

Developing a Coding Manual for an All-Injury Surveillance System at Emergency Departments:

The ISS coding manual

Background Report

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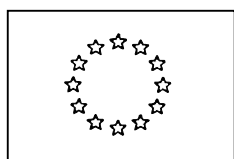
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SUMMARY

Surveillance of injuries is essential for priority setting and for preventive interventions. The European Union has a long history of Emergency Department based injury surveillance. These data are the basis for several actions concerning injury prevention. The aim of the present project was to develop a coding manual for a surveillance system on injuries that can be used at Emergency Departments throughout the European Union and that is based on best practices for classifications and injury surveillance.

This new Injury Surveillance System (ISS) coding manual is meant to record information at (a selection of) Emergency Departments within the European Union on all accidents/injuries attending these departments: an all injury coding manual. Therefore, the ISS coding manual contributes to the standardisation of injury and accident surveillance in the European Union: it is the basis for comparability of injury data from different member states.

Coding manual

The ISS coding manual is based on data elements and codes from three sources:

- International Classification of External Causes of Injuries (ICECI), a classification of the World Health Organization (WHO) for the external causes of injuries with an alpha status, subject to formal procedures for acceptance as related classification within the Family of International Classifications of the WHO;
- the Home and Leisure Accidents V2000 coding manual (HLA V2000), used for recording home and leisure accident data for the former European Home and Leisure Accident Surveillance System (EHLASS);
- the Minimum Data Sets on Injuries (MDS-Is), developed under the auspices of the European Commission and meant to record information on accidents/injuries in less resourced (as far as information or money is concerned) settings.

The data elements relevant for the ISS-coding manual (20 in total) on injuries were selected from all three sources:

- ICECI version 1.1a: data elements related to the external causes
- HLA V2000: additional data elements needed for injury surveillance: patient data, follow-up, administrative data, narrative
- MDS-Is: type of injury and body part

The current HLA V2000 coding manual provided the guidance for determining this level of detail: the actual codes.

Implementation

The HLA V2000 manual will be replaced by the ISS coding manual. It is recommended to actually start using the ISS coding manual (as successor of the previous EHLASS coding manuals, including HLA V2000) from January 1, 2005.

Before the ISS manual can actually be used in practice, translations and conversion tables are needed, but also software (f.i. for data entry) needs to be adjusted and staff needs to be trained.

It is recommended to publish the ISS coding manual on both the website of the European Commission and the website of ICECI.

Maintenance

The ISS coding manual can be regarded as a derivative from ICECI with additional elements. That means that part of the maintenance of the ISS coding manual will be carried out in conjunction with the ICECI maintenance procedures, together with experts using the ISS coding manual.

The Working Party on Injuries within the European Public Health Programme should play an important role in promoting the use and maintaining the ISS coding manual. It is recommended to establish a Task Force as part of this Working Party. This Task Force should at least have a clearinghouse function, communicate with the Co-ordination and Maintenance group of ICECI, actively collect suggestions for improving the coding manual, maintain conversion tables, and distribute new releases of the coding manual.

1 INTRODUCTION

1.1 Background

Accidents are a major problem for society, both in terms of the extent of the problem and its consequences. In order to decide which accidents should receive priority for injury prevention, and which intervention measures are potentially effective, the main features of accidents and injuries that occur should be known. So, surveillance of injuries is necessary in order to assess the magnitude of the injury problem, assist in the design of preventive interventions and evaluate their effectiveness. In conclusion, surveillance of accidents and injuries is essential for transparent priority setting and for designing preventive interventions.¹

In the past few years, surveillance of injuries at Emergency Departments of hospitals has turned out to be an important source of information for accident prevention. The European Union has a long history of Emergency Department based injury surveillance by means of the European Home and Leisure Accident Surveillance System (EHLASS).² These data have been the basis for several actions concerning accident prevention. However, this system is limited to collecting information only about home and leisure accidents with the purpose of preventing as far as possible those accidents in which consumer products are involved. EHLASS was not designed to collect information on other accident categories.

In the workplan of the European Commission on community action in the field of public health (2003-2008) it is stated that information should be collected on all injuries (including self-inflicted injuries and violence). This means that the scope of EHLASS should be broadened. Standardisation of the data elements and codes used to record the information is essential for international comparisons and is helpful for those setting up surveillance systems (prevent re-inventing wheels). The advantage of having an all injury surveillance system that is incorporated in a health system like the Emergency Departments is that the data collectors don't have to deal with the artificial distinction between home and leisure accidents and other accident categories or even diseases.

Two relevant international developments concerning accident and injury classification should be taken into account when developing a coding manual to be used for injury surveillance at Emergency Departments.

Firstly, the International Classification of External Causes of Injuries (ICECI) is developed (www.iceci.org). ICECI is the result of more than two decades of debate about the need to upgrade the classic tool for injury data representation: the external cause codes of the International Classification of Diseases (ICD). A couple of initiatives were taken which merged into a joint international endeavour under the auspices of the World Health Organisation (WHO). These developments resulted in ICECI version 1.1a,³ a tool for injury researchers and data collectors, based on best practices in injury surveillance. ICECI is a WHO related classification in development and is currently subject to formal WHO procedures for acceptance as related classification within the WHO Family of International Classifications (FIC). In October 2002 it was decided that ICECI has reached the alpha-version within the FIC. In October 2003, a decision will be taken on the beta-version of ICECI version 1.1a. For the future of Emergency Department injury surveillance it is essential to have

a link with the relevant standard classifications in health care, especially ICD. ICECI was developed in a way that it is linked with ICD.

Secondly, Minimum Data Sets on Injuries (MDS-Is) were developed under the auspices of the European Commission.^{4,5} These MDS-Is are an additional instrument for monitoring injuries in settings and/or countries with limited resources and/or which start recording injuries. The MDS-Is are uniformly applicable in different health care settings (fatalities, hospital admissions, General Practitioners) at national and local level. The MDS-Is are based on ICECI, ICD and the Home and Leisure Accidents coding manual (HLA V2000; currently used for recording home and leisure accidents in the Injury Surveillance System database, the former EHLASS). The MDS-Is are a useful instrument for monitoring injuries in settings and/or communities with limited resources and are suitable as a reporting format for comparing injury data in general. However, it collects only data minimally necessary for monitoring injuries. This is insufficient for injury surveillance as a basis for priority setting and input for preventive measures.

1.2 Aim

The aim of this project is to develop a coding manual that can be used for the surveillance of all injuries treated in Emergency Departments throughout the European Union based on ICECI: the Injury Surveillance System (ISS) coding manual.

ICECI only includes data elements on external causes and is a pick and choose system as far as the data elements are concerned but also the level of detail per data element. Therefore the current Coding Manual for the ISS Database, HLA V2000, and the recently developed MDS-Is should be taken into account for selecting data elements not included in ICECI and the level of detail possible for data collection at Emergency Departments in Europe.

1.3 Outline

This report follows the procedures used for developing the ISS coding manual. This means that Chapter 2 describes the method we used to create the coding manual. Chapter 3 deals with the results of this process. In Chapter 4 you can find our conclusions and recommendations.

The draft ISS coding manual is presented in Annex 1. The final ISS coding manual is included in a separate report: *The injury surveillance system at Emergency Departments: The ISS coding manual.*⁶

2 METHODS

The aim of this project was to develop a coding manual for surveilling accidents and injuries at Emergency Departments throughout the European Union, based on the International Classification of External Causes of Injuries (ICECI), the Home and Leisure Accident V2000 coding manual (HLA V2000), and the Minimum Data Sets on Injuries (MDS-Is).

In this chapter we give an overview of the methods used to develop a new coding manual: the ISS coding manual. First we provide the main features of the sources of information, after which we describe the general method to select the relevant data elements and its accompanying codes.

2.1 Sources of information

Three sources provided the most important input for drafting the new ISS coding manual: ICECI, HLA V2000, and MDS-Is. The main features of these sources are described in the next three sections. Based on the method described in the section 2.2, we have made a draft version, which was sent to all IPP contact persons for comments. Their comments were included in the final version.

2.1.1 ICECI

Traditionally, injury data have been represented using the external cause codes of the International Classification of Diseases (ICD). For more than two decades, experts have argued that the ICD codes lack the scope and specificity needed to effectively inform injury prevention and control activities. As a result of these debates, injury professionals around the world, under the auspices of the World Health Organization (WHO), have worked to develop an improved tool for capturing injury data.

This tool is ICECI.³ Based on best practices of injury surveillance and on international consensus about how external causes may be described, ICECI helps researchers and prevention practitioners to:

- define more precisely the domain of injuries they are studying;
- answer questions on the circumstances of the injuries; and
- provide more detailed information about specific accident categories, like home and leisure accidents or traffic accidents.

A draft of ICECI was tested in 1999. During this testing phase, 39 experts from 27 organisations in 13 countries coded case scenarios,⁷ several international experts in the field of (a subset of) injuries reviewed the codes, and 60 experts from 30 organisations in 14 countries conducted actual field tests.⁸ In addition, parts of ICECI were tested in the USA⁹ and Europe.¹⁰ Feedback resulting from the testing activities was incorporated into the first version of ICECI. Some taxonomic irregularities of version 1.0 of the data dictionary came to light during indexing. A project to undertake taxonomic review and refinement was conducted and changes arising from this project were incorporated in version 1.1. Based on the use of ICECI in practice, some other changes were included. This resulted in ICECI version 1.1a. This version is the basis for the development of the new ISS coding manual.

ICECI can be used as a companion to ICD-10,¹¹ allowing for more detailed data capture in Emergency Departments, clinics, and in-patient hospital settings; in ad hoc studies and surveys; and possibly in mortality registration systems. The comparability between ICD-10 and ICECI is achieved at the level of

the matrix developed by the Centers for Disease Control and Prevention in the US (www.cdc.gov/nchs/about/otheract/ice/matrix10.htm). This matrix is a recommended framework for injury mortality data and serves as a standard for the uniform tabulation and analysis of injury mortality data classified by ICD. Data coded to either ICECI or ICD-10 Chapter XX can be reported in accordance with the matrix.

ICECI is a “pick and choose” multi-axial classification system. As such, it proposes a series of recommended data elements that can be used to collect information about a variety of external cause related topics at varying levels of detail. This means that the number of data elements and modules, as well as the level of detail to be recorded for each data element or module, can be selected to meet local needs and resources.

In addition to the data elements that are applicable to a wide range of injury topics, ICECI includes several modules: clusters of data elements about specific subjects. These modules can be used as stand-alone items, but they can also be used in combination with the basic data elements.

There is hierarchy in the ICECI code sets, meaning that codes on a more detailed level can be aggregated to a lesser level of detail. This hierarchical structure, along with the multi-axial quality, ensures consistency of all applications at the basic level.

The core data elements included in ICECI are:

- Intent
- Mechanism of Injury
- Object/Substance
- Place of Occurrence
- Activity when Injured
- Alcohol Use
- Psychoactive Drug Use

The modules included in ICECI are:

- Violence
- Transport accidents
- Place of occurrence
- Sports injuries
- Occupational accidents

ICECI is a classification system of which elements can be used to set up a registration system. Depending on the objectives and setting of the registration system, data elements from ICECI need to be completed with items that are necessary for actual data recording.

The ICECI website contains the most recent versions of the data elements, updates about testing and the comparability with ICD-10, contact information for key persons working on ICECI, developments concerning derivatives of ICECI, relevant background information about ICECI, availability of translations, and relevant links.

ICECI is a WHO classification for the external causes of injuries with an alpha status, subject to formal procedures for acceptance as a related classification within the WHO Family of International Classifications.

ICECI will undergo continuous development, as practical experience leads to recommendations for improvements and adjustments in coding and guidelines.

2.1.2 *HLA V2000 coding manual*

The former EHLASS (currently being called Injury Surveillance System, ISS), introduced in 1986 to foster a consumer protection and product safety policy, is an important source of information about victims of home and leisure accidents treated at Emergency Departments of hospitals. The current HLA V2000 coding manual² is the result of changes in the version of 1986 and the version of 1997. The current coding manual is based on the experiences in all Member States of the European Union (EU) in applying the previous coding manuals for data collection at Emergency Departments. The coding manual is meant for collecting information only on home and leisure accidents.

The data elements included in HLA V2000 are:

- country code
- hospital number
- case number
- sex of patient
- date of birth
- date of injury
- time of injury
- date of attendance
- time of attendance
- date of discharge
- treatment and follow-up
- place of occurrence
- mechanism of injury
- activity
- sports
- type of injury
- part of the body injured
- product involved in the accident
- product causing the injury
- other product
- accident description

The HLA V2000 coding manual is currently being used for home and leisure accident data collection at a number of Emergency Departments in the EU Member States (the former EHLASS).

2.1.3 *Minimum Data Sets on Injuries (MDS-Is)*

Accident data collection at Emergency Departments is an important source of information about victims of home and leisure accidents. But a great number of Member States, communities and other parties interested in injury prevention, see the need for injury information from other health-care settings (e.g. hospital admissions, general practitioner attendances) as well. To prevent parties from

re-inventing the wheel, and thus the chance of ending up with incomparable databases, a common instrument was needed for monitoring injuries, at a national, regional and local level. This instrument, the MDS-Is⁵ took into account the variety in objectives and settings and the availability of resources, and it is compatible to the most relevant existing classification systems.

MDS-Is are an instrument for monitoring injuries in settings and/or countries using limited resources and/or which are starting to record injuries. In the latter case it can be seen as a first step in a process of gradually expansion of information collection by adding new modules of information such as on products and other relevant risk factors. The MDS-Is are also suitable as a basic reporting format for comparing injury data between Member States.

The MDS-Is are lists of data elements including their values. They are based on relevant existing classifications: the ICD, the HLA V2000 coding manual, and ICECI. They are flexible applicable (the level of detail depends on the objective of the injury data collection) and the contents of the MDS-Is is based on the current international state of the art concerning injury classifications. The MDS-Is can be regarded as a derivative of ICECI.

The MDS-Is are not developed to replace existing injury monitoring systems. They represent a minimal necessary data set for monitoring injuries in yet a meaningful way, while securing comparability of data with international classifications like ICECI and the possibility for more detailed monitoring systems like the former EHLASS.

There are three levels of potential implementation of MDS-Is in Europe:

- as a *reporting format*: enabling the comparison and exchange of data between settings equipped with detailed, injury monitoring systems. The main target groups will be injuries resulting in death, hospital admission or Emergency Department attendance.
- as a tool for *improving the informative value of existing injury monitoring systems*. The main target groups will be injuries resulting in death and those resulting in hospital admission.
- as a *registration system*: providing settings with limited sources or with no experience in injury monitoring with a tool for collecting injury data. The main target group will be injuries resulting from Emergency Department attendance and other, small-scale health care attendance.

The added value of the MDS-Is for the Member States and the European Commission is:

- a uniform way of reporting data on injuries at national and EU-level;
- a standardised tool for injury data collection through standard health statistics registrations which usually record only limited information on injuries, like death certificates and hospital discharge; and
- a basis for starting injury data collection in settings in which the former EHLASS is (yet) too detailed.

The draft MDS-Is were reviewed in 10 EU countries and field-tested in 7 EU countries. The testing results formed the input for the development of the final MDS-Is: four levels of objectives and four different health care settings. This led theoretically to sixteen MDS-Is. The wish for as few MDS-Is as possible applicable in as many settings as possible, combined with the possibility of data collection in the specific health care settings led to the decision to develop only five MDS-Is. Table 1 shows the objectives, settings and the MDS-Is. Table 2 presents an overview of the necessary data elements per MDS-I, setting and objective.

