

Beard & Ragheb (1983)

Leisure Motivation

Scoring Instructions

Response scale:

- 1 = never true**
- 2 = seldom true**
- 3 = somewhat true**
- 4 = often true**
- 5 = always true**

Subscales

Intellectual – items 1-12

Social – items 13-24

Competency/Mastery – items 25-36

Stimulus Avoidance – items 37-48

Subscale Totals

Intellectual

Social

Competency/Mastery

Stimulus avoidance