

HOW TO DISPLAY FIRST/NEXT USING A BLOCK ROTATION

A block rotation can be used to correctly fill in first/next text.

- 1) You will need to create as many dummy questions as there are attributes.
In this example, there are 5.

Q1. On a scale from 1 to 10, please tell me if the following sports interest you or not. A 1 is "Does not interest at all" and a 10 is "Very interested".

The first/next attribute is....

	DOES NOT INTEREST	VERY INTERESTED
Bungee Jumping	1...2...3...4...5...6...7...8...9...10	
Hang Gliding	1...2...3...4...5...6...7...8...9...10	
Rock Climbing	1...2...3...4...5...6...7...8...9...10	
Scuba Diving	1...2...3...4...5...6...7...8...9...10	
Sky Diving	1...2...3...4...5...6...7...8...9...10	

- 2) List the attributes as the answer choices in the same order in each of the block dummies.
- 3) The individual block pairs following the block dummies will consist of a dummy question and an attribute question.
- 4) Add a conditional to each text question based on the punch of the first dummy of the block.
- 5) And finally, add a conditional, grid, and shuffle to the block dummies.

*** QUESTION #1 ***

INTRO

ON A SCALE FROM 1 TO 10, PLEASE TELL ME IF THE FOLLOWING SPORTS
INTEREST YOU OR NOT.

.

A 1 IS "DOES NOT INTEREST AT ALL" AND A 10 IS "VERY INTERESTED".

GO TO Q. #2 =====> <1> SELECT HERE TO CONTINUE

GO TO Q. #2 =====> <2> *SELECT HERE TO CONTINUE

*** QUESTION #2 ***

BLOCKS 1 - 5

<< CONDITIONAL ASSOCIATED WITH THIS QUESTION >>

IF Q#2 EQ CODE(S) 1-5

(CONDITIONAL #1)

THEN GO TO Q.#3 ELSE GO TO Q.#2.

*DUMMY FOR BLOCK ROTATION

GO TO Q. #7 =====> <1> BUNGEE JUMPING

GO TO Q. #9 =====> <2> HANG GLIDING

GO TO Q. #11 =====> <3> ROCK CLIMBING

GO TO Q. #13 =====> <4> SCUBA DIVING

GO TO Q. #15 =====> <5> SKY DIVING

- SPECIAL FEATURE * SHUFFLING ANSWERS

ALL ANSWERS -

*** QUESTION #3 ***

<< CONDITIONAL ASSOCIATED WITH THIS QUESTION >>

IF Q#3 EQ CODE(S) 1-5

(CONDITIONAL #2)

THEN GO TO Q.#4 ELSE GO TO Q.#3.

*DUMMY FOR BLOCK ROTATION

GO TO Q. #7 =====> <1> BUNGEE JUMPING

GO TO Q. #9 =====> <2> HANG GLIDING

GO TO Q. #11 =====> <3> ROCK CLIMBING

GO TO Q. #13 =====> <4> SCUBA DIVING

GO TO Q. #15 =====> <5> SKY DIVING

- SPECIAL FEATURE * SHUFFLING ANSWERS

ALL ANSWERS -

- THIS QUESTION IS IN A GRID -

DISPLAY ANSWERS NOT YET MENTIONED IN QUESTIONS:

2

*** QUESTION #4 ***

<< CONDITIONAL ASSOCIATED WITH THIS QUESTION >>

IF Q#4 EQ CODE(S) 1-5

(CONDITIONAL #3)

THEN GO TO Q.#5 ELSE GO TO Q.#4.

*DUMMY FOR BLOCK ROTATION

GO TO Q. #7 =====> <1> BUNGEE JUMPING

GO TO Q. #9 =====> <2> HANG GLIDING

GO TO Q. #11 =====> <3> ROCK CLIMBING

GO TO Q. #13 =====> <4> SCUBA DIVING

GO TO Q. #15 =====> <5> SKY DIVING

- SPECIAL FEATURE * SHUFFLING ANSWERS

ALL ANSWERS -

- THIS QUESTION IS IN A GRID -

DISPLAY ANSWERS NOT YET MENTIONED IN QUESTIONS:

2-3

*** QUESTION #5 ***

BLOCKS 1 - 5 (cont)

<< CONDITIONAL ASSOCIATED WITH THIS QUESTION >>

IF Q#5 EQ CODE(S) 1-5

(CONDITIONAL #4)

THEN GO TO Q.#6 ELSE GO TO Q.#5.

*DUMMY FOR BLOCK ROTATION

GO TO Q. #7 =====> <1> BUNGEE JUMPING

GO TO Q. #9 =====> <2> HANG GLIDING

GO TO Q. #11 =====> <3> ROCK CLIMBING

GO TO Q. #13 =====> <4> SCUBA DIVING

GO TO Q. #15 =====> <5> SKY DIVING

- SPECIAL FEATURE * SHUFFLING ANSWERS

ALL ANSWERS -

- THIS QUESTION IS IN A GRID -

DISPLAY ANSWERS NOT YET MENTIONED IN QUESTIONS:

2-4

*** QUESTION #6 ***

<< CONDITIONAL ASSOCIATED WITH THIS QUESTION >>

IF Q#6 EQ CODE(S) 1-5

(CONDITIONAL #5)

THEN GO TO Q.#17 ELSE GO TO Q.#6.