Table 1 Health-care settings combined with objectives: 5 final MDS-Is

Objectives	Settings			
	Fatalities	Other health care attendances	Hospital admissions	Emergency Department attendances
1 Monitor the total number of injured persons in the specified setting	MDS-I-1			
2 Monitor the total number of injured persons by intention	MDS-I-2			
3 Monitor the total number of injured persons by major accident type, major type of violence and major type of intentional self-harm	MDS-I-3			
4 Monitor the total number of injured persons by specific categories	MDS-I-4		MSD-I-5	

Table 2 Necessary data elements per MDS-I

Data elements	All settings	All settings	All settings	Fatalities / other health care attendances	Hospital admissions / ED attendances
	Objective 1 MDS-I-1	Objective 2 MDS-I-2	Objective 3 MDS-I-3	Objective 4 MDS-I-4	Objective 4 MDS-I-5
General information					
Date	X	X	X	X	X
Injury ¹	X	X	X	X	X
Personal data					
Age injured person	X	X	X	X	X
Sex injured person	X	X	X	X	X
Country of residence	X	X	X	X	X
Injury event information					
Intent		X	X	X	X
Place			X	X	X
Activity			X	X	X
Vehicle involvement			X	X	X
Mechanism				X	X
Sports				X	X
Mode of transport injured person				X	X
Counterpart				X	X
Injury information					
Nature of injury	X	X	X	X	X
Body part injured	X	X	X	X	X
Follow-up					X
Other					
Narrative				x	x

¹ If no, the remaining data elements are no longer relevant

2.2 Structure of the ISS coding manual

The structure of the new developed ISS coding manual is based on two steps. First we have selected the data elements that should be incorporated in the ISS coding manual. The second step was to decide which codes to be included per data element.

Selection of the data elements

The data elements relevant for the ISS-coding manual on injuries were based on the core data set of ICECI (i.e. excluding the modules). Since ICECI only relates to external causes additional data elements relevant for injury surveillance were needed, like age and sex of the victim. Those additional data elements were determined by examining HLA V2000 and the MDS-Is.

Selection of the permissible values

In determining the actual codes including the description per data elements, four strategies were followed:

- The codes of the data elements which are included in ICECI, but not HLA V2000, were included in the ISS coding manual without any changes. The same applies for the codes of data elements which were included in HLA V2000, but not in ICECI.
- Some of the selected data elements were included both in ICECI and in HLA V2000. We used the following basic rules for the determining the codes to be included. The classification of ICECI was used as the guideline, while we incorporated the level of detail from the HLA V2000 manual (since past experience has pointed out that this level should be possible to collect at Emergency Departments). This means that wherever HLA V2000 was more detailed than ICECI, new codes were added or inclusion criteria were extended or changed.
- A similar strategy is followed for the codes of data elements that are not included in ICECI, but are included in HLA V2000 and MDS-Is. If so, the design of the classification of the MDS-Is was used as a guideline, but the level of detail of the codes in HLA V2000 was incorporated in the MDS-Is variables. This means that wherever HLA V2000 was more detailed than MDS-Is, new codes were added or inclusion criteria were extended or changed.
- For the codes for the data element "Object/substance producing injury", ICECI was the leading classification. The existing main groupings of ICECI and HLA V2000 were compared. Headings of HLA V2000, which were not included in ICECI were added to ICECI. Only the main headings were compared, because it was unfeasible to compare the subcodes including the in- and exclusion criteria. We also assumed that it is possible to code everything within the subcodes 'other specified' and 'unspecified'.

The lay-out and the actual codes (hierarchy, numbering etceteras) of all the data elements was based on ICECI.

Inclusion, exclusion criteria

The in- and exclusion criteria were mainly based on the original source for the data element. However, sometimes criteria were added because of changes that had to be made in the classification (like merging codes) or because of discussions during the process.

3 RESULTS

In this chapter we describe the development and the content of the ISS coding manual. We created this manual based on the current use of and experience with existing systems (ICECI, HLA V2000, MDS-Is). First, we describe the selection of the data elements (section 3.1). Section 3.2 presents the followed strategies to create a draft coding manual by comparing the permissible values of the data elements in the ICECI coding manual, HLA V2000 and MDS-Is. After the draft coding manual was commented by the current contact persons for the Injury Prevention Programme (IPP, see section 3.3), the final version was created. Differences between the draft and final version are described in section 3.4.

3.1 Selection of the data elements

The coding manual includes data elements from the core set of ICECI and additional relevant data elements from HLA V2000 and MDS-Is. Data elements were selected from all three sources:

- one data element which was only included in ICECI
- ten data elements which were not included in ICECI, but were included in HLA V2000
- five data elements which were included in both ICECI and HLA V2000
- two data elements which were included in both MDS-Is and HLA V2000

An overview of the selected data elements included in the ISS-coding manual and their source is shown in Table 1.

Table 1. Data-elements included in the ISS-coding manual and their source

Data-element	Source
Country code	HLA V2000
Hospital number	HLA V2000
Case number	HLA V2000
Age of the patient	HLA V2000
Sex of patient	HLA V2000
Date of birth	HLA V2000
Date of injury	HLA V2000
Time of injury	HLA V2000
Date of discharge	HLA V2000
Treatment and follow-up	HLA V2000
Intent	ICECI
Place of occurrence	HLA V2000 and ICECI
Mechanism of injury	HLA V2000 and ICECI
Activity when injured	HLA V2000 and ICECI
Type of sports/exercise activity	HLA V2000 and ICECI
Type of injury	HLA V2000 and MDS-Is
Part of the body injured	HLA V2000 and MDS-Is
Object/substance producing injury	HLA V2000 and ICECI
Narrative	HLA V2000

3.2 Permissible values of the data elements

When the selected data elements had to be adapted, for example because HLA V2000 was more detailed, three strategies were followed (see also section 2.2).

1. When the selected data element in HLA V2000 was more detailed than in ICECI, new main codes and, when possible and/or necessary, new sub-codes were added to ICECI. These new codes are based on the lay-out (hierarchy and numbering) of ICECI. For example, the category 'Musical Instruments' in the data element 'Object' is included in HLA V2000, but not in ICECI. Therefore, a new main code is added to the ICECI codes, i.e. 98.07. For the specific instruments, new sub-codes were created (98.0701 etc).

<u>For example</u>	<i>HLA V2000 codes</i>	<i>New codes in ISS coding manual</i>
Musical instruments	M00	98.07
Piano	M0000	98.0701
Electric guitar	M0010	98.0705
Wind instrument	M0020	98.0710
Musical instrument, other specified	M0098	98.0798
Musical instrument, unspecified	M0099	98.0799

2. Since the classification of ICECI is leading when a data element is part of both ICECI and HLA V2000, it was not always possible to create new sub-codes within the lay-out of ICECI. If so, the sub-codes of HLA V2000 were added as inclusion criteria. For example, the category 'Stationary equipment in amusement parks' in HLA V2000 is more detailed than in ICECI 1.1a. The specific equipment mentioned in HLA V2000 are included in the corresponding category of ICECI (6.03.45), because it is not possible to create new sub-codes without changing the structure of ICECI.

<u>For example:</u>				
<i>HLA V2000</i>	<i>ICECI 1.1a</i>		<i>ISS coding manual</i>	
B03 Stationary equipment in amusement parks	6.0345	Powered amusement rides Includes:	6.0345	Powered amusement rides Includes:
B0300 Joy car, bumper car		roller coaster		roller coaster
B0305 Merry go-round		shopping mall ride		shopping mall ride
B0307 Roller-coaster	6.0398	Other specified playground equipment		Joy car, bumper car
B0309 Amusement trains	6.0399	Unspecified playground equipment		Merry-go-round
B0311 Maze				Amusement trains
B0320 Bumper boat				Bumper boat
B0325 Ferris wheel				Ferris wheel
B0330 Rodeo horse/bull (artificial)				Rodeo horse/bull (artificial)
B0340 Inflatable bouncer, bouncing castle			6.0398	Other specified
B0398 Other specified				Includes:
B0399 Unspecified				Maze
				Inflatable bouncer, bouncing castle
			6.0399	Unspecified

3. When a heading is more general in HLA V2000 than in ICECI 1.1a, headings in ICECI are replaced by those from HLA V2000,

For example:

<i>HLA</i>	<i>ICECI</i>	<i>ISS coding manual</i>
H 51 Tools for needlework	7.0510 Pin, needle	7.0510 Tools for needlework

All changes in the data elements of ICECI are underlined in the draft version of the ISS coding manual (see Annex 1). The changes are also systematically ordered in Annex 2.

3.3 Comments

On February 21 2003, all IPP contact persons (approximately 30) were informed about the project and to asked to allot time in March 2003 for commenting the draft version of the ISS-coding manual. On March 11 2003, the draft version was mailed to them (see Annex 3). They were asked to send their comments back before April 1, 2003. Two contact persons responded with useful detailed comments (see Annex 4).

3.4 Final version

A complication during the project was the fact that during that time, a new version of ICECI 1.1a was released. To be really updated, it was decided to include the (minor) changes between ICECI 1.1 and ICECI 1.1a in the final ISS coding manual. This section includes the changes that were included based on the comments from two contact persons and the new version of ICECI.

3.4.1 General

Injuries are usually the result of a sequence of events. Different types of mechanisms are usually involved in the injury (i.e. underlying mechanisms, direct mechanisms, intermediate mechanisms). In the draft version of the ISS coding manual it is prescribed to code all mechanisms, like it is suggested for ICECI. However, to minimise the burden on the hospital staff, it was decided to code only the direct mechanism, just like in HLA V2000.

During the execution of this project, version 1.1.a of the ICECI manual was published. The differences between this new version and version 1.1 were compared and, if necessary, incorporated into the ISS coding manual (see Table 2).

Table 2. Differences between ICECI version 1.1, ICECI version 1.1.a, and the ISS coding manual

ICECI version 1.1	ICECI version 1.1.a	ISS coding manual
Mechanism:	Mechanism:	Mechanism:
1.21 Contacting moving object	1.21 Contact with moving object	1.21 Contact with moving object
1.22 Contacting static object	1.22 Contacting static object	1.22 Contacting static object
1.25 Contacting animal	1.25 Contact with animal	1.25 Contact with animal
1.42 Crushing between individual persons	1.42 Crushing between persons	1.42 Crushing between persons
2.22 Shot by firearm	2.22 Shot by firearm Includes: Shot nos	2.22 Shot by firearm Includes: Shot nos
2.24 Shot by other weapon Includes: Shot nos	2.24 Shot by other weapon	2.24 Shot by other weapon
4.11 Contact with hot liquid, steam, other gas	4.11 Contact with hot liquid, steam, other hot gas	4.11 Contact with hot liquid, steam, other hot gas
6.28 Other specified corrosion	6.28 Corrosion by other specified substance	6.28 Corrosion by other specified substance
6.29 Unspecified corrosion	6.29 Corrosion by unspecified substance	6.29 Corrosion by unspecified substance
8 Exposure to (effect of) weather condition, natural disaster, or other force of nature	8 Exposure to (effect of) weather, natural disaster, or other force of nature	8 Exposure to (effect of) weather, natural disaster, or other force of nature
8.2 Exposure to (effect of) wind	8.2 Exposure to (effect of) wind condition	8.2 Exposure to (effect of) wind condition
8.24 Exposure to blizzard	8.24 Exposure to blizzard Excludes: Snow storm	8.24 Exposure to blizzard Excludes: Snow storm
8.34 Exposure to tidal wave, tsunami	8.34 Exposure to tidal wave Includes: Tsunami	8.34 Exposure to tidal wave Includes: Tsunami
8.8 Exposure to (effect of) other specified weather condition, natural disaster or other forces of nature	8.8 Exposure to (effect of) other specified weather, natural disaster or other forces of nature	8.8 Exposure to (effect of) other specified weather, natural disaster or other forces of nature
8.88 Exposure to other specified (effect of) weather condition, natural disaster or other forces of nature	8.88 Exposure to other specified (effect of) weather, natural disaster or other forces of nature	8.88 Exposure to other specified (effect of) weather, natural disaster or other forces of nature
8.9 Exposure to (effect of) other	8.9 Exposure to (effect of) other	8.9 Exposure to (effect of) other

specified weather condition, natural disaster or other forces of nature	specified weather, natural disaster or other forces of nature	specified weather, natural disaster or other forces of nature
98.1 Contact with foreign object	98.1 Contact with foreign body	98.1 Contact with foreign body
98.11 Foreign object on eye or entering into/through eye	98.11 Foreign body on eye or entering into/through eye	98.11 Foreign body on eye or entering into/through eye
98.12 Foreign object entering into or through other natural orifice	98.12 Foreign body entering into or through other natural orifice	98.12 Foreign body entering into or through other natural orifice
98.18 Other specified contact with foreign body	98.18 Other specified contact with foreign object	98.18 Other specified contact with foreign object
98.19 Unspecified contact with foreign body	98.19 Unspecified contact with foreign object	98.19 Unspecified contact with foreign object
Type of sport/exercise activity:	Type of sport/exercise activity:	Type of sport/exercise activity:
7.07 Track & field – Running long distances (greater than 1,500 meters)	7.07 Track & field – Running long distances (greater than 1,501 meters)	7.07 Track & field – Running long distances (greater than 1,501 meters)
Object:	Object:	Object:
1.0101 Transport vehicle drawn or pushed by person Includes: rickshaw	1.0101 Transport vehicle drawn or pushed by person Excludes: Pedal cycle rickshaw	1.0101 Transport vehicle drawn or pushed by person Excludes: Pedal cycle rickshaw
2.0110 Harvester machine	2.0110 Harvester machine Includes: Grape harvester	2.0110 Harvester machine Includes: Grape harvester
3.0101 Merchant ship, cargo ship, oil tanker, ferry used for intercontinental travel	3.0101 Merchant ship, cargo ship, oil tanker Excludes: ferry used for short trips across minor rivers	3.0101 Merchant ship, cargo ship, oil tanker Excludes: ferry used for short trips across minor rivers
3.0105 Passenger ship, passenger liner, ocean liner	3.0105 Passenger ship, passenger liner, ocean liner Includes: Ferry used for crossing long distances on open waters Excludes: Ferry used for crossing short trips across closed waters	3.0105 Passenger ship, passenger liner, ocean liner Includes: Ferry used for crossing long distances on open waters Excludes: Ferry used for crossing short trips across closed waters
7.0605 Video recorder, decoder	7.0605 Video recorder, decoder player	7.0605 Video recorder, decoder player
8.01 Cooking or food processing utensil	8.01 Cooking or food processing utensil	8.01 Cooking or food processing utensil

10.0501 Aqualung	Includes: Cutlery/crockery 10.0501 Aqualung Includes: Scuba equipment	Includes: Cutlery/crockery 10.0501 Aqualung Includes: Scuba equipment
11.0135 Elevated work platform	11.0135 Elevated work platform Excludes: scaffolding	11.0135 Elevated work platform Excludes: scaffolding
11.1045 Mains – gas, water, sewerage, steam, hot water, electricity	11.1045 Mains – gas, water, sewerage, steam, hot water, electricity Excludes: Pressure based equipment	11.1045 Mains – gas, water, sewerage, steam, hot water, electricity Excludes: Pressure based equipment
14.0420 Wall – mud	14.0420 Wall – mud, clay, animal dung	14.0420 Wall – mud, clay, animal dung
14.9855 Fitting/pipes for gas, steam, hot water	14.9855 Fitting/pipes for gas, steam, hot water Excludes: pressure-based equipment	14.9855 Fitting/pipes for gas, steam, hot water Excludes: pressure-based equipment
16.0240 Liquid or frozen gas	16.0240 Frozen liquid or gas	16.0240 Frozen liquid or gas
19.0110 Solid food, hot	19.0110 Hot solid food	19.0110 Hot solid food
19.0120 Solid food, cold	19.0120 Cold solid food	19.0120 Cold solid food
20.0630 MAO inhibitors	20.0630 Monoamine oxidase (MAO) inhibitors	20.0630 Monoamine oxidase (MAO) inhibitors
21.0110 Super glue	21.0110 Cyanoacrylate glue (super glue)	21.0110 Cyanoacrylate glue (super glue)
21.9803 Other sources of carbon monoxide	-	-
98.0405 Barbed wire	98.0405 Barbed wire Includes: razor wire	98.0405 Barbed wire Includes: razor wire

3.4.2 Processing of the comments

The draft version of the ISS coding manual was adapted to the comments of the IPP contact persons. The differences between the draft and final version of the manual are described in Table 3.

