## Reflex Integration Testing Chart

REFLEX	TESTING POSTION	PRESENTATION (IF PRESENT)	PRESENT	INTEGRATED
ATNR	Place the child in quadruped. Passively turn the child's head to the right and left as far as possible.	ATNR reflex is present if child's arm bends, that is on the opposite side of head turn		
STNR	Place the child in quadruped. Passively flex and extend the child's head/neck.	STNR is present if the child's arms or hips bend, collapse, or move.		
Spinal Galant	Place the child in quadruped. Gently stroke along side the spine with your finger tip on each side.	Spinal Galant is present if the child's back curves towards the side stroked.		
Moro	Stand behind the child & pull them backwards. Stand in front of the child with one hand on their forehead and back, tilt their head up quickly. Ask the child cross their legs in standing & look up	Moro is present if the arms extend upward when pulled back or in neck extension. Positive if the child looses balance.		
Palmar	Ask the child to hold one hand out with palm facing up. Stroke the child's hand from space between thumb and index finger to heel of the hand.	Palmar grasp is present if the child's fingers move or they cannot keep their hand still/open		
TLR	Have the child lay on their stomach and lift their arms/legs off the floor (superman pose). Have the child stand with eye closed then look up and down (hold for 10 seconds at each position).	The child will bend legs when lifting off the floor, they may be unable to perform superman pose. The child will lose balance in standing.		

## Reflex Integration Testing Chart

## Additional reflexes (less commonly tested)

REFLEX	TESTING POSTION	PRESENTATION (IF PRESENT)	PRESENT	INTEGRATED
Plantar	Stimulate/stroke the bottom of the foot under metatarsals	Toes will extend		
Rooting	Stroke the side of the cheek and upper lip	Mouth opens, head may turn toward side stroked		
Palmar Mandibular	Engage in fine motor tasks such as cutting or apply pressure to BIL palms	Mouth movements with fine motor tasks, drooling, and. or eye movements		