value of the **Z-score** is also automatically calculated based on the **type of Z**. (5:21)

(5:22) Here you can see some small green signs. These indicate the validity of the codes used in a particular answer. For example, if I enter here an invalid Determinant code for the answer, this red sign here will indicate that this Determinant for this answer is invalid. The Content will not be valid either, because it is not possible for an answer to have no Content. Now... if I enter a valid Content code... then, the green sign appears... (6:04)

(6:07) You can also rate the supplementary scales: The **Mutuality and Autonomy Scale**, Levels 1 to 7 (**MOA**), **The Rorschach Oral Dependence Scale (ROD)** and the **Aggressive Contents...** (6:22) (6:40) Here you can see several numbers, which we will discuss later. (6:45)

(6:47) If you wish, you can also duplicate the encoding of a protocol and have double encoding in the same file. To do this, we can use the "2xCode" Spreadsheet. This is exactly the same as the "Code" spreadsheet, but in the latter, supplementary scales cannot be qualified. (7:04)

(7:05) Once the protocol is coded and double coded, you can easily compare the two corrections, using the "*Compare*" spreadsheet... We can see here... for example, in answer 3, that there is discrepancy in the application of the **Formal Quality (FQ)** criterion. In answer 7, there are discrepancies in the application of the **Determinants**. In answer 10, it can be seen that there is agreement of criteria when applying the **passive Human Movement (Mp)** Determinant, but there are discrepancies in the application of the **other Determinants**. (7:42)

(7:47) On the other hand, the CHESSES Menu allows to switch between different screen view modes. The Multi-Window Mode is quite useful to compare one encoding with a second encoding. Here are the same verbatim transcripts and you can see the different responses... (8:05), (8:07) here is the coding with the responses... (8:10), (8:13) the double coding and the comparisons. So we can see if there's any discrepancy between answers and see what's going on with that particular answer... Let's see then, what's going on with answer 3 (8:26), (8:33) the first one

coding considers the **Formal Quality** to be **minus (FQ-)**, while the second coding considers the response to be **ordinary FQ (FQo)** (8:41).

(8:46) As we can see, the **Formal Quality A Tables** are labeled in **CHESSSS**. We wanted to facilitate and standardize the **Formal Quality** rating. To do this, we have sorted each item in the **Comprehensive System Manual** reference list according to Content; and each item has been assigned an Identification Number, which we have named **FQI** (9:13). (9:16) Additionally, we have added two filter options to facilitate the search for relevant item codes. For example, if you are looking for a **Human Representation (HR)** in location **D4** of Plate I, just enter that option and ask for results. Here are the items... (9:45)

(9:47) If you wish, you can also perform specific searches. For example, in Response 2, Location **W**, one client's response was "**spider**". So you can search for this specific item in the **FQ Table**. It exists and its **FQI** number is **242**. (10:14)

(10:15) An important improvement in the standardization of the **CF Table** is that the identification numbers are the same in all languages. For example, here "**spider**" in the English FQ Table is 242 and in the French FQ Table, which corresponds to the item "**araignée**", it is also 242. Likewise, in the Spanish FQ Table, which corresponds to the item "**araña**", also the **FQI** is 242. This allows a simple comparison of the formal quality between different languages. (10:50)

(10:52) Now that you have found the relevant item you were looking for, you can grade it on the Grade Sheet. For example, in answer 2, I can type here the FQI 242. In this answer there is only one object, but there could be several objects and therefore I would have to rate each one. (11:23)

(11:24) If you score protocols with **FQI** items, the Formal Quality (**FQ**) frequencies will be automatically calculated when you go to build a database. (11:36)

