

Variable information:

LASAB114 / LASAC114 / LASAD114 / LASAE114 / LAS2B114 / LASAF114;
LASAB314 / LASAC314 / LASAD314 / LASAE314 / LAS2B314 / LASAF314 (scale values)

LASAB114 / LASAC114 / LASAD114 / LASAE114 / LAS2B114 / LASAF114

name	label	values
b/c/d/e/b/fqseff01	Self efficacy 1: flexible (+)	no answer(-1), much more flexible(1), more flexible(2), just as flexible(3), less flexible(4), much less flexible(5)
b/c/d/e/b/fqseff02	Self efficacy 2: reaction time (+)	no answer(-1), much better(1), better(2), just as good(3), worse(4), much worse(5)
b/c/d/e/b/fqseff03	self efficacy 3: strong (-)	no answer(-1), much less strong(1), less strong(2), just as strong(3), stronger(4), much stronger(5)
b/c/d/e/b/fqseff04	Self efficacy 4: good condition (+)	no answer(-1), much better(1), better(2), just as good(3), worse(4), much worse(5)
b/c/d/e/b/fqseff05	self efficacy 5: move smoothly (-)	no answer(-1), much less smoothly(1), less smoothly(2), just as smoothly(3), more smoothly(4), much more smoothly(5)
b/c/d/e/b/fqseff06	Self efficacy 6: stairs (+)	no answer(-1), much more easy(1), more easy(2), just as easy(3), more difficult(4), much more difficult(5)
b/c/d/e/b/fqseff07	self efficacy 7: strong grip (+)	no answer(-1), much greater(1), greater(2), smaller(3), less(4), much smaller(5)
b/c/d/e/b/fqseff08	Self efficacy 8: walk fast (-)	no answer(-1), much slower(1), slower(2), just as fast(3), faster(4), much faster(5)

Variable information:

LASAB114 / LASAC114 / LASAD114 / LASAE114 / LAS2B114 / LASAF114;
LASAB314 / LASAC314 / LASAD314 / LASAE314 / LAS2B314 / LASAF314 (scale values)

b/c/d/e/b/fqseff09	Self efficacy 9: good balance (+)	no answer(-1), much better(1), better(2), just as good(3), worse(4), much worse(5)
b/c/d/e/b/fqseff10	Self efficacy 10: active (-)	no answer(-1), much less active(1), less active(2), just as active(3), more active(4), much more active(5)

LASAB314 / LASAC314 / LASAD314 / LASAE314 / LAS2B314 / LASAF314

name	label	values
b/c/d/e/b/fqphseff	Physical self-efficacy (LIVAS) Low-High	no valid data(-1), low(10), .. high(50)