Table 3. Adaptations of the draft version of the ISS coding manual

Draft version	Final version
<p>Sex 3 = Unknown</p> <p>Data-elements ‘Date of attendance’ and ‘Time of attendance’ are not included</p> <p>Treatment and Follow-up 7 = Deceased 8 = Other 9 = Unknown</p> <p>Treatment and Follow-up No description of guide for use is given</p> <p>Activity Maintenance (of home) is referred both in 2.3 and 2.7</p> <p>Sports 8 = Acrobatic sports</p> <p>Mechanism ‘Complications of medical or surgical care’ is included</p> <p>Intent, Place, Mechanism, Activity, Part of the body injured, Object Short overview of the codes is not included</p> <p>General Term ‘EHLASS V2000’ is used</p>	<p>Sex 9 = Unknown</p> <p>‘Date of attendance’ and ‘Time of attendance’ are included</p> <p>Treatment and Follow-up 7 = Deceased before arrival / deceased at emergency department 8 = Deceased during hospitalisation 98 = Other 99 = Unknown</p> <p>Treatment and Follow-up Guide for use is described: The coding form has two spaces for coding treatment and follow-up. Use the codes given below to indicate the kind of first (and follow-up) treatment the patient received.</p> <p>Activity Maintenance in 2.3 is deleted</p> <p>Sports 8 = Gymnastics with appliance</p> <p>Mechanism ‘Complications of medical or surgical care’ is deleted</p> <p>Intent, Place, Mechanism, Activity, Part of the body injured, Object Short overview of the codes is included</p> <p>General Term ‘EHLASS V2000’ is replaced by ‘HLA V2000’</p>

Some of the comments of the two IPP contact persons were not incorporated into the final version of the manual, mainly because the comments would need changes in ICECI and it was decided to stick to the ICECI classification as much as possible. Those suggestions are, however, brought to the attention to the ICECI maintenance group. Some suggested changes were beyond the scope of this project (e.g. including the Injury Severity Score, changing the coding system in a sequence of numbers or a number with 3 digits (integer) instead of 1 integer with two decimals).

4 CONCLUSIONS AND RECOMMENDATIONS

The aim of the present project was to develop a coding manual for a surveillance system on injuries that can be used at Emergency Departments throughout the European Union based on the International Classification of External Causes of Injuries (ICECI). This resulted in the new Injury Surveillance System (ISS) coding manual (see separate report) that is linked to the most important classification on external causes of injuries and that is based on decades of experience throughout the European Union with recording accident data at Emergency Departments.

Level of detail

The ISS coding manual is set up as an all-injury coding manual meant to record data on accidents and injuries at a level of detail that is on average possible at Emergency Departments. The coding manual for Home and Leisure Accidents V2000 (HLA V2000) provided the guidance for determining this level of detail. The best features of three sources were combined into the final ISS coding manual: ICECI, HLA V2000, and the Minimum Data Sets on Injuries (MDS-Is.). If for some specific accident/injury categories more detailed information is needed, sometimes a more detailed level is available within ICECI or one of the ICECI modules (e.g. occupational accidents, violence) can be used.

Testing

It is common to test a new coding manual to answer questions like the possibility to collect data in Emergency Departments, and to check the level into which the data elements and their permissible values meet the objectives defined (relevance, level of detail clarity etc.). However, since ICECI and the MDS-Is were already tested and used in practice, and the HLA V2000 coding manual is also already being used in practice, formal testing would be redundant.

In the next two sections recommendations are formulated for the actual implementation of the ISS coding manual for recording accident data at Emergency Departments as well as recommendations for the maintenance of the manual.

4.1 Implementation

Translation

The ISS coding manual is now only available in English. Translations into the European languages are needed to be able to apply the coding manual in all Member States. At the moment ICECI version 1.1a is only available in English, but a draft French version will be finalised within a couple of month. It is also intended to have ICECI translated into Spanish. So, the French and maybe also the Spanish translation of the ISS coding manual can benefit from the translations of ICECI. Translating a classification or a coding manual usually leads to suggestions for improvement. These suggestions should be taken into account when revising the coding manual.

It needs to be decided who will be responsible for translating the ISS coding manual.

Comparability

In order to be able to compare the data collected through the former EHLASS with data collected by means of the new ISS coding manual, conversion tables between coding manuals previously being

used for the former EHLASS, are necessary. It has to be decided which conversion tables are needed for historic comparisons and who will take care of that.

Introduction

It is recommended to actually use the coding manual as successor of the previous EHLASS coding manuals, including HLA V2000) from January 1, 2005. Sooner is not possible, since translations need to be available, software needs to be adjusted, staff should be trained etc.

It should be stressed that if one wants to record injuries/accidents at an Emergency Department, the ISS coding manual should be the first choice. Only if this level of detail is too much, one might go for the MDS-Is.

Publication

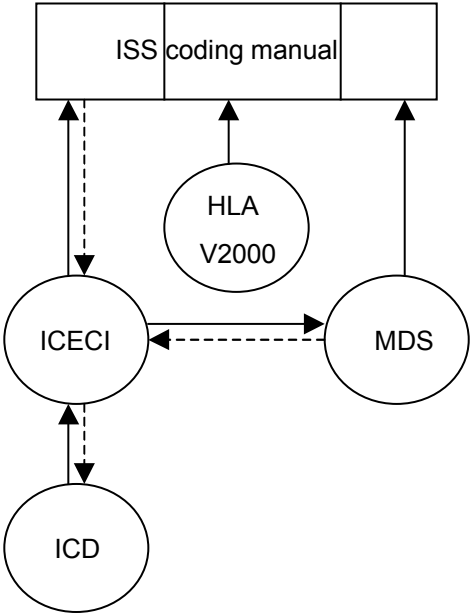
It is recommended to publish the ISS coding manual on both the website of the European Commission and the website of ICECI (since the ISS coding manual is a derivative from ICECI). More active promotion is also needed. The Working Party on Injuries within the European Public Health Programme should play an important role in promoting the use of the ISS coding manual.

4.2 Maintenance

Of course a coding manual isn't static: it should take into account practical experiences, including new types of accidents that occur. So, organising the maintenance in an efficient way is important.

Link with existing classifications

Figure 1 The link between the ISS coding manual and its sources.



Since the ISS coding manual is based on three sources (see Figure 1), the maintenance differs per source.

Some data elements or permissible values are mainly based on ICECI. The maintenance of this part of the coding manual should be directly linked to the ICECI Co-ordination and Maintenance group. Changes in ICECI should be incorporated in the ISS coding manual. On the other hand, any suggestions for improving ICECI based on experiences with the ISS coding manual should be discussed within the ICECI maintenance procedure.

Changes either to ICECI or to the ICD External Cause chapter, could affect the link between the two classification systems. In addition, revision of either system provides an opportunity to implement useful changes based on experience with the other, and for changes designed to improve comparability. Hence, development of the two systems will be coordinated. If the maintenance of the elements originating from ICECI is included in the ICECI Co-ordination and Maintenance group, changes in ICD will indirectly be included in the ISS coding manual.

The HLA V2000 manual will be replaced by the ISS coding manual. For those elements of the coding manual that are mainly based on HLA V2000, specific maintenance needs to be arranged.

How the MDS-Is will be maintained, is not clear yet, since the project on the implementation is not finished yet. However, since the MDS-Is are, like the ISS coding manual, a derivative of ICECI, the maintenance will probably be organised similar.

In conclusion, it is recommended to incorporate the maintenance of the ISS coding manual as much as possible in the process of ICECI. Besides, the maintenance of the ISS manual and the MDS-Is should be combined.

Task force

Despite the fact that some of the maintenance of the ISS coding manual can be arranged by means of ICECI procedures, a structural arrangement should be made. It is recommended to have a dedicated group of experts (a task force) being responsible for the overall maintenance of the ISS coding manual. The group should have a clear link with other working groups, committees within the European Commission related to accident prevention, preferably as part of the Injury Working Party of the Programme of Public Health of the European Commission. It is recommended to combine the tasks for maintaining the coding manual with other tasks that are linked, like training staff in coding, advising organisations on injury surveillance, developing software, etc.

The group of experts should at least meet once a year (at a time when changes can be incorporated for the next year) to discuss the maintenance of the ISS coding manual. Of course suggested major changes should be thoroughly discussed before incorporating them, since they might have a major influence on the comparability between years.

Tasks

The recommended main tasks for maintaining the ISS coding manual should be:

- a clearinghouse function: answering questions from practitioners
- communication with the Co-ordination and Maintenance group of ICECI
- actively collect suggestions for improving the coding manual
- decide on any changes to be made (and keep records for historic analysis)
- maintain conversion tables
- check whether the information is available for third parties
- distribute new releases of the coding manual
- co-ordination of activities related to the coding manual, like adaptation of data-entry software

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COUNTRY CODE

Required field length:

nn

Definition:

Person's country of residence at the time of the injury.

Context:

This data element provides additional information about the country of residence of the injured person. This enables the comparison of incidence rates between countries, important to prevention for practitioners as well as for policy makers.

Guide for use:

For identification of countries participating in a future common database, use the 2-digit code given.

COUNTRY CODE: OVERVIEW OF CODES

- 01 Andorra (AD)
- 02 Albania (AL)
- 03 Austria (AT)
- 04 Bosnia and Herzegovina (BA)
- 05 Belgium (BE)
- 06 Bulgaria (BG)
- 07 Switzerland (CH)
- 08 Cyprus (CY)
- 09 Czech Republic (CZ)
- 10 Germany (DE)
- 11 Denmark (DK)
- 12 Spain (ES)
- 13 Finland (FI)
- 14 France (FR)
- 15 Greece (GR)
- 16 Croatia (HR)
- 17 Hungary (HU)
- 18 Ireland (IE)
- 19 Iceland (IS)
- 20 Italy (IT)
- 21 Liechtenstein (LI)

- 23 Lithuania (LT)**
- 24 Luxembourg (LU)**
- 25 Latvia (LV)**
- 26 Monaco (MC)**
- 27 Moldova, Republic of (MD)**
- 28 Macedonia, The former Yugoslav Republic of (MK)**
- 29 Malta (MT)**
- 30 Netherlands (NL)**
- 31 Norway (NO)**
- 32 Poland (PL)**
- 33 Portugal (PT)**
- 34 Romania (RO)**
- 35 Sweden (SE)**
- 36 Slovenia (SI)**
- 37 Slovakia (SK)**
- 38 Turkey (TR)**
- 39 United Kingdom (UK)**
- 98 Other specified country of residence**
- 99 Unspecified country of residence**

HOSPITAL NUMBER

Required field length:

nnnnnn

Definition:

Number of the hospital where the patient was treated or admitted.

Context:

Guide for use:

The coding form has 6 spaces for coding the hospital number. If your country uses fewer spaces than 6, fill in the extra spaces with zeros in front of the number.

Example:

Hospital number 1234 should be coded as 001234

CASE NUMBER

Required field length:

nnnnnnnnnn

Definition:

Number of the emergency department case or record.

Context:

Guide for use:

The coding form has 10 spaces for coding the emergency department case or record number. If your setting uses fewer spaces for its case numbers, fill the extra spaces with zeros in front of the number.

Example:

Case number 1234567 should be coded as 0001234567.

Do code the letters (if any) which appear in your hospital's case number. Delete any spaces that appear between the letters and numbers.

Example:

Case number AW 12345 should be coded as 000AW12345.

SEX OF PATIENT

Required field length:

n

Definition:

Person's sex at the time of the injury.

Context:

Guide for use:

Code this data element for all *injuries*.

SEX OF PATIENT: OVERVIEW OF CODES

- 1 Male**
- 2 Female**
- 3 Unknown**

DATE OF BIRTH

Required field length:

nnnnnnnn

Definition:

Date on which the injured person was born.

Context:

This data element provides information about the date of birth of the injured person.

Guide for use:

The coding form has 8 spaces for coding date of birth. Use 4 digits for the year, and 2 digits for month, and day of the month. For the year use all numbers of the given year, e.g. for 1996 code 1996, for 1997 code 1997. For the month code the usual number with a zero in front of the numbers under 10. Days of the month from 1 to 9 also have a zero in front.

Examples:

January 11, 1996 should be coded as 19960111

June 13, 1997 should be coded as 19970613

December 15, 1995 should be coded as 19951215

DATE OF INJURY

Required field length:

nnnnnnnn

Definition:

The date the injury was sustained.

Context:

This data element is necessary for the selection and comparison of cases within a certain period of time.

Guide for use:

The coding form has 8 spaces for coding date of injury. Use 4 digits for the year, and 2 digits for month, and day of the month. For the year use all numbers of the given year, e.g. for 1996 code 1996, for 1997 code 1997. For the month code the usual number with a zero in front of the numbers under 10. Days of the month from 1 to 9 also have a zero in front.

If the date is unknown fill in with 99999999.

Examples:

January 11, 1996 should be coded as 19960111

June 13, 1997 should be coded as 19970613

December 15, 1995 should be coded as 19951215

TIME OF INJURY

Required field length:

nn

Definition:

The time the injury was sustained.

Context:

This data element is necessary for the selection and comparison of cases within a certain period of the day.

Guide for use:

The coding form has 2 spaces for coding time of injury. You should code here the time of injury using the 24 hour clock. The minutes can be ignored.

If the time of injury is unknown fill in with 99.

Examples:

For any time from 15.00 to 15.59 code 15

For any time from 08.00 to 08.59 code 08

For any time from midnight to 00.59 code 00

DATE OF DISCHARGE

Required field length:

nnnnnnnn

Definition:

The date on which the injured person is discharged of the emergency department.

Context:

Guide for use:

The coding form has 8 spaces for coding date of discharge. Use 4 digits for the year, and 2 digits for month, and day of the month. For the year use all numbers of the given year, e.g. for 1996 code 1996, for 1997 code 1997. For the month code the usual number with a zero in front of the numbers under 10. Days of the month from 1 to 9 also have a zero in front. (EHLASS)

Examples:

January 11, 1996 should be coded as 19960111

June 13, 1997 should be coded as 19970613

December 15, 1995 should be coded as 19951215

TREATMENT AND FOLLOW UP

Required field length:

n

Definition:

Status of treatment after attendance at emergency department.

Context:

The purpose of this data element is to give a simple indication of severity and therefor an indication of the burden of injuries.

Guide for use:

TREATMENT AND FOLLOW UP: OVERVIEW OF CODES

- 1 Examined and sent home without treatment**
- 2 Sent home after treatment**
- 3 Treated and referred for further treatment by general practitioner**
- 4 Treated and referred for further treatment as an outpatient**
- 5 Treated and admitted to this hospital**
- 6 Transferred to another hospital**
- 7 Deceased**
- 8 Other**
- 9 Unknown**

INTENT

Required field length:

n.n

Definition:

The role of human purpose in the *injury event*.

Context:

Intent data provide information about the role of human intent in the occurrence of an *injury*. This information can affect patient care and guide efforts to prevent *injury* recurrence. For example, the clinical and preventive approach to a person presenting with an *injury* is likely to differ according to whether the *injury* is thought to be intentional or unintentional, and whether it is self-inflicted or inflicted by another.

Personal, social, and legal sensitivities often apply to intentional *injuries*, where every effort must be made to ensure the safety of injured persons. For these and other conceptual reasons, determination of the intent of *injury* cases is often difficult.

Guide for use:

In general, intent is primarily determined by the incident and not by the resulting *injury*.

To code Intent:

Select the code that best describes the intent of the *injury event*.

Code *injuries* sustained by a bystander to a violent incident, or by a non-combatant in a conflict, as *assault*.

Code *injuries* resulting from animal attacks as unintentional, unless the animal was used as a weapon by a person intent on inflicting *injury*.

Consider *injuries* to children under age five years who harm themselves to be unintentional, except in the case of an individual who bangs his or her head in anger or frustration.