(11:39) Once you have finished grading the protocol, you can take a look at the typical **Structural Summary**. (11:43) (11:53) It is somewhat different from the Structural Summary that you know. We wanted to increase the amount of

information available in the Summary, as well as making it easier to read. The most important features we have added are the interpretation keys shown here..., the interpretation strategies, here... details about **Blend Responses** in the other Clusters: Complex Stress R, Complex Triple R, Complex Color-Shading R, etc. and details about the homogeneity of the **CF- (Formal Quality minus)**. For example, this protocol contains 11 **Formal Quality minus (FQ-)** responses and 10 of them are associated with pure Shape determinants, 7 are associated with Color codes and 6 associated with the first 3 plates. (12:53)

(12:55) In the Comprehensive System there are many rules in the groupings and combinations that are very difficult to remember. For this reason we wanted to facilitate the reading of the Structural Summary, but we did not want to give any automatic interpretation, so we decided to develop some clues, just as a reminder, to help the reading of the Structural Summary. (13:25)

(13:27) For example, to get the interpretation values of the number of **Complex Responses**, you have to consider the EB style and the number. It is difficult to remember what the values are and to understand what a particular value means, in a particular protocol, but for this case, when considering **EB** and Lambda (**L**), the number of Complex Responses is low. (13:49)

(13:50) Similarly, the **Human Contents**, evaluate some kind of interest in others, but it should be evaluated according to the **Number of Responses** and the **EB** style. In this case, the **Human Contents** represent a low interest in others (14:08).

(14:10) Similarly, **Adjusted D (Adj D)** needs to be evaluated very carefully according to **EA, EB, Lambda** and **Adjusted es (Adj es)**. Some clues are provided here. In this case, **Adjusted D (Adj D)** should not be considered valid and the **Cluster or Control Grouping** interpretation should be disregarded. Please note that in the upper left corner, you have the option "**Compute for**", where you can change, from the calculation of the structural summary for the first coding, but also for the

second coding, and so compare and see if there is any difference involved...
(14:51)

(14:57) Now let's go back to the single window mode. When you are done with the protocol, you can save it. The best way to proceed here is to save all the files in the **CHESSSS Directory**, which includes the **CHESSSS Protocol File**, but also the **PDF Files** you may have scanned, such as the handwritten protocol or the Localization Sheets. This is not really necessary, they could save their files in other directories, but saving them in the **CHESSSS Directory** makes it significantly easier to manage various protocols. (15:37)

(15:38) Let's see in **Tutorial 2** how to handle various protocols and especially, how to calculate the inter-rater reliability and Kappa coefficients, and how to create the database. (15:53)

(15:54) Thank you for your attention and I hope this tutorial has been helpful.
(16:00)

Video Tutorial CHESSSS 2: (Add a protocol PDF)

Translation: Alejandra Palacios et al

Steps:

1. Open File Explorer
2. Open the CHESSSS folder
3. Open the User Excel file
4. Make sure that Macros are enabled.
 - a. Microsoft Security Options (Security Alert - Macro)
 - i. Activate content

Here are the buttons for the PDF files (top menu bar) The CHESSSS directory is the default directory.

Steps:

1. Click on the "Add Protocol PDF" button.
2. In the CHESSS folder, which is the default directory, select the PDF file named **RCSxSamuel - P11 scan** and open it.
3. Once the PDF file has been added, you can open it with the hyperlink shown in blue letters (Link to Protocol).
4. Click on "**Link to Protocol**".
5. You can delete the association with the PDF file by pressing the **Delete/Delete** button (**Press Suppr.**).
6. Click again on the Add a PDF protocol button located on the top menu bar.
7. If the file is not in the CHESSS directory, the entire path is displayed.
8. By selecting it, the file can be deleted again.

For Spanish language: search in CHESSSS 1.3 beta (zip package)

Posted on March 18, 2014 by Patrick

Download files at: <http://www.chessss.org/download-chessss/chessss-1-3-beta-zip-package/>

RIAP references:

- WEINER, I.** (2008) *Riap5 Rorschach Interpretation Assistance Program* : version 5. [Lutz, Florida:] Psychological Assessment Resources.

