

**PE1577/M**

NICE submission of 20 November 2017

Thank you for contacting NICE about our [guideline on cerebral palsy in adults](#) that is in development.

For your background, there is further information on our website about [how we develop NICE guidelines](#), it outlines how organisations can get involved in the development of the guidance by [registering as a stakeholder](#). The Scottish Government are very welcome to register as a stakeholder for the cerebral policy in adults guideline. You can have up to two named contacts and they have responsibility for collating the feedback from the organisation. The named contacts will need to create a [NICE Account](#), this will enable them to click through to the stakeholder registration page and indicate their interest in this title. Once registered, contacts will receive updates during the development process.

In terms of the opportunities for the Government to get involved, there are three points in the guideline development process where stakeholders have a role, summarised below. Unfortunately the first two stages are complete, however there will still be the opportunity to provide feedback on the draft guidance.

**1 Stakeholder scoping workshop – held on 9 November 2016**

Registered stakeholder organisations are invited to the scoping workshop.

**2 Consultation on the draft scope – held 29 November 2016 - 05 January 2017**

The [final scope](#) published in February 2017. At the same time that we consulted on the draft scope we advertised positions on the guideline committee for both lay members and health professionals.

The [list of committee members](#) for this topic is published on our website.

**3 Consultation on the draft guidance – currently scheduled for 16 July 2018 - 28 August 2018, although this may change.**

If you have any queries please contact us again, via email: [nice@nice.org.uk](mailto:nice@nice.org.uk) or telephone: 0300 323 0141.

I hope this is helpful. Please tell us how we did by completing our [short survey](#). It will only take you a couple of minutes.