Notes:

The Intent data element includes the category *Complications of medical or surgical care* to maintain correspondence with *ICD-10 External cause* (Chapter XX).

INTENT: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 ***Unintentional***

Includes:

accidental injury event

2 ***Intentional self-harm***

Includes:

(incomplete suicide attempt)

Relevant data elements in Violence Module:

Proximal risk factors for Intentional self-harm

Previous suicide attempt

3 ***Assault***

Excludes:

legal intervention (4.1)

operation of war or civil conflict (4.2)

Relevant data elements in Violence Module:

Perpetrator/victim relationship

Sex of perpetrator

Context of Assault

4 ***Other violence***

4.1 ***Legal intervention***

Includes:

injury inflicted by law enforcement agent during legal action

injury inflicted by state agency during attempts to enforce the law
execution or *injury* performed at the behest of judiciary or ruling authority

Excludes:

citizen arrest (3)

Relevant data element in Violence Module:

Type of legal intervention

4.2 Operations of war or civil conflict

Relevant data element in Violence Module:

Type of conflict

5 Undetermined intent

6 Complications of medical or surgical care

NOTE: As defined in the *ICD-10 External cause* (Chapter XX)

8 Other specified intent

Includes:
euthanasia

9 Unspecified intent

Includes:
injury resulting from unknown incident

PLACE OF OCCURRENCE

Required field length:

nn.n

Definition:

Where the injured person was when the injury event started.

Context:

Place of Occurrence data help group injuries by areas of responsibility and may help injury prevention practitioners better target interventions and use resources more effectively. This information can also provide insight into injury aetiology. To most accurately identify the sector of responsibility for injury prevention, combine Place of Occurrence data with Activity when injured data.

Guide for use:

NOTE: The codes represent where the injured person was when the injury event **began**, not when the injury event ended.

To code Place of Occurrence:

Select the place where things started to go wrong. Choose a category referring to the whole entity (ie., a structure or space owned or operated as a whole) within which an injury occurred, rather than a category referring to only a part of such an entity. For example, if an injury occurs while being in a swimming pool in a holiday park; code Place of Occurrence as Holiday park (10.5), rather than Swimming pool (5.3).

If more than one injury is involved, select the place associated with the more severe injury.

If the injuries are equally severe, select the place of occurrence that appears first in the code list.

In general, places include attached grounds, outbuildings, etc. For example, Home (1) includes the dwelling and any associated garden, garage, shed, etc. Likewise, Factory/plant (8.3) includes buildings and premises like roadways, parking areas, and industrial yards. Any exceptions to this rule are specified by inclusions and exclusions for given codes.

PLACE OF OCCURRENCE: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 **Home**

NOTE: Refers to building and adjacent grounds.

Includes:

house, apartment

farmhouse

weekend cottage

residential caravan (trailer), tent, hut, lean-to

boarding house

garage

home garden or yard

home driveway, within property boundary line or home driveway nos

home playground

swimming pool in/around home

transport vehicle used as residence (eg., houseboat, motorhome, mobile home)

common area (eg., elevator, lobby, corridor, stairwell) of multi-residence building

occupied house under construction/renovation

residence of foster children in home environment

parts of home used for home office

cottage industry

any place where plants and/or animals are grown primarily for personal use by a farmer/rancher and his or her family

Excludes:

residential institution (2), eg., nursing home (2.2), prison (2.3)

home under construction but not yet occupied (8.1)

abandoned or derelict house (8.2)

home driveway, beyond property boundary line (6.2)

1.1 **Kitchen**

1.2 **Living room, bedroom**

Includes:

hall, lobby, dining room, lounge, study

1.3 **Bathroom, washroom**

Includes:

bath, toilet, shower, sauna, laundry room, scullery

1.4 **Stairs, indoors**

Includes:

landing

1.5 **Residence indoors, other**

Includes:

basement, cellar, loft, porch, passage, corridor, lift

1.6 **Residence outdoors**

Includes:

balcony, frontage, roof outdoor staircase, landing

1.7 Playground in residential area

Includes:

playground with play equipment in area for this purpose within residential area

Excludes:

playground in school/institutional area (XX)

playground in park area (XX)

1.8 Garden

Includes:

terrace, garden path, swimming pool, outhouse, toolshed

1.9 Private driveway, parking area, garage, carport, path, walking area

Includes:

yard and courtyard

Excludes:

path and walking area in park area

path and walking area in the open country otherwise

path and walking/driving area accessible to the public

1.98 Residential area, other specified

Includes:

stairs, unspecified

1.99 Residential area, unspecified

2 Residential institution area

NOTE: Refers to building and adjacent grounds.

Includes:

sports and athletics area at residential institution

2.1 Home for the elderly

Includes:

institution in which generally healthy old people live and are cared for

old people's home

pensioners' home

Excludes:

nursing home (2.2)

2.2 Nursing home

Includes:

residential facility for people who cannot take care of themselves because of

permanent or long-term physical or mental illness or handicap and who

require care by nurses or other care professionals

institution where people recover from illness or injury (ie., convalescent home,

home for the sick)

Excludes:

old people's home (2.1)

pensioners' home (2.1)

2.3 Prison

Includes:

jail
reformatory, reform school
correctional institution
police cell
military prison

Excludes:

other areas of police station not specifically deigned for the detention of prisoners
or suspects eg. Interview room (10.4)

2.4 Shelter for battered women

Includes:

women's refuge

2.5 Military institution

Includes:

military camp
military base
military training area/ground

Excludes:

military prison (2.3)
military hospital (3.1)
training facilities that are independently recognised as educational institutions
(4.1)

2.8 Other specified residential institution area

Includes:

children's home
orphanage
dormitory
hospice

2.9 Unspecified residential institution area

3 Medical service area

NOTE: Refers to building and adjacent grounds.

Excludes:

residential institution (2)
building under construction (8.1)

3.1 Hospital

Excludes:

hospice (2.8)
nursing home (2.2)

3.2 Outpatient clinic, health centre

Includes:

community health centre
mobile blood bank

3.3 Health professional's office

Includes:

consultation room
examination room

Excludes:

office as part of hospital or clinic (3.1 or 3.2)

3.8 Other specified medical service area

3.9 Unspecified medical service area

4 School, educational area

NOTE: Refers to building and adjacent grounds

Excludes:

school dormitory (2.8)

building under construction (8.1)

4.1 School, university

Includes:

college
institute for higher education
military school
private, public, or state school
schoolyard, campus

Excludes:

reform school (2.3)
sports and athletics area (4.3)
playground (4.4)
preschool (4.2)

4.2 Day care, kindergarten

Includes:

day nursery
crèche
after school care
place where young children are cared for (usually while their parents are at work)
preschool

Excludes:

sports and athletics area (4.3)
playground (4.4)

4.3 Sports and athletics area at school, educational area

4.4 Playground at school, educational area

4.8 Other specified school, educational area

4.9 Unspecified school, educational area

5 Sports and athletics area

NOTE: Refers to building and adjacent grounds.

Excludes:

swimming pool, tennis court in private home or garden (1)

sports and athletics area at residential institution area (eg., workout room in prison, 2.3)

sports and athletics area at school, educational area (4.3)

sports and athletics area at recreational, cultural area, or public building (eg., swimming pool in holiday park, 10.5)

sports and athletics area at commercial area (eg. swimming pool in hotel, 11.4)

5.1 Sporting grounds (outdoor)

Includes:

baseball field

basketball court

cricket ground

football field

golf course

hockey field

outdoor tennis court

running track

stadium (with retractable roof)

5.2 Sporting hall (indoor)

Includes:

tennis hall

fitness centre

gymnasium

squash court

Excludes:

stadium with retractable roof (5.1)

5.3 Public swimming centre

5.4 Racetrack, racecourse

Includes:

motorcycle track

car racing track

coursing track

dog track

horse track

bicycle track

5.5 Equestrian facility

Includes:

pony club

riding school

Excludes:

private equestrian area such as an equestrian area set up on a farm (9n)

show ring (10.3)

5.6 Skating rink, ice palace

Includes:

skate park

skate arena

roller rink
roller-skating park

Excludes:

frozen lake (12.1)

roller skating outside of dedicated area, eg roller skating on roadway (6.1) or on pavement (6.2)

5.7 Skiing or snowboarding area

NOTE: Refers only to areas specifically designated for snow skiing and snowboarding. Snow skiing and snowboarding outside of designated areas should be coded to the place where set up, eg., farm (9n), shopping mall (11.1), indoor sports arena (5.2).

Includes:

ski run

ski jump

ski facilities

Excludes:

artificial demonstration ski slope (code to place where set up)

water skiing area (code to appropriate body of water)

5.8 Other specified sports and athletics area

5.9 Unspecified sports and athletics area

6 *Transport area: public highway, street or road*

Includes:

highway, street or road specified as public

highway, street or road not specified as public

Excludes:

highway, street or road specified as private (eg., private factory road, 8.3)

6.1 Motorway

Includes:

freeway

motorway

street parking

6.2 Public road outside urban area

Includes:

intersection between railroad/tram rails and road

Excludes:

motorway (6.1)

6.3 Public road inside urban area

Includes:

intersection between railroad/tram rails and road

Excludes:

motorway (6.1)

6.4 Sidewalk

Includes:

designated walkway
footpath next to road
home driveway beyond property boundary
line pavement

Excludes:

home driveway within property boundary line or home driveway nos (1)
pedestrian mall (7.8)

6.5 Cycleway

Includes:

cycle path next to road

6.8 Other specified public highway

6.9 Unspecified public highway

7 Transport area: other

Includes:

other transport area specified as public
other transport area not specified as public

Excludes:

other transport area specified as private (eg., private factory parking area, 8.3)

7.1 Parking area

Includes:

parking lot
commercial parking garage

Excludes:

street parking

7.2 Public transport area/facility

Includes:

bus terminal
underground station
railway station
airport terminal
ferry terminal

7.8 Other specified transport area: other

Includes:

pedestrian mall
public square
railway line

7.9 Unspecified transport area: other

8 Industrial or construction area

NOTE: Refers to building and adjacent grounds.

8.1 Building under construction

Includes:

home under construction but not yet occupied

8.2 Demolition site

Includes:
derelict building/house

8.3 Warehouse

8.4 Factory/plant

Includes:
building and premises (eg., roadway, parking area, industrial yard)
gasworks
workshop
small scale industry

Excludes:
cottage industry (1)
home industry (1)

8.5 Mine and quarry

Includes:
underground mine
quarry
coal pit
gravel and sand pit

8.6 Oil or gas extraction

Includes:
off-shore installation
oil rig

8.7 Shipyard

Includes:
dockyard
dry dock
slipyard

Excludes:
harbour used for commercial maritime activity – refer also to note at 98 (8.8)
harbour used as non-commercial area (98)
port (8.8)

8.8 Power station

Includes:
coal power station
nuclear power station
hydro power station
oil power station

8.98 Other specified industrial or construction area

NOTE: The term 'harbour' is commonly used to describe both the body of water and an area utilised for commercial maritime activities. The place of occurrence described as 'harbour' and which otherwise qualifies as a place for commercial maritime activity should be coded here. 'Harbour' used as a non-commercial area and 'harbour nos' should be coded to 98.

Includes:
coal/container terminal

harbour used for commercial maritime activity

port

tunnel under construction

Excludes:

harbour used as non-commercial area (98)

sewer system (98)

ship yard (8.6)

8.99 Unspecified industrial or construction area

9 Farm or other place of primary production

NOTE 1: Refers to any place of primary production that produces at least one of the following intended for sale: crops, vegetables, horticultural specialities and nursery products, trees, fruit, nuts, animals, and animal products.

NOTE 2: Refers to building and adjacent grounds.

Includes:

ranch

small farm

farm equipment buildings

barn

land under cultivation

field

private farm road

Excludes:

farmhouse, yard, and other home premises of farm (1)

any place where plants and/or animals are grown primarily for personal use by a farmer/rancher and his or her family (1)

farm or agricultural based tourist park (10.2)

9.1 Growing of crops, market gardening, horticulture

Includes:

beverage crops

cereal grains

cotton

flowers

fruit

horticultural specialities and nursery products

maple syrup products

mushrooms

nuts

rubber

spice crops

sugar beets, sugar cane

tobacco

trees (eg., Christmas trees)

vegetables

Excludes:

forestry, growing standing timber (usually 12.6)
logging, felling timber, and producing wood (usually 12.6)
area growing crops and with grazing animals (9.3)
mixed farming (9.3)

9.2 Farming of animals

Includes:

animal products (eg., eggs, honey)
beef cattle
dairy farming (eg., milk)
deer
horses, asses, mules, hinnies
pigs, swine
poultry
semi-domesticated or wild live animals (eg., birds, rabbits)
sheep, goats

Excludes:

fish (usually 12)

9.3 Growing of crops combined with farming of animals (mixed farming)

9.8 Other specified farm or other place of primary production

9.9 Unspecified farm or other place of primary production

10 Recreational area, cultural area, or public building

NOTE: Refers to buildings and adjacent grounds.

Includes:

sports and athletics area at recreation area, cultural area or public building

10.1 Public playground

Excludes:

playground at home (1)
playground at school, educational area (4.4)

10.2 Amusement park, theme park

Includes:

Tivoli
circus
fair
zoo
luna park
tourist farm
agricultural theme park

10.3 Public park

Includes:

botanical gardens
recreation reserve
picnic area
public square

showground

Excludes:

large national parks (12)

10.4 Public building, non-cultural

Includes:

courthouse

police station

public hall

town hall

Excludes:

police cell (2.3)

10.5 Holiday park, campground

Includes:

camp site, recreational caravan site

swimming pool

10.6 Public religious place

Includes:

cathedral

church

temple

parish hall

mosque

synagogue

10.8 Other specified recreational, cultural area, or public building

Includes:

museum

gallery

library

music hall, opera house

cinema, movie house

theatre

youth centre

10.9 Unspecified recreational, cultural area, or public building

11 Commercial area (non-recreational)

NOTE: Refers to building and adjacent grounds.

Includes:

sports and athletics area at commercial area (non-recreational)

11.1 Shop, store

Includes:

shopping mall

supermarket

market and market stall

bank

post office

11.2 Commercial garage

Includes:

gas station, petrol station
service station

Excludes:

garage of private home (1)
commercial parking garage (7.1)

11.3 Office building

Includes:

office

Excludes:

health professional's office (3.3)

11.4 Hotel, motel

11.5 Restaurant, cafeteria, pub

Includes:

inn

bar

bodega

11.6 Discotheque, jazz club, dance hall

11.8 Other specified commercial area (non-recreational)

Includes:

radio/TV station

11.9 Unspecified commercial area (non-recreational)

12 Countryside

NOTE: Refers to open nature area not classified elsewhere.

12.1 Area of still water

Includes:

pond

pool

natural ice

farm dam

Excludes:

beach, shore, bank (12.5)

public dam (12.3)

reservoir (12.3)

12.2 Stream of water

Includes:

river

rivulet

stream

brook

trickle

canal

creek

flooded area

natural ice

Excludes:

beach, shore, bank (12.5)

12.3 Large area of water

Includes:

lake

sea

ocean

bay

natural ice

dam

estuary

reservoir

Excludes:

beach, shore, bank (12.5)

farm dam (12.1)

harbour used for commercial maritime activities (8.8)

harbour used as a non-commercial area, harbour nos (98)

port (8.8)

12.4 Marsh, swamp

Excludes:

beach, shore, bank (12.5)

12.5 Beach, shore, bank of a body of water

Includes:

foreshore

12.6 Forest

Includes:

paths

tracks

hiking trails

12.7 Desert

Includes:

paths

tracks

hiking trails

12.8 Other specified countryside

Includes:

prairie

mountain (if not forest)

cave

ice-cap, glacier

12.9 Unspecified countryside

98 Other specified place of occurrence

NOTE: Refers to buildings and adjacent grounds.

