**SUPPLEMENTARY TABLE 1. OCTS codes**

| Category                        | Code | Description and scoring                                                                                                                                 |
|--------------------------------|------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
| **Engagement and narrative production** |      | Code 1-4 are assigned a raw score of 0 or 2  
1. Engagement
2. Arousal
3. Arousal modulation
4. Ability to keep within task boundaries | Child engagement in presented story stem = 0. No engagement = 2  
Child experiences arousal = 0. No arousal = 2  
Child is able to modulate arousal = 0. Child is not able to modulate arousal = 2  
Child stays within task frames and boundaries = 0. Child does not stay within task boundaries = 2 |
| **Nature of the narrative**      |      | Code 5-27 are assigned a raw score on a three-point scale ranging from 0-2  
5. Narrative coherence
6. Interviewer support
7. Adult provides comfort
8. Adult provides help/protection
9. Adult unaware
10. Adult rejects child
11. Adult shows aggression
12. Adult is controlling
13. Child seeks help/comfort from adult
14. Avoidance of conflict
15. Child self-care
16. Child ‘parents’ or ‘controls’ adult
17. Excessive compliance in child
18. Child shows aggression
19. Child ambivalence
20. Child shows fear of adult
21. Assuagement
22. Bizarre elements in the narrative
23. Child/adult gets hurt or dies
24. Child/adult/things are thrown away
25. Sudden shifts between good and bad
26. Sexual material
27. Disorganized behavior | Child presents a clear and coherent narrative = 0. Disrupted coherence = 2  
No support needed = 0. Interviewer support needed = 2  
Adult figure provides comfort = 0. No adult figure provides comfort = 2  
Adult figure provides help/comfort = 0. No adult figure provides help/comfort = 2  
Adult figure aware of child figure distress = 0. Adult figure not aware = 2  
Adult figure does not reject child figure = 0. Adult figure rejects child figure = 2  
Adult figure does not show aggression = 0. Adult figure shows aggression = 2  
Adult figure does not exercise control over child figure = 0. Adult figure is controlling towards child figure = 2  
Child figure seeks help/comfort from adult figure = 0. Child figure does not seek help/comfort from adult figure = 2  
Child figure addresses conflict of the story stem = 0. Child figure avoids story stem conflict = 2  
No self-care strategies from child figure = 0. Self-strategies from child figure = 2  
Child figure responds appropriately to adult figure with no role reversal = 0. Child figure ‘parents’ or ‘controls’ adult figure = 2  
Compliance in child figure is natural and appropriate for the context = 0. Excessive compliance in child figure = 2  
Child figure does not show aggression = 0. Child figure shows aggression = 0. Child figure shows ambivalent behavior toward adult figure = 2  
Child figure shows no fear of adult figure = 0. Child figure shows fear of adult figure = 2  
Strategy for reducing child figure distress is successful = 0. Strategy for reducing child figure distress is not successful = 2  
No bizarre elements = 0. Bizarre elements = 2  
Figure(s) do not hurt/die = 0. Figure(s) get hurt/die = 2  
Figures/things are not thrown away = 0. Figures/things are thrown away = 2  
No sudden shifts between good and bad = 0. Sudden shifts in good or bad = 2  
No sexual material = 0. Sexual material = 2  
No disorganized behavior in figures/child = 0. Disorganized behavior in figures/child = 2 |
| **Adult representations in the narrative** |      |                                                                                                                                                         |
| **Child representations in the narrative** |      |                                                                                                                                                         |
| **Disorganized phenomena**       |      |                                                                                                                                                         |

Recoding of raw scores into weighted scores:
Code 1-3 & 6: Scores of 0, 1, or 2 = 0  
Code 4, 5, 7, 8, 12, 13, 17, 19, & 21: Score of 0 or 1 = 0, scores of 2 = 2  
Code 9-11, 14-16, 18, 20, 22-27: Score of 0 = 0, scores of 1 or 2 = 1

*Note.* Code 1-3 and 6 are included in the coding scheme to be able to note the child’s general engagement and compliance with the screening situation and thereby to decide if the premise of the story stem measure is met (During the story stem presentation, the child is engaged in the story, identifies with the material, and emotional arousal is induced, and when asked to continue the story, the child spontaneously draws on own impulse and mental scripts to finish the story). Therefore, the scoring of the codes 1-3 and 6 reflect the reliability of ratings of code 4-5 and 7-27. Recoding of raw scores of code 1-3 and 6 into a weighted score of 0 is done because these codes are not part of the calculation of the partial and total score which indicates whether the child is traumatized.