

# Closed Fist Percussion Test

Patient information	
Name:	Age:
Gender:	Test date:
Purpose	
To screen for serious pathologies in patients presenting with sudden back pain, particularly osteoporotic compression fractures of the vertebral spine.	
Test procedure	
<ol style="list-style-type: none"><li>1. Position the patient so that they are standing in front of a mirror. This allows you and the patient to observe reactions during the test. Stand behind the patient and gently place one hand on their spine to stabilize and guide the area being tested.</li><li>2. With your other hand, make a closed fist and perform percussions along the patient's spine. Apply consistent, moderate force as you tap along the length of the spine, ensuring you cover the entire thoracic and lumbar regions. Pay close attention to any visible signs of discomfort or pain in the patient's facial expressions, as seen in the mirror.</li><li>3. After completing the percussions, ask the patient if they experienced any sharp, sudden pain during the procedure. Record their response accurately and note the specific locations where pain was reported, if any.</li></ol>	
Test results	
<input type="checkbox"/> <b>Positive:</b> The patient reports sharp, sudden pain during the closed-fist percussion, indicating a possible symptomatic vertebral compression fracture.	
<input type="checkbox"/> <b>Negative:</b> The patient does not report any sharp, sudden pain during the closed-fist percussion, indicating the absence of symptomatic vertebral compression fractures.	
Additional notes	
Healthcare professional information	
Name & signature:	Date:

Langdon, J., Way, A., Heaton, S., Bernard, J., & Molloy, S. (2010). Vertebral compression fractures – new clinical signs to aid diagnosis. *The Annals of the Royal College of Surgeons of England*, 92(2), 163–166. <https://doi.org/10.1308/003588410x12518836440162>

Physiotutors. (2024). *Closed fist percussion test | thoracic compression fracture*. <https://www.physiotutors.com/wiki/closed-fist-percussion-test/>