NOTE: The term 'harbour' is commonly used to describe both the body of water and an area utilised for commercial maritime activities. The place of occurrence described as 'harbour' and which otherwise qualifies as a place for commercial maritime activity should be coded to 8.8. 'Harbour' used as a non-commercial area and 'harbour nos' should be coded here.

Includes:

harbour used as a non-commercial area, harbour nos
sewer system

Excludes:

harbour used for commercial maritime activities (8.8)

99 Unspecified place of occurrence

MECHANISM OF INJURY

Required field length:

nn.nn

Definition:

The way in which the *injury* was sustained (i.e., how the person was hurt).

Context:

Physical *injury* results when human tissue is acutely exposed to some form of energy and sustains some form of damage. An *injury* may also result from an insufficiency of any of the vital elements (e.g., in *drowning/near drowning*, strangulation, or freezing). The process by which *injury* occurs may be described as the “mechanism of injury.”

Guide for use:

Injuries are often the result of a sequence of events. Different types of mechanisms are usually involved in the *injury*

Underlying mechanisms—those involved at the start of the *injury event*

Direct mechanisms—those producing the actual physical harm

Intermediate mechanisms—others mechanisms involved in the *injury event*.

The *direct* and *underlying mechanisms* may be the same. For example, if a person cuts his or her finger with a knife while preparing food, the cutting of the finger is both the *direct* and *underlying mechanism*. Coding mechanism of injury in these situations is straightforward. Other situations are more complex. For example, if a woman trips over an appliance cord and hits her head on a counter, the tripping over the cord is the *underlying mechanism* (the action that starts the *injury event*), and the contact with the counter is the *direct mechanism* (the action that causes the actual physical harm).

Because *injury events* often involve more than one mechanism, and because the sequence of events leading to an *injury* is not always clear, identifying the *underlying mechanism* of injury may be difficult. Moreover, information available in case notes does not always allow for distinguishing between types of mechanisms.

Mechanism of Injury has three levels of codes, with the third level being the most detailed.

To code Mechanism of Injury:

Code up to **two** mechanisms of *injury* using the most detailed level of coding possible. If it is possible to distinguish between types of mechanisms, code the *underlying mechanism* first, followed by the *direct mechanism*.

If more than one *underlying mechanism* is involved, select the *underlying* and *direct mechanisms* that resulted in the more severe *injury*.

If the *injuries* are equally severe, select the *underlying* and *direct mechanisms* of the *injury* that appears first in the case information.

If it is not possible to distinguish between types of mechanisms, code up to two mechanisms in the sequence they appear in the case information.

Notes:

Gaps exist in the sequence of codes. These gaps allow for the addition of codes between major version changes.

MECHANISM OF INJURY: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 **Blunt force**

1.1 **Transport injury event**

Includes:

crashes and other injurious events occurring in the course of transportation *injury* resulting from events involving a device being used primarily for conveying persons or goods from one place to another

Relevant data elements in Transport Module:

Mode of transport

NOTE 1: *Injuries* sustained in vehicle crashes may involve various mechanisms, typically blunt *injury*. When a data collection system only allows for one mechanism to be coded for a specific case, use codes from section 1.1. When the system allows for more than one mechanism to be coded, use codes from section 1.1, as well as codes from any other category.

NOTE 2: The inclusion criterion differs from the *ICD-10* criterion by excluding *injury* from vehicles not associated with their transport function.

1.11 **Vehicle occupant**

Defined as 1.1 and *Mode of transport*=4 or 5

1.12 **Pedestrian**

Defined as 1.1 and *Mode of transport*=1

1.13 **Pedal cyclist**

Defined as *Mode of transport*=2

1.14 **Motorcyclist/motorcycle rider**

Defined as 1.1 and *Mode of transport*=3

1.18 **Other specified transport injury event**

Defined as remainder of 1.1

1.19 **Unspecified transport injury event**

Includes:

cases in which it is unknown whether the injured person was a *vehicle occupant, pedestrian, pedal cyclist, or motorcycle rider*

Excludes:

other specified transport *injuries* (1.18)

1.2 Contact with object or animal

Excludes:

- being bitten by animal (2.32 - 2.35)
- being scratched/clawed by animal (2.12)
- contact with machinery (3.2)
- contact with person (1.3n)
- pinching, crushing between objects (1.41)

1.21 Contacting moving object

Includes:

hit or struck by sports equipment (e.g., hockey stick) or a blunt weapon (e.g., cudgel)

Excludes:

- person moving in front of a moving object (1.24)
- continuous movement against skin (1.6)
- being shot with a firearm (2.22) or by arrow/bolt (2.23)

1.22 Contacting static object

Includes:

walking into a wall

Excludes:

walking into a wall and being injured by *falling* down (1.53)

1.23 Struck by thrown or *falling* object

Includes:

falling rock, stone, or tree

cave-in

collapse of a building other than by fire

being struck by a thrown ball while standing still

Excludes:

- being shot by a firearm (2.22) or other weapon (2.23)
- collapse of a burning building (4.14)
- continuous movement against skin (1.6)

1.24 Struck by moving object before which person moved/was moved

Includes:

person moving in front of a moving object (e.g., someone being hit by a ball as they moved to try and catch it)

Excludes:

- transport *injuries* (1.1)
- person not moving, but hit/struck by a moving object (1.21) or by a thrown object (1.23)
- being shot by a firearm (2.22) or other weapon (2.23)

1.25 Contacting animal: non-piercing or non-penetrating

Includes:

person struck or kicked by animal

Excludes:

being bitten (2.32, 2.33), stung (2.34, 2.35), or scratched/clawed by an animal (2.12)

1.28 Other specified contact with object or animal

1.29 Unspecified contact with object or animal

1.3 Contact with person

Includes:

application of bodily force

Excludes:

being pushed by a person (1.5n)

crushing between individual persons (1.42)

1.31 Struck or kicked by a person

Includes:

hit (with fist), struck, kicked, shaken, scratched, butted with head, or twisted by another person – whether intentional or not (e.g., during horse play)

force applied by self (e.g., hitting one's own head with one's fist)

Excludes:

being struck by objects (1.2n)

being hit by a *falling* person (1.23)

Being kicked by an animal (1.25)

1.32 Sexual assault by bodily force

Includes:

rape, attempted rape

sodomy, attempted sodomy

Excludes:

anal or vaginal penetration with or by an object (98.15)

1.38 Other specified contact with a person

Excludes:

fall due to collision of a *pedestrian* with another *pedestrian* (1.53)

1.39 Unspecified contact with a person

1.4 Crushing

Excludes:

crushing caused by *machinery* (3.2)

1.41 Pinching, crushing between objects

Includes:

crushed beneath an object

caught or jammed between moving and *stationary objects* (e.g., getting one's hand caught in a *car* door)

Excludes:

injury caused by being struck by a thrown or *falling* object (1.23)

transport *injuries* (1.1n)

1.42 Crushing between individual persons

Includes:

crushed by a crowd or stampede

1.48 **Other specified crushing**

1.49 **Unspecified crushing**

1.5 *Falling, stumbling, jumping, pushed*

Includes:

being pushed by a person

falling while being carried (i.e., being dropped)

tripping

1.51 *Falling/stumbling by tripping on same level*

Excludes:

falling from bumping against an object (1.53)

spraining ankle when walking and not *falling* (i.e., over-exertion, 7.1)

1.52 *Falling/stumbling by slipping on same level*

Excludes:

falling from bumping against an object (1.53)

1.53 *Other falling/stumbling/jumping/pushed on the same level*

Includes:

falling from bumping against an object

Excludes:

crushed or pushed by a crowd or stampede (1.42)

1.54 *Falling/stumbling/jumping/pushed from a height less than 1 meter*

Includes:

striking or hitting an object when jumping or diving

falling from a child-size *pedal cycle*

1.55 *Falling/stumbling/jumping/pushed from a height 1 meter or more*

Includes:

striking or hitting an object when jumping or diving

falling from an adult-size *pedal cycle*

falling while being carried by a normal-sized adult

falling from a horse

falling from a building or structure

Excludes:

collapse of a non-burning building or structure (1.23)

1.56 *Falling/stumbling/jumping/pushed from an unspecified height*

1.57 *Falling/stumbling/jumping/pushed on stairs/steps*

Excludes:

free fall from stairs 1 metre or more (1.55)

1.58 *Other specified falling/stumbling/jumping/pushed*

Excludes:

collapse of a non-burning building or structure (1.23)

1.59 *Unspecified falling/stumbling/jumping/pushed*

1.6 *Abrading, rubbing*

Excludes:

abrasion caused by contact with *machinery* (3.2)
1.8 **Other specified contact with *blunt force***

1.9 **Unspecified contact with *blunt force***

2 ***Piercing/penetrating force***

2.1 **Scratching, cutting, tearing, severing**

Excludes:

cutting or puncturing during surgical or medical care (20.5)

cutting or puncturing due to explosion (3.1), firearm discharge (2.22), BB or pellet gunshot (2.23), or other weapon (2.24)

2.11 **Scratched or clawed by a person**

Excludes:

human bite (2.31)

2.12 **Scratched or clawed by an animal**

Excludes:

being bitten by an animal (2.32, 2.33)

2.13 **Cut, slice, slash**

Includes:

being cut with a knife (e.g., cutting one's finger with a knife)

Excludes:

being scratched/clawed by an animal (2.12) or a person (2.11)

being bitten by an animal (2.32, 2.33) or a person (2.31)

being cut, sliced, or slashed by *machinery* (3.2)

being stabbed (2.21)

2.14 **Tear, rip, saw**

Excludes:

having a body part ripped/torn by *machinery* (3.2)

tearing a ligament due to tripping, slipping, or over-exertion (7.n)

2.15 **Sever, hack off**

Includes:

severing a body part with an axe, panga, machete, or cutlass

2.2 **Puncturing, stabbing**

Includes:

being shot by a firearm or other weapon

Excludes:

cutting or puncturing during surgical or medical care (20.5)

cutting or puncturing due to explosion (3.1)

2.21 **Stabbed**

Includes:

cases where the skin was cut and where there was deep penetration of underlying tissue

stabbed with a knife, sword or other sharp-edged instrument

Penetration of the skin by foreign body (splinter, chip of metal,

projectile, wood, etc.)

Excludes:

cutting, tearing (2.1n)

shot by firearm (2.22)

2.22 Shot by firearm

Includes:

struck by a bullet or other projectile from a gun using a powder or explosive charge

Excludes:

struck by a projectile from a BB or pellet gun (2.23)

struck by an arrow from bow or bolt/arrow from crossbow, spring-actuated weapon (2.24)

non-shooting *injury* by a firearm (e.g., struck by gun, 1.21)

2.23 Shot by BB or pellet gun

2.24 Shot by other weapon

Includes:

arrow from bow and bolt/arrow from crossbow

shot nos

slug from a spring-actuated weapon

2.28 Other specified puncturing

Excludes:

shot nec (2.24)

2.29 Unspecified puncturing

2.3 Biting, stinging, invenomating

2.31 Bitten by person

Includes:

being bitten by oneself (e.g., biting one's own tongue)

cases where the bite does not break the skin

Excludes:

being bitten by an animal or insect (2.32–2.35)

2.32 Bitten by non-venomous animal

Includes:

being bitten by a horse, dog, shark, etc.

Excludes:

human bite

a bite that has become infected – not an *injury*

2.33 Bitten by venomous animal

Includes:

being bitten by a venomous snake

2.34 Bitten or stung by non-venomous insect or other invertebrate

Includes:

being bitten by a non-venomous spider

being stung by a mosquito

Excludes:

a sting that has become infected – not an *injury*

2.35 Bitten or stung by venomous insect or other invertebrate

Includes:

being stung by a bee, wasp, or scorpion

being bitten by a venomous spider

being stung by a jellyfish

anaphylactic shock following a bee sting, etc.

2.38 Other specified biting, stinging, invenomating

2.39 Unspecified biting, stinging, invenomating

Includes:

biting/stinging where unknown whether or not animal/insect was poisonous

2.8 Other specified *piercing/penetrating force*

2.9 Unspecified *piercing/penetrating force*

3 Other *mechanical force*

3.1 Struck by explosive blast

Includes:

air pressure caused by a blast

objects/debris projected by a blast

Excludes:

flames following a blast (4.14) or volcanic eruption (8.4)

3.2 Contact with *machinery*

Includes:

contact with a chain hoist, drive belt, pulley, transmission belt, winch, etc.

contact with a powered lawnmower, chainsaw, hedge-trimmer

contact with a blender, powered knife, sewing machine, spin drier, washing machine

contact with an animal-powered *farm* machine, harvester, reaper, thresher

contact with recreational *machinery*, *machinery nec*

Excludes:

exposure to electric current (98.2)

contact with (agricultural) *machinery* while in transport under own power or while being towed (1.1)

3.8 Other specified *mechanical force*

3.9 Unspecified *mechanical force*

4 Thermal mechanism

4.1 Heating

4.11 Contact with hot liquid

Includes:

hot water in a bath, bucket, or tub

hot water running out of a hose or tap

water/liquids heated on a stove

contact with molten metal

Excludes:

molten lava (8.4)

burning liquid (4.14)

4.12 Contact with hot steam, other gas

Includes:

inhalation of hot air and gases

Excludes:

smoke inhalation (4.17)

4.13 Contact with hot object or solid substance

Includes:

contact with a hot household appliance (e.g., cooker, kettle, stove, iron, etc.)

contact with a hot heating appliance (e.g., radiator, heater, etc.)

contact with a hot engine, tool, or *machinery*

contact with an object that is not normally hot, but is made hot (e.g., by a house fire, by prolonged sun exposure)

Excludes:

burning object or solid substance (i.e., an object on fire, 4.14)

4.14 Contact with fire or flame

Includes:

forest fire, campfire, fire in a fireplace or stove, fire in a burning building

ignition of highly flammable material (e.g., gasoline, kerosene, petrol)

ignition or melting of clothing (e.g., nightwear)

fire caused by lightning

fire caused by/following explosion

Excludes:

volcanic fires (8.4)

4.15 Heating, whole body: natural source

Includes:

heat stroke, sunstroke

4.16 Heating, whole body: man-made

Includes:

being confined in room (over)heated by artificial means

4.17 Inhalation of smoke from burning object/substance

4.18 Other specified heating

4.19 Unspecified heating

4.2 Cooling

4.21 Cooling: natural source

Includes:
frostbite, hypothermia due to natural cold
exposure to cold due to weather conditions

Excludes:
contact with or inhalation of dry ice, liquefied gas (4.22)

4.22 Cooling: man-made source

Includes:
contact with or inhalation of dry ice, liquid air, nitrogen, or hydrogen
prolonged exposure to deep freeze unit

4.28 Other specified cooling

4.29 Unspecified cooling

4.8 Other specified *thermal mechanism*

4.9 Unspecified *thermal mechanism*

5 Threat to breathing

5.1 Mechanical threat to breathing

5.11 *Hanging*

5.12 *Strangling*

5.13 External compression of airway, chest

Includes:
effect of cave-in

5.14 Obstruction of airway by inhaled object/substance

Includes:
choking on food, a toy, etc.

Excludes:
carbon monoxide poisoning (6.13)

5.15 Obstruction of airway by object covering mouth and nose

Includes:
suffocation by putting a plastic bag over one's head
suffocation by putting a pillow over one's face

5.18 Other specified mechanical threat to breathing

5.19 Unspecified mechanical threat to breathing

5.2 *Drowning/near drowning*

5.21 *Drowning/near drowning following fall into water*

Includes:
fall into a bucket, bath tub, swimming pool, or natural body of water
fall off a *watercraft* or part thereof
fall off a dock, pier, jetty

5.22 *Drowning/near drowning while in a body of water*

Includes:
being in a bucket, bath tub, swimming pool, or natural body of water
drowning/near drowning due to collision with a *watercraft* or part

thereof while in body of water

5.28 Other specified *drowning/near drowning*

5.29 Unspecified *drowning/near drowning*

Includes:

cases where it was unknown whether the injured person fell into a body of water or was already in a body of water

5.3 Confinement in oxygen-deficient place

Excludes:

gassing with exhaust fumes taking place in a motor vehicle/confined space (6.13)

confinement in a plastic bag (5.15)

smoke inhalation (4.17)

5.8 Other specified threat to breathing

Excludes:

confinement in a plastic bag (5.15)

5.9 Unspecified threat to breathing

6 Exposure to chemical or other substance

Includes:

accidental drug overdose

poisoning of unspecified intent

intentional poisoning

Excludes:

administration of drugs in therapeutic or prophylactic dosage (20.1n)

6.1 Poisoning by chemical or other substance

6.11 Poisoning by solid substance

Includes:

ingestion of tablets, pills, etc.