*DUMMY FOR BLOCK ROTATION

GO TO Q. #7 =====> <1> BUNGEE JUMPING

GO TO Q. #9 =====> <2> HANG GLIDING

GO TO Q. #11 =====> <3> ROCK CLIMBING

GO TO Q. #13 =====> <4> SCUBA DIVING

GO TO Q. #15 =====> <5> SKY DIVING

- SPECIAL FEATURE * SHUFFLING ANSWERS

ALL ANSWERS -

- THIS QUESTION IS IN A GRID -

DISPLAY ANSWERS NOT YET MENTIONED IN QUESTIONS:

2-5

*** QUESTION #7 ***

ATTRIBUTE 1

<< CONDITIONAL ASSOCIATED WITH THIS QUESTION >>

IF Q#2 EQ CODE(S) 2-5

(CONDITIONAL #6)

THEN SHOW ANS. CODES 2

AND HIDE ANS. CODES 1

*DUMMY FOR FILL-IN

GO TO Q. #8 =====> <1> THE FIRST ATTRIBUTE IS...

GO TO Q. #8 =====> <2> THE NEXT ATTRIBUTE IS...

*** QUESTION #8 ***

Q6A. [Q07]##"BUNGEE JUMPING"?

.

. DOES NOT

. INTEREST

. AT ALL

VERY
INTERESTED DK

.

. 1.....2.....3.....4.....5.....6.....7.....8.....9.....10 11

GO TO Q. #2 =====> <1> NUMERIC

- NUMERIC OPEN END - RANGE IS 1 THRU 11 -

- ANSWER REQUIRED -

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*** QUESTION #9 ***
<< CONDITIONAL ASSOCIATED WITH THIS QUESTION >>
IF Q#2 EQ CODE(S) 1,3-5 (CONDITIONAL #7)
  THEN SHOW ANS. CODES 2
  AND HIDE ANS. CODES 1
*DUMMY FOR FILL-IN
  GO TO Q. #10 ===> <1> THE FIRST ATTRIBUTE IS...
  GO TO Q. #10 ===> <2> THE NEXT ATTRIBUTE IS...

*** QUESTION #10 ***
Q6B. [Q09]##"HANG GLIDING"?
.
. DOES NOT
. INTEREST VERY
. AT ALL INTERESTED DK
.
. 1.....2.....3.....4.....5.....6.....7.....8.....9.....10 11
GO TO Q. #2 ===> <1> NUMERIC
- NUMERIC OPEN END - RANGE IS 1 THRU 11 -
- ANSWER REQUIRED -

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*** QUESTION #11 ***
<< CONDITIONAL ASSOCIATED WITH THIS QUESTION >>
IF Q#2 EQ CODE(S) 1-2,4-5 (CONDITIONAL #8)
  THEN SHOW ANS. CODES 2
  AND HIDE ANS. CODES 1
*DUMMY FOR FILL-IN
  GO TO Q. #12 ===> <1> THE FIRST ATTRIBUTE IS...
  GO TO Q. #12 ===> <2> THE NEXT ATTRIBUTE IS...

*** QUESTION #12 ***
Q6C. [Q11]##"ROCK CLIMBING"?
.
. DOES NOT
. INTEREST VERY
. AT ALL INTERESTED DK
.
. 1.....2.....3.....4.....5.....6.....7.....8.....9.....10 11
GO TO Q. #2 ===> <1> NUMERIC
- NUMERIC OPEN END - RANGE IS 1 THRU 11 -
- ANSWER REQUIRED -

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*** QUESTION #13 ***
<< CONDITIONAL ASSOCIATED WITH THIS QUESTION >>
IF Q#2 EQ CODE(S) 1-3,5 (CONDITIONAL #9)
THEN SHOW ANS. CODES 2
AND HIDE ANS. CODES 1
*DUMMY FOR FILL-IN
GO TO Q. #14 ==>> <1> THE FIRST ATTRIBUTE IS...
GO TO Q. #14 ==>> <2> THE NEXT ATTRIBUTE IS...

*** QUESTION #14 ***
Q6D. [Q13]##"SCUBA DIVING"?
.
. DOES NOT
. INTEREST VERY
. AT ALL INTERESTED DK
.
. 1.....2.....3.....4.....5.....6.....7.....8.....9.....10 11
GO TO Q. #2 ==>> <1> NUMERIC
- NUMERIC OPEN END - RANGE IS 1 THRU 11 -
- ANSWER REQUIRED -

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*** QUESTION #15 ***
<< CONDITIONAL ASSOCIATED WITH THIS QUESTION >>
IF Q#2 EQ CODE(S) 1-4 (CONDITIONAL #10)
THEN SHOW ANS. CODES 2
AND HIDE ANS. CODES 1
*DUMMY FOR FILL-IN
GO TO Q. #16 ==>> <1> THE FIRST ATTRIBUTE IS...
GO TO Q. #16 ==>> <2> THE NEXT ATTRIBUTE IS...

*** QUESTION #16 ***
Q6E. [Q15]##"SKY DIVING"?
.
. DOES NOT
. INTEREST VERY
. AT ALL INTERESTED DK
.
. 1.....2.....3.....4.....5.....6.....7.....8.....9.....10 11
GO TO Q. #2 ==>> <1> NUMERIC
- NUMERIC OPEN END - RANGE IS 1 THRU 11 -
- ANSWER REQUIRED -

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*** QUESTION #17 ***
THOSE ARE ALL MY QUESTIONS. THANK YOU FOR YOUR TIME.
GO TO Q. #18 ==>> <1> SELECT HERE TO END INTERVIEW
GO TO Q. #18 ==>> <2> *SELECT HERE TO END INTERVIEW

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