

# International Blind Golf Association (IBGA)

## Sight Classification Form

The information captured on this form will be stored by Blind Golf Canada (BGC) as well as the IBGA for the purpose of sight classification. The player's sight classification will be displayed on the IBGA website.

### IMPORTANT NOTES TO THE ASSESSOR

#### General

1. It is important that players be tested **with best correction**.
2. In all sight tests, (Acuity and Field, if relevant), each eye should be tested individually, but additionally players should be tested with both eyes open.

#### Acuity Measurement

1. Acuity measurements should be carried out by recording the measurement based on two different letter sizes (e.g. 20/200 and 20/40). **Note. Two measurements must be recorded.**
2. Start testing from a distance of 20 feet and reduce the testing distance in decrements of 1.5 feet until the player can identify the specified letter, i.e. from 20 feet to 18 feet to 16.5 feet, etc.
3. A zero reading may be entered if the player cannot read the specified letter at 1.5 feet.
4. **Note. "counting fingers," hand movements or "light perception" will not be accepted as Acuity measurements.**
5. If a player's Acuity is too low to obtain readings as indicated above, please indicate by placing a check in one of the boxes provided, whether the player Can or Cannot distinguish the solid black square below from a blank sheet of white paper at any distance or in any direction.



#### Visual Field Measurement

1. Visual field only needs to be measured in cases where the player's acuity is better than 20/200.
2. Visual field shall mean the total visual field (including peripheral) and shall be taken as the maximum sum of the fields about the point of fixation along any line through the point of fixation (e.g. temporal + nasal or upper + lower), whichever produces the largest result.
3. Visual field should be measured with a perimeter, but if the fields are reduced to below 20 degrees an Amsler Grid at a distance of 1 foot may be appropriate. Please specify the method(s) used in the space provided.