Excludes:

substances dissolved in water or alcohol and ingested (6.12)

6.12 Poisoning by liquid substance

Includes:

substances dissolved in water or alcohol and ingested

substances injected intravenously or subcutaneously

6.13 Poisoning by gaseous substance

Includes:

inhaled motor vehicle exhaust gasses

inhaled chemical dust molecules

inhaled aerosol

6.18 Poisoning by other specified chemical or other substance

6.19 Poisoning by unspecified chemical or other substance

6.2 Corrosion by chemical or other substance

Includes:

tissue damage due to chemical effects of a strong acid, alkali, etc.

Excludes:

rubbing, chafing, *abrading* (1.6)

damage due to the temperature of a substance (4.nn)

6.21 Corrosion by solid substance

6.22 Corrosion by liquid substance

6.23 Corrosion by gaseous substance

6.28 Other specified corrosion

6.29 Unspecified corrosion

6.8 Other specified effect of exposure to chemical or other substance

Includes:

exposure NEC to solid, liquid or gaseous substances

non-corroding irritation (e.g., paint in the eyes)

6.9 Unspecified effect of exposure to chemical or other substance

Includes:

exposure NOS to solid, liquid or gaseous substances

7 Physical over-exertion

Includes:

lifting heavy objects or weights

running a marathon

rowing

7.1 Over-exertion by pushing, pulling

7.2 Over-exertion by lifting

7.3 Over-exertion by catching

7.4 Over-exertion by twisting, turning

Includes:

twisting an ankle with fall

7.5 Over-exertion by own accord

Includes:

twisting an ankle without fall

7.8 Other specified physical over-exertion

Includes:

conditions of gradual and/or delayed onset

conditions due to cumulative effects of multiple episodes of activity

7.9 Unspecified physical over-exertion

8 Exposure to (effect of) weather condition, natural disaster, or force of nature

Excludes:

contact with fire or flame (4.14)

8.1 Exposure to (effect of) precipitation

Includes:

thunderstorm, sleet or snow storm

hurricane caused by a storm or torrential rain

flood caused by a remote or direct storm

flood arising from a remote or direct storm

melting snow of cataclysmic nature

flood caused by collapse of a dam

Excludes:

blizzard (8.2)

8.2 Exposure to (effect of) wind

Includes:

blizzard

8.3 Exposure to (effect of) earth or ocean movement

Includes:

underwater earthquake

tidal wave following an underwater earthquake

tidal wave caused by a storm

tidal wave caused by an underwater earthquake

Excludes:

volcanoes (8.4)

8.4 Exposure to (effect of) eruption

Includes:

fire/flame caused by lava

volcanoes

8.8 Exposure to (effect of) other specified weather condition, natural disaster or force of nature

Includes:

Exposure to lightning

Excludes:

natural radiation (98.28)

8.9 Exposure to (effect of) unspecified weather condition, natural disaster or force of nature

20 Complications of health care

NOTE: These codes are based on *ICD-10* (Chapter XX).

- 20.1 Adverse effects related to drugs, medicaments, or biological substances**
 - 20.11 Adverse effects in therapeutic use of drugs, medicaments, or biological substances**

Includes:
adverse reaction to administration of drug (including over-the-counter drug) in correct dosage in therapeutic situations
adverse reaction to blood products administered by medical/paramedical staff in therapeutic situations

Excludes:
accidental overdose, poisoning of unspecified intent, and intentional poisoning with medications in non-therapeutic situations (e.g., child eating mother's iron tablets, person overdosing on heroin to commit suicide, etc., (6nn)
 - 20.12 Adverse effects from contaminated medical or biological substances**

Includes:
adverse reaction to administration of contaminated blood products by medical/paramedical staff in therapeutic situations
 - 20.13 Failure in dosage of drugs, medicaments, or biological substances during surgical/medical care**

Includes:
adverse reaction to administration of incorrect dosage of penicillin or unmatched blood products by medical/paramedical staff in therapeutic situations
non-administration of necessary drug
 - 20.18 Other specified adverse effects related to drugs, medicaments, or biological substances**
 - 20.19 Unspecified adverse effects related to drugs, medicaments, or biological substances**
- 20.2 Foreign object left in body during surgical/medical care**
 - 20.20 Foreign object left in body during surgical operation**
 - 20.21 Foreign object left in body during infusion or transfusion**
 - 20.22 Foreign object left in body during kidney dialysis or other perfusion**
 - 20.23 Foreign object left in body during injection or immunisation**
 - 20.24 Foreign object left in body during endoscopic examination**
 - 20.25 Foreign object left in body during heart catheterisation**
 - 20.26 Foreign object left in body during aspiration, puncture, or other catheterisation**
 - 20.27 Foreign object left in body during removal of catheter or packing**

- 20.28 Foreign object left in body during other specified surgical/medical care
- 20.29 Foreign object left in body during unspecified surgical/medical care

- 20.3 Adverse incidents associated with medical devices in diagnostic/therapeutic use

- 20.4 *Unintentional* cut, puncture, perforation during surgical/medical care
 - 20.40 *Unintentional* cut, puncture, perforation during surgical operation
 - 20.41 *Unintentional* cut, puncture, perforation during infusion or transfusion
 - 20.42 *Unintentional* cut, puncture, perforation during kidney dialysis or other perfusion
 - 20.43 *Unintentional* cut, puncture, perforation during injection or immunisation
 - 20.44 *Unintentional* cut, puncture, perforation during endoscopic examination
 - 20.45 *Unintentional* cut, puncture, perforation during heart catheterisation
 - 20.46 *Unintentional* cut, puncture, perforation during aspiration, puncture, or other catheterisation
 - 20.47 *Unintentional* cut, puncture, perforation during administration of enema
 - 20.48 *Unintentional* cut, puncture, perforation during other specified surgical/medical care
 - 20.49 *Unintentional* cut, puncture, perforation during unspecified surgical/medical care

- 20.5 Failure of sterile precaution during surgical/medical care
 - 20.51 Failure of sterile precaution during surgical operation
 - 20.52 Failure of sterile precaution during infusion or transfusion
 - 20.53 Failure of sterile precaution during kidney dialysis or other perfusion
 - 20.54 Failure of sterile precaution during injection or immunisation
 - 20.55 Failure of sterile precaution during endoscopic examination
 - 20.56 Failure of sterile precaution during heart catheterisation
 - 20.57 Failure of sterile precaution during aspiration, puncture, or other catheterisation
 - 20.58 Failure of sterile precaution during other specified surgical/medical care
 - 20.59 Failure of sterile precaution during unspecified surgical/medical care

- 20.6 Abnormal reaction of the patient or later complication caused by

surgical operations or other surgical/medical procedures, without mention of misadventure at the time of the procedure, nec

20.61 Surgical operation or procedure as the cause of abnormal reaction of the patient or of later complication without mention of misadventure at the time of the procedure

20.62 Medical procedure, other than surgical, as the cause of abnormal reaction of the patient or of later complication without mention of misadventure at the time of the procedure

20.7 Non-administration of surgical/medical care

20.8 Other specified *complications of health care*

20.9 Unspecified *complications of health care*

98 Other specified mechanism of injury

98.1 *Contact with foreign object*

Excludes:

foreign object left in body during surgical/medical care (20.2n)

98.11 Foreign object on eye or entering into/through eye

Includes:

foreign object on cornea or under eyelid

98.12 Foreign object entering into/through nose

98.13 Foreign object entering into/through mouth

98.14 Foreign object entering into/through ear

98.15 Foreign object entering into/through other natural orifice

Includes:

rape or sodomy with an object

Excludes:

inhalation of foreign object with obstruction of airway (5.14)

rape, attempted rape nos (1.32)

sodomy, attempted sodomy nos (1.32)

98.18 Other specified *contact with foreign object*

98.19 Unspecified *contact with foreign object*

98.2 Exposure to electricity, radiation

98.21 Exposure to electric current

Includes:

burning from electric current, electric shock, electrocution

Excludes:

lightning (8.8)

98.22 Exposure to welding light

98.23 Exposure to other visible and ultraviolet light: man-made sources

98.24 Exposure to sun light

- Includes:
 - sunburn
- Excludes:
 - sunstroke (4.15)
- 98.25 Exposure to other non-ionising radiation**
 - Includes:
 - infrared, laser, radio frequency radiation
- 98.26 Exposure to ionising radiation, non-natural**
 - Includes:
 - radioactive isotopes, x-rays
 - Excludes:
 - exposure to natural radiation (98.28)
- 98.28 Exposure to other specified radiation**
 - Includes:
 - natural ionising radiation
- 98.29 Exposure to unspecified radiation**

- 98.3 Exposure to sound, vibration**
 - 98.31 Exposure to sound**
 - Includes:
 - sound waves, supersonic waves
 - 98.32 Exposure to vibration**
 - Includes:
 - infrasound waves
 - vibrating jackhammer

- 98.4 Exposure to air pressure**
 - 98.41 Exposure to suction**
 - Includes:
 - being sucked into the skimmer box of a swimming pool filtration system, having hair sucked into the suction points of a spa
 - NOTE: If a person drowns because his or her hair is sucked into a suction point, the *direct mechanism* is *Drowning/near drowning* (5.2), and the *underlying mechanism* is 98.41.
 - 98.42 Exposure to other extreme or changing air pressure**
 - Includes:
 - changes as a result of rapid descent or ascent in water, *aircraft*, or underground
 - resident or prolonged visit at high altitude
 - 98.48 Exposure to other specified air pressure**
 - 98.49 Exposure to unspecified air pressure**

- 98.5 Exposure to low gravity**
 - Includes:
 - weightlessness in a spacecraft or simulator

98.6 Neglect, abandonment, or lack of necessities of life

98.61 Lack of food

Includes:

lack of food as the cause of inanition/exhaustion, insufficient nourishment, starvation

98.62 Lack of water

Includes:

lack of water as the cause of dehydration, inanition/exhaustion

98.68 Other specified neglect, abandonment, or lack of necessities of life

Includes:

destitution

98.69 Unspecified neglect, abandonment, or lack of necessities of life

98.8 Other specified mechanism of injury

Includes:

lifestyle-related condition

99 Unspecified mechanism of injury

ACTIVITY WHEN INJURED

Required field length:

nn.n

Definition:

The type of activity the injured person was engaged in when the *injury* occurred.

Context:

Activity when Injured data allow *injury* cases to be grouped into categories that correspond to areas of responsibility for *injury prevention*. Being able to identify, for example, *injuries* that occur while a person is working or *injuries* that occur while playing a sport may help guide development of more effective prevention strategies. Activity data are especially useful when combined with *Place of occurrence* data. Together, these data allow practitioners to identify the responsible sector for *injury prevention and control*. The major areas of responsibility are not mutually exclusive. For example, a *bus driver's* colliding with a tree while driving his *bus* on *public road* could be considered both a *traffic injury event* and an *occupational injury event*. The issue of overlap arises especially with Activity when Injured.

Guide for use:

When selecting the code for Activity when Injured, determine the area of responsibility and the main purpose of the activity. If there is more than one area of responsibility, use the inclusion and exclusion criteria to help determine the most appropriate code. These criteria, typically listed under the more detailed level of codes, serve to clarify overlap between such areas as *occupational* and *sports injury events*; *educational* and *sports injury events*; *occupational* and *traffic injury events*; and *sports and exercise during leisure time* and *leisure* and *play* activities.

To code Activity when Injured:

Select the category that best describes the activity the injured person was engaged in when the *injury* occurred.

If two or more activity codes are judged to be equally appropriate, select the one that comes first in the code list.

ACTIVITY WHEN INJURED: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 ***Paid work***

Relevant data elements in Occupational Module:

Economic activity

Occupation

1.1 ***Travelling to/from paid work***

Includes:

commuting by *car, bus*, train, bicycle, etc.

walking

boarding or alighting from a vehicle

Excludes:

travelling nos (8)

1.2 ***Travelling in the course of paid work***

Includes:

truck *driver*, *travelling* salesperson, professional racing cyclist

Excludes:

travelling nos (8)

1.8 ***Other specified paid work***

Includes:

begging

military service

paid self-employment

professional sports activity (eg., professional athlete, coach)

professional teaching or tutoring

prostitution

sports activity under auspices of employer (eg., firemen doing sports exercise)

Relevant data elements in Sports Module:

Type of sport/exercise activity

Phase of Activity

Personal Countermeasures

Environmental Countermeasures

1.9 ***Paid work, unspecified***

Includes:

work nos

2 ***Unpaid work***

Excludes:

work nos (1.9)

2.1 ***Travelling to/from unpaid work***

Includes:

helping out at school canteen

volunteer driver

Excludes:

travelling nos (8)

2.2 *Travelling in the course of unpaid work*

Includes:

going shopping

picking up children from school

Excludes:

travelling nos (8)

2.3 *Cooking, cleaning, maintenance*

2.4 *Shopping*

2.5 *Caring for children and relatives*

2.6 *Do-it-yourself projects*

Includes:

making own furniture

sewing curtains

2.7 *Maintenance of own home or garden*

2.8 *Other specified unpaid work*

Includes:

harvesting natural resources (eg., fishing, hunting, herding, berry picking) for own consumption or for bartering

on a small scale, growing vegetables in own garden to exchange for milk or eggs unpaid work in a family business or on a family farm

voluntary work (eg., in a hospital, community organisation, etc.)

2.9 *Unpaid work, unspecified*

3 *Education*

NOTE: Refers to activities that form part of a formal *educational* course or program of instruction provided by a *school*, college, university, adult *education* institution, etc.

3.1 *Physical education class, school sports*

NOTE: Refers to organised physical activities that form part of a formal *educational* course or program of instruction provided by a *school*, college, or university.

Includes:

sports competition between two teams from different schools

Excludes:

practising for *school sport* during *leisure* time (4.8)

sports and *exercise* during *leisure* time (4.8)

teaching or tutoring (usually 1.8 or 2.8)

Relevant data elements in Sports Module:

Type of sport/exercise activity

Phase of Activity

Personal Countermeasures

Environmental Countermeasures

3.2 Other specified education

Includes:

classroom activities

informal activities during *school* hours (eg., *playground* activities during break)

off-site activities associated with *education* (eg., *school/college* field trip, excursion, or camp; studying/doing homework at *home*)

travelling under auspices of *education* institution (eg., *travelling* by *school* bus)

Excludes:

teaching or tutoring (usually 1.8 or 2.8)

3.9 Unspecified education

4 Sports and exercise during leisure time

NOTE 1: Refers to physical activities with a described functional purpose (eg., competition, practising for competition, improving physical health) performed during *leisure* time.

NOTE 2: All activities included in data element *Type of sport/exercise activity* (part of the Sports Module) can be considered as *sports and exercise*.

Relevant data elements in Sports Module:

Type of sport/exercise activity

Phase of Activity

Personal Countermeasures

Environmental Countermeasures

4.1 Organised sports and exercise during leisure time

NOTE: Refers to organised physical activities with a described functional purpose performed during *leisure* time and under the auspices of a sports federation, club, or similar organisation. A referee, trainer, or coach usually accompanies the activity.

Includes:

associated training

organised racing (eg., running; racing with *cars*, bicycles, motorcycles, horses)

Excludes:

professional sporting activity (1.8)

sporting activity under auspices of employer (1.8)

physical *education* class, *school* sports (3.1)

playing draughts, checkers, chess (5.1)

4.8 Other specified sports and exercise during leisure time

NOTE: Refers to physical activities similar to organised sports activity, but **not** under the auspices of a sports federation, club, or similar organisation.

Includes:

football in a park, garden, or *street*

working out at *home*

roller skating in a *street* or park

jogging, alone or with an informal group
volleyball game at camp site
practising for *school* sport during *leisure* time
practising professional sport during leisure time

Excludes:

professional sports activity (1.8)
sports activity under auspices of employer (1.8)
physical *education* class, *school* sports (3.1)
organised *sports and exercise* during *leisure* time (4.1)
leisure and *play* (5)
playing draughts, checkers, chess (5.1)

4.9 Unspecified as to organised nature of *sports and exercise* during *leisure* time

NOTE: Refers to activities recognisable as a form of sport during *leisure* time but without satisfying information specified on the organised character.

Excludes:

professional sports activity (1.8)
sports activity under auspices of employer (1.8)
physical *education* class, *school* sports (3.1)
leisure and *play* (5)
playing draughts, checkers, chess (5.1)

5 *Leisure or play*

NOTE: Refers to *play*, hobbies, and other activities undertaken mainly for pleasure, relaxation, or leisure. May be passive (watching TV) or active (dancing at a party), undertaken alone (reading) or with other people (children playing "hide and seek"), commercial (attending a "fun park") or not (family picnic at a public park), and formally organised (day-trip) or not (a child "just playing").

5.1 Leisure

Includes:

hobby activity other than do-it-yourself (eg., putting together model cars, stamp collecting)
entertainment activity (eg., watching movie or football match, dancing, partying, going to the theatre)
recreational activity (eg., camping, lying on the beach)
recreational competitive activity without substantial physical component (eg., chess or bridge competition)
travelling for sightseeing (eg., bike ride, hike in the mountains)
walking the dog

Excludes:

do-it-yourself, maintenance activity (2.6)
any form of physical activity with a described functional purpose (4)

5.2 Play

Includes:

unstructured *play*, children's game (eg., "hide and seek")

5.8 Other specified leisure or play

5.9 Unspecified leisure or play

6 Vital activity

6.1 Taking meals (eating/drinking)

6.2 Sleeping, resting

6.3 Personal hygiene

6.8 Other specified activity

Includes:

sexual intercourse

getting dressed

Excludes:

cooking, household cleaning (2.3)

vital activity conducted by a health care professional in the course of health care (7)

prostitution (1.8)

6.9 Unspecified vital activity

7 Being taken care of

7.1 Being taken care of by health care professional

NOTE: Refers to undergoing activities conducted by or at the direction of a health care professional. These may occur in a health care facility or elsewhere.

Includes:

health care activity undertaken by or at the direction of a health care professional (eg., undergoing surgery or a diagnostic procedure, being administered a medication, self-administering a prescribed medication, *home* renal dialysis)

being carried, moved, or held by a health care professional

being bathed by a health care professional

travelling in the course of health care (eg., riding in an ambulance)

7.2 Being taken care of by non health care person

Includes:

being carried, moved, or held by a person other than a health care professional (eg., infant being carried by its parent or other care giver)

being bathed by a family care giver

health care activity undertaken by a relative or friend (eg., first aid care)

Excludes:

child playing under supervision of an adult (5)

health care activity undertaken by or at the direction of a health care professional (eg., being carried, moved, or held by a health care giver, undergoing surgery or a diagnostic procedure, being administered a medication, self-administering a prescribed medication, *home* renal dialysis, 7.1)

travelling in the course of health care (eg., riding in an ambulance, 7.1)

7.9 Being taken care of by a person, not specified as a health care professional or non health care person

Includes:

being carried, moved or held by an unspecified person

being bathed by an unspecified person

health care activity undertaken by an unspecified person

Excludes: child playing under supervision of an adult (5.2)

8 Travelling not elsewhere classified

Includes:

travelling to/from sports or exercise during *leisure* time

travelling to/from entertainment activity

travelling to/from recreational activity

walking to/from *school*

Excludes:

travelling in the course of *paid work* (eg., truck driver, 1.2)

travelling to/from *paid work* (1.1)

travelling in the course of *unpaid work* (eg., going shopping, 2.2)

travelling to/from *unpaid work* (eg., volunteer driver 2.1)

travelling under the auspices of an *education* institution (eg., riding a *school bus*, 3.2)

organised racing (eg., running; racing with *cars*, bicycles, motorcycles, horses, 4.1 or 1.1)

travelling for sightseeing (5.1)

travelling in the course of health care (eg., riding in an ambulance, 7.1)

98 Other specified activity

98.1 General walking around

98.2 Other specified activity

Includes:

sitting, standing

the victim's activity is known, but is nothing in particular

religious/spiritual activities

activities during *violence*/aggression (eg., fighting, arguing, having a tantrum, attempting suicide)

99 Unspecified activity

TYPE OF SPORT/EXERCISE ACTIVITY

Required field length:

nn.nn

Definition:

The type of sport or exercise activity in which the injured person was engaged at the time of the injury. Participation in a sport or exercise activity includes practice, training, and competition, as well as pre-event (eg., taping, dressing), warm-up, cool down, and post-event (eg., showering, dressing) activities. It does not include travel to and from the event or activity.

Context:

This detailed classification of sports and exercise activities will facilitate the comparison of particular activities and injuries across time and location. In addition, this information may highlight particular problem areas or injuries for future prevention efforts.

Guide for use:

To code Type of Sport/Exercise Activity:

Select the sport or exercise activity engaged in at the time of injury. Depending on the level of detail known, select either a broad description of the activity (whole number) or a more specific activity (decimal).

Code individual participation in an activity related to a team sport as that team sport. For example, if an injury occurs while an individual is shooting a basketball alone, code the sport as Basketball (1.01).

Code training for a particular sport as that sport. For instance, if a participant is injured while weight training during football practice, code the sport as Football – American tackle (1.02), rather than Strength training/body building (13.03).

**TYPE OF SPORT/EXERCISE ACTIVITY: FULL LIST OF CODES WITH
INCLUSION AND EXCLUSION CRITERIA**

1 Team ball sports

- 1.01 **Basketball**
- 1.02 **Football – American tackle**
- 1.03 **Football – American touch or flag**
- 1.04 **Football – Australian rules**
American Football
Gaelic Football
- 1.05 **Football – Other specified**
- 1.06 **Football – Unspecified**
- 1.07 **Handball – Team**
- 1.08 **Netball**
- 1.09 **Rugby – Union**
NOTE: This form of rugby allows scrums.
- 1.10 **Rugby – League**
NOTE: This form of rugby does not allow scrums.
- 1.11 **Rugby – Unspecified**
- 1.12 **Soccer – Outdoor**
- 1.13 **Soccer – Indoor**
- 1.14 **Soccer – Unspecified**
- 1.15 **Volleyball**
Includes:
beach and outdoor volleyball
two-, four-, and six-player volleyball
indoor volleyball
- 1.16 **Walleyball**
- 1.98 **Other specified team ball sport**
- 1.99 **Unspecified team ball sport**

2 Team bat or stick sports

- 2.01 **Baseball**
- 2.02 **Cricket**
- 2.03 **Hockey – Ice**
Includes:
indoor ice hockey
outdoor ice hockey
- 2.04 **Hockey – ~~Street~~ball**
Includes:
outdoor hockey played on in-line or roller skates
- 2.05 **Hockey – Field**

Includes:
outdoor hockey played on turf or grass

- 2.06 **Hockey – Floor**
Includes:
~~indoor hockey played on hard surface with or without skates~~
- 2.07 Hockey – Other specified
- 2.08 Hockey – Unspecified
- 2.09 Ringette
- 2.10 Softball
- 2.11 T-ball
- 2.98 Other specified team bat or stick sport
- 2.99 Unspecified team bat or stick sport

3 Team water sports

- 3.01 **Rescue and resuscitation**
Excludes:
Individual surf life saving (5.08)
- 3.02 **Synchronised swimming**
Excludes:
individual water sports (5)
competitive and recreational swimming (5.09)
- 3.03 **Underwater hockey**
- 3.04 **Water polo**
- 3.98 **Other specified team water sport**
- 3.99 **Unspecified team water sport**

4 Boating sports

- 4.01 **Canoeing**
- 4.02 **Jet skiing**
- 4.03 **Kayaking/white-water rafting**
- 4.04 **Power boat racing**
- 4.05 **Rowing/sculling**
- 4.06 **Surf boating**
- 4.07 **Yachting/sailing**
- 4.98 **Other specified boating sport**
- 4.99 **Unspecified boating sport**

5 Individual water sports

- 5.01 **Diving – Platform or cliff**
- 5.02 **Diving – Springboard**
- 5.03 **Diving – Unspecified (from height into water)**
- 5.04 **Fishing**

- Includes:
 - fishing from a pier, boat, or shore
 - ice fishing
- 5.05 Scuba diving**
- 5.06 Snorkelling**
- 5.07 Surfing/boogie boarding**
 - Excludes:
 - wind surfing (5.12)
- 5.08 Surf life saving**
 - Excludes:
 - team rescue and resuscitation (3.01)
- 5.09 Swimming in pool**
 - Includes:
 - competitive and recreational swimming
- 5.10 Swimming in open water**
- 5.10 Water skiing**
 - Includes:
 - wake boarding
 - water ski jumping
- 5.11 Water tubing**
- 5.12 Wind surfing**
 - Excludes:
 - surfing/boogie boarding (5.07)
- 5.98 Other specified individual water sport**
- 5.99 Unspecified individual water sport**

6 Ice or snow sports

- 6.01 Bobsledding**
- 6.02 Curling**
- 6.03 Ice skating/ice dancing**
 - Excludes:
 - ice hockey (2.03)
 - speed skating (6.14)
- 6.04 Luge**
- 6.05 ~~Ski~~ patrolling**
- 6.06 Skiing – Alpine/downhill**
- 6.07 Skiing – Nordic/cross country**
- 6.08 Skiing – Freestyle**
- 6.09 Skiing – Snow ski jumping**
- Skiing – Slalom**
- 6.10 Skiing – Other specified**
- 6.11 Skiing – Unspecified**
- 6.12 Snowmobiling**
- 6.13 Snow boarding**
- 6.14 Speed skating**

Excludes:
ice hockey (2.03)
ice skating/ice dancing (6.03)

- 6.15 **Tobogganing**
- 6.98 **Other specified ice or snow sport**
- 6.99 **Unspecified ice or snow sport**

7 Individual athletic activities

- 7.01 **Aerobics/callisthenics**
- 7.02 **Jogging/running**
- 7.03 **Tai Chi**
- 7.04 **~~Track & field – Racing over obstacles or hurdles~~**
 - Includes:**
 - ~~100-, 110-, and 400-meter hurdles~~**
 - steeplechase**
- 7.05 **~~Track & field – Sprinting (1-400 meters)~~**
 - Includes:**
 - ~~100-, 200-, and 400-meter races~~**
 - Excludes:**
 - ~~racing over hurdles (7.04)~~**
- 7.06 **~~Track & field – Running middle distances (401-1,500 meters)~~**
 - Includes:**
 - ~~800- and 1,500-meter races~~**
 - Excludes:**
 - ~~racing over obstacles or hurdles (7.04)~~**
- 7.07 **~~Track & field – Running long distances (greater than 1,501 meters)~~**
 - Includes:**
 - ~~5,000- and 10,000-meter races~~**
 - marathon races**
 - Track running without hurdles**
 - Hurdle racing**
 - Marathon racing**
 - Cross-country running**
- 7.08 **Track & field – High jump**
- 7.09 **Track & field – Long jump**
- 7.10 **Track & field – Pole vault**
- 7.11 **Track & field – Triple jump**
- 7.12 **Track & field – Discus**
- 7.13 **Track & field – Javelin**
- 7.14 **Track & field – Hammer throw**
- 7.15 **Track & field – Shot put**
- 7.16 **Track & field – Other specified**
- 7.17 **Track & field – Unspecified**
- 7.18 **Walking**
- 7.19 **Yoga**

- 7.98 Other specified individual athletic activity
- 7.99 Unspecified individual athletic activity

8 Acrobatic sports

- 8.01 Cheerleading
- 8.02 Gymnastics – Balance beam
- 8.03 Gymnastics – Floor exercise/tumbling
- 8.04 Gymnastics – High bar
- 8.05 Gymnastics – Parallel bars
- 8.06 Gymnastics – Rhythmic (with props)
- 8.07 Gymnastics – Rings
- 8.08 Gymnastics – Side horse/pommel horse
- 8.09 Gymnastics – Trampoline/mini-trampoline
- 8.10 Gymnastics – Uneven parallel bars
- 8.11 Gymnastics – Vault
- 8.12 Gymnastics – Other specified
- 8.13 Gymnastics – Unspecified
- 8.98 Other specified Acrobatic sport
- 8.99 Unspecified Acrobatic sport

9 Aesthetic activities

- 9.01 **Dancing**
 - Ballet
 - Ballroom dancing, etc.
 - Jitterbug
- 9.02 **Marching**
- 9.98 **Other specified aesthetic sport**
- 9.99 **Unspecified aesthetic sport**

10 Racquet sports

- 10.01 **Badminton**
- 10.02 **Racquetball**
- 10.03 **Squash**
- 10.04 **Table tennis/Ping-Pong**
- 10.05 **Tennis**
 - Includes:
 - tennis played on clay, grass, or hard court
- 10.98 **Other specified racquet sport**
- 10.99 **Unspecified racquet sport**

11 Target/precision sports

- 11.01 **Archery**

- 11.02 Bocce, boules, ~~petanque~~
Petanque
- 11.03 Billiards, pool, snooker
- 11.04 Lawn bowling
Road bowling
- 11.05 Croquet
- 11.06 Darts
- 11.07 Golf
- 11.08 Ten-pin bowling
- 11.09 ~~Firearm shooting~~
Pistol shooting
Rifle shooting
Field shooting
Claypigeon shooting
- 11.98 Other specified target/precision sport
- 11.99 Unspecified target/precision sports

12 Combative sports

- 12.01 Akido
- 12.02 Boxing
- 12.03 Fencing
- 12.04 Judo
- 12.05 Jujitsu
- 12.06 Karate
- 12.07 Kendo
- 12.08 Kick-boxing
- 12.09 Kung fu
- 12.10 Tae kwon do
- 12.11 Wrestling – Freestyle
- 12.12 Wrestling – Greco-Roman
- 12.13 ~~Wrestling – Professional (entertainment style)~~
- 12.14 Self defence
Swordplay
- 12.98 Other specified combative sport
- 12.99 Unspecified combative sport

13 Power sports

- 13.01 Power lifting
- 13.02 Olympic weightlifting
- 13.03 Strength training/body building
- 13.98 Other specified power sport
- 13.99 Unspecified power sport

14 Equestrian activities

- 14.01 Dressage
- 14.02 Endurance riding
- 14.03 Eventing
- 14.04 Mustering or stock work
- 14.05 Polo/polocrosse
- 14.06 Pony club
- 14.07 Racing
- 14.08 Rodeo
- 14.09 Show jumping
- 14.10 Steeplechase
- 14.11 Trail or general horseback riding
- 14.12 Trotting/harness
- 14.98 Other specified equestrian activity
- 14.99 Unspecified equestrian activity

15 Adventure sports

- 15.01 Abseiling/rappelling
- 15.02 Hiking
- 15.03 Mountaineering
- 15.04 Orienteering/rogaining
- 15.05 River rafting
- 15.06 Rock climbing – outdoors
~~Wall-climbing – indoors~~
- 15.98 Other specified adventure sport
- 15.99 Unspecified adventure sport

16 Wheeled motor sports

- 16.01 Riding an all-terrain vehicle (ATV)
Includes:
three- and four-wheeled ATVs
- 16.02 Motorcycling, roadracing
Includes:
~~motocross~~
~~dirt bike racing and jumping~~
Speedway
Motor-cross
- 16.03 Motor *car* racing
- 16.04 Go-carting/carting
- 16.98 Other specified motor sport
- 16.99 Unspecified motor sport

17 Wheeled non-motored sports

- 17.01 Cycling – BMX**
Includes:
trick and stunt bikes
BMX jumping
- 17.02 Cycling – Mountain**
- 17.03 Cycling – Road**
- 17.04 Cycling – Track/velodrome**
- 17.05 Cycling – Other specified**
- 17.06 Cycling – Unspecified**
- 17.07 In-line skating/rollerblading**
- 17.08 Roller skating**
Roller skiing
- 17.09 Skate boarding**
- 17.10 Scootering**
- 17.11 Spinning/stationary bike riding**
- 17.12 Street luge**
- 17.98 Other specified wheeled non-motored sport**
- 17.99 Unspecified wheeled non-motored sport**

18 Multidiscipline sports

- 18.01 Biathlon – Cross-country skiing event**
- 18.02 Biathlon – Shooting event**
- 18.03 Biathlon – Unspecified event**
- 18.04 Decathlon – 100 meter event**
- 18.05 Decathlon – 400 meter event**
- 18.06 Decathlon – 1,500 meter event**
- 18.07 Decathlon – 110-meter hurdles event**
- 18.08 Decathlon – Long jump event**
- 18.09 Decathlon – High jump event**
- 18.10 Decathlon – Shot put event**
- 18.11 Decathlon – Discus event**
- 18.12 Decathlon – Javelin event**
- 18.13 Decathlon – Pole vault event**
- 18.14 Decathlon – Unspecified event**
- 18.15 Heptathlon – 200 meter event**
- 18.16 Heptathlon – 100-meter hurdles event**
- 18.17 Heptathlon – High jump event**
- 18.18 Heptathlon – Long jump event**
- 18.19 Heptathlon – Javelin event**
- 18.20 Heptathlon – Shot put event**
- 18.21 Heptathlon – 800 meter event**
- 18.22 Heptathlon – Unspecified event**
- 18.23 Modern Pentathlon – Shooting event**
- 18.24 Modern Pentathlon – Fencing event**
- 18.25 Modern Pentathlon – Swimming event**

- 18.26 **Modern Pentathlon – Equestrian event**
- 18.27 **Modern Pentathlon – Running event**
- 18.28 **Modern Pentathlon – Unspecified event**
- 18.29 **Triathlon – Cycling event**
- 18.30 **Triathlon – Running event**
- 18.31 **Triathlon – Swimming event**
- 18.32 **Triathlon – Unspecified event**
- Biathlon**
- Triathlon**
- Pentathlon**
- Decathlon**
- 18.98 **Other specified multidiscipline sport**
- 18.99 **Unspecified multidiscipline sport**

19 Aero (non-motored) sports

- 19.01 **Aerobatics**
- 19.02 **Gliding**
- 19.03 **Hang gliding**
- 19.04 **Parachuting/sky diving**
Includes:
sky surfing
base jumping
- 19.05 **Paragliding/parasailing**
Kite-gliding
Flying hot air balloon
Bungee jumping
Motor flying
- 19.98 **Other specified aero sport**
- 19.99 **Unspecified aero sport**

20 ~~Other school-related recreational activities~~

- ~~20.01 **School physical education class**~~
- ~~20.02 **School free play**~~
Includes:
activities during recess
- ~~20.98 **Other specified school sport/exercise activity**~~
- ~~20.99 **Unspecified school sport/exercise activity**~~

98 Other specified sport/exercise activity

99 Unspecified sport/exercise activity

TYPE OF INJURY

Required field length:

nn.n

Definition:

Type of injury sustained.

Context:

The main purpose of this data element (in combination with data element body part injured) is to enable injury cases to be grouped into diagnosis categories.

Guide for use:

If more than one diagnosis appears on the A&E department record, code the one that seems to be the most severe first.

TYPE OF INJURY: OVERVIEW OF CODES

- 1 No injury diagnosed
- 2 Contusion, bruise
- 3 Abrasion
- 4 Open wound
- 5 Fracture
- 6 Luxation, dislocation
- 7 Distorsion, sprain
- 8 Crushing injury
- 9 Traumatic amputation
- 10 Concussion
- 11 Other specified brain injury
- 12 Consequences of foreign body entering through natural orifice
- 13 Suffocation (asphyxia)
- 14 Burns, scalds
- 15 Corrosion (chemical)
- 16 Electrocution
- 17 Radiation (sunlight, X-rays)
- 18 Frostbite
- 19 Injury to nerves and spinal cord
- 20 Injury to blood vessels
- 21 Injury to muscle and tendon
- 22 Injury to internal organs
- 23 Poisoning
- 97 Multiple injuries

98 Other specified type of injury

99 Unspecified type of injury

PART OF THE BODY INJURED

Required field length:

n.nn

Definition:

Region or part of the body where the injury is located

Context:

The main purpose of this data element (in combination with data element type of injury) is to enable cases to be grouped into diagnosis categories.

Guide for use:

If necessary, you may code two different injured body parts. If so, you must always be careful to code the corresponding body parts with the injured coded. The first coded injury refers to the first coded body part and the second injury (if any) refers to the second coded body part. You should always code the most severe injury first.

If data element Type of injury has been coded as 'No injury diagnosed' (code 1) then this data element should be coded as 'Body part, unspecified' (code 9.9).

Notes:

-

PART OF THE BODY INJURED: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Head

- 1.1 Eye area
- 1.2 Face, other and unknown part
 - 1.21 Ear
 - 1.22 Nose
 - 1.23 Teeth
 - 1.24 Jaw/cheek
 - 1.25 Lip and oral cavity
 - 1.28 Face, other specified
 - 1.29 Face, unknown specified
- 1.3 Brain
- 1.4 Skull
- 1.8 Other specified part of the head
- 1.9 Unspecified part of the head

2 Neck, throat

- 2.1 **Cervical spine**
 - Includes:
 - cervical vertebra
 - cervical intervertebral disc
 - cervical spinal cord
- 2.2 **Organs throat**
 - Includes:
 - cervical oesophagus
 - larynx
 - pharynx
 - trachea
 - thyroid gland
 - internal blood vessels
- 2.8 **Neck, throat, other specified**
 - Includes:
 - peripheral nerves in neck
 - muscle and tendon at neck level
- 2.9 **Neck, throat, unspecified**

3 Trunk

- 3.1 **Thoracic spine**
 - Includes:
 - thoracic vertebra

thoracic intervertebral disc

thoracic spinal cord

3.2 Organs trunk

3.21 Lungs, bronchus

3.22 Heart

3.23 In- and external genital organs

3.24 Intra abdominal organs (eg., spleen, colon)

3.25 Pelvic organs (eg., kidney, bladder)

3.28 Organs trunk, other specified

Includes:

internal blood vessels

3.29 Organs trunk, unspecified

3.3 Thorax

3.31 Chest

3.32 Ribs and sternum

3.38 Thorax, other specified

Includes:

breast

front wall of thorax

back wall of thorax

nerves and spinal cord

muscle and tendon

3.39 Thorax, unspecified

3.4 Abdomen, lower back, lumbar spine and pelvis

3.41 Abdomen, external

3.42 Lower spine (lumbar and sacral)

3.43 Lower back, buttocks

3.44 Pelvis

3.48 Abdomen, other specified

3.49 Abdomen, unspecified

3.8 Trunk, other specified

3.9 Trunk, unspecified

4 Upper extremities

4.1 Collar bone

4.2 Shoulder

Includes:

scapula

4.3 Upper arm, humerus

4.4 Elbow

4.5 Forearm, lower arm

4.6 Wrist

4.7 Hand and fingers

4.71 Hand

4.72 Fingers

4.8 Upper extremities, other specified

4.9 Upper extremities, unspecified

5 Lower extremities

5.1 Hip

5.2 Upperleg/thigh

5.3 Knee

5.4 Lower leg

5.5 Ankle

5.6 Foot and toes

5.61 Foot

5.62 Toes

5.8 Lower extremities, other specified

5.9 Lower extremities, unspecified

7 Multiple body parts

7.1 Multiple body parts affected

Includes:

head with neck

thorax with abdomen, lower back, and pelvis

multiple regions of upper limb(s)

multiple regions of lower limb(s)

other combinations of body regions

7.2 Whole body affected

Includes:

whole body affected due to burning

whole body affected due to poisoning

9 Body part, other and unknown

9.1 Organs, level not specified

Includes:

respiratory tract, part unknown

alimentary tract, part unknown

unknown internal organs

9.8 Body part, other specified

9.9 Body part, unspecified

NARRATIVE

Required field length:

120 spaces free text

Definition:

Description of the event leading to the (suspected) injury

Context:

The coding form contains 120 spaces for free text. The free text is a very important element useful in more detailed analysis of the accident event. The free text is a description of the injury event in plain language, concentrating on describing "what went wrong?". It should furthermore contain specific information on the place of occurrence. In case of accident in an institution and the name and address is very valuable information. Furthermore, information on the involved product is substantially increased if the text contains information on the product name, brand and functional condition.

Guide for use:

Recommendation: Include the narrative whenever possible.

Give a description of the process of the injury event as detailed as possible.

It should capture at least the following information:

What were you doing?

Where were you doing it?

What went wrong?

How was the person hurt?

Which objects/substances/products were involved?

What was the injury?

Notes:

-

OBJECT/SUBSTANCE PRODUCING INJURY

Required field length:

nn.nnnn

Definition:

Matter, material or thing being involved in the *injury event*.

Context:

An **object** (eg., a *car*, heater, knife) or **substance** (eg., hot water, flames) conveys the mechanism of an *injury*. The aim of this data element is to provide specific categories for objects/substances commonly involved in producing *injury*, and broader categories for almost all objects/substances.

Guide for use:

Injuries are often the result of a sequence of events. Three types of objects/substances may be involved in the *injury event*:

Underlying object/substance—the object/substance involved at the start of the *injury event*

Direct object/substance—the object/substance producing the actual physical harm

Intermediate objects/substances—other objects/substances involved in the *injury event*

The *direct* and *underlying objects/substances* may be the same. For example, if a person cuts his or her finger with a knife while preparing food, the knife is involved at the start of the *injury event*, and it is the object that produces the actual physical harm. Coding object/substance data in these situations is straightforward. Other situations are more complex. For example, if a woman trips over an appliance cord and hits her head on a counter, the appliance cord is the *underlying object*, and the counter is the *direct object*.

Some situations are further complicated by several objects producing *injuries*. In the case of a *car* crash, there may be an *underlying object*—for example, the tree the *car* hit—and several *direct objects*, such as the steering wheel, the dashboard, and the windshield. Each of the *direct objects* may cause different *injuries*.

Injury events are not always a clear sequence of events involving objects/substances in clear succession. Moreover, information available in case notes often does not allow for distinguishing between the types of objects or substances. Object/Substance Producing Injury has three levels of codes, the third level being the most detailed.

To code Object/Substance Producing Injury:

Select up to **three** objects/substances. If it is possible to distinguish between the different types of objects/substances, code the *underlying object/substance* first, followed by the *direct object/substance*. Last, code any intermediate objects/substances mentioned or thought relevant.

If more than one *underlying object* is involved, select the *underlying* and *direct objects* that resulted in the more severe *injury*.

If the *injuries* are equally severe, select the *underlying* and *direct objects* of the *injury* mentioned first in the case information.

If it is not possible to distinguish between the different types of objects/substances, code up to three objects/substances in the sequence they appear in the case information.

Notes:

Gaps exist in the sequence of codes, primarily in the third level codes. These gaps allow for the addition of codes between major version changes.

**OBJECT/SUBSTANCE PRODUCING INJURY: FULL LIST OF CODES WITH
INCLUSION AND EXCLUSION CRITERIA**

1 Land vehicle or means of land transport

1.01 Person-powered means of transport

1.0101 Transport vehicle drawn or pushed by person

Includes:

rickshaw

pushcart

Excludes:

baby pram, buggy, pusher, or stroller (6.0101)

ice skates (10.0430), snow skis (10.0420)

in-line skates, roller skates (10.0401)

skateboard (10.0405)

1.0105 *Pedal cycle*

Includes:

non-motorised mountain bike, bicycle, adult tricycle

adult unpowered tricycle, *pedal cycle* rickshaw

trailer for child attached to adult *pedal cycle*

Excludes:

child's toy tricycle or other non-motorised ride-on toy (6.0201)

motorised bicycle (1.0301), motorised tricycle (1.0310)

1.0198 Other specified person-powered means of transport

1.0199 Unspecified person-powered means of transport

1.02 Animal-powered means of transport

1.0201 Animal being ridden

1.0205 Animal-drawn vehicle

Excludes:

animal-drawn *farm machinery* (2.01)

1.0298 Other specified animal-powered means of transport

1.0299 Unspecified animal-powered means of transport

1.03 Motorised two- or three-wheeled vehicle

1.0301 Motorcycle

Includes:

motorcycle with sidecar

Excludes:

motorised pedal cycle (1.0305)

motorised bicycle (1.0305)

three-wheeled motorcycle (1.0310)

dirt bike (2.9820)

1.0305 Moped, scooter, vespa

Includes:

motorised pedal cycle

motorised bicycle

Excludes:

three-wheeled scooter (01.0310)

lightweight folding scooter (10.0410)

1.0310 *Three-wheeled motor vehicle or scooter*

Includes:

motor-driven tricycle (for adults)

motorised rickshaw

three-wheeled motor vehicle (e.g., tuk-tuk)

Excludes:

three-wheeled all-terrain vehicle (2.9820)

child's toy tricycle or other non-motorised ride-on toy (6.0201)

motorcycle with sidecar (1.0301)

1.0398 Other specified motorised two- or three-wheeled vehicle

1.0399 Unspecified motorised two- or three-wheeled vehicle

1.04 *Light transport vehicle with four or more wheels*

1.0401 *Passenger car*

Includes:

station wagon

minivan carrying up to 10 people

school bus with seats for up to 10 people

Excludes:

four-wheeled ATV (2.9820)

1.0405 *Light truck, sport utility vehicle, utility van, 4x4 vehicle, jeep, pick-up truck*

Excludes:

four-wheeled ATV (2.9820)

- 1.0410 Minibus**
Includes:
vehicle with 11 to 19 seats
minibus used as taxi
minibus used as *school*/bus
Excludes:
bus (1.0501)
- 1.0498 Other specified *light transport vehicle* with four or more wheels**
Includes:
golf cart
Excludes:
race car (2.9810)
quad motorcycle (2.9820)
four-wheeled ATV (2.9820)
- 1.0499 Unspecified *light transport vehicle* with four or more wheels**
- 1.05 Heavy transport vehicle with four or more wheels**
 - 1.0501 Bus, coach**
Includes:
vehicle with 20 or more seats
school bus with 20 or more seats
 - 1.0510 Tractor-trailer, articulated lorry, 18-wheeler, rig**
 - 1.0530 Heavy truck nec**
Includes:
panel truck, tow truck, dump truck, garbage truck
Excludes:
graders, excavators, front-end loaders (2.02)
 - 1.0560 Trailer or horse-float**
 - 1.0598 Other specified *heavy transport vehicle* with four or more wheels**
Excludes:
graders, excavators, front-end loaders (2.02)
heavy truck nec (1.0530)
 - 1.0599 Unspecified *heavy transport vehicle* with four or more wheels**
- 1.06 Rail vehicle**
 - 1.0601 Streetcar, tram, electric car, car trolley**
Excludes:
tram, truck, or tub in mine or quarry (2.0230)
 - 1.0605 Train**
Includes:
diesel, electric, or steam-powered train

Excludes:

tram, truck, or tub in mine or quarry (2.0230)

streetcar (1.0601)

funicular, monorail (1.0610)

1.0610 Funicular, monorail, or other similar rail vehicle

NOTE: A funicular is a mountain railway operating by a machine-driven cable with two cars, one of which descends while the other ascends.

Excludes:

cable car (not on rails), ski chair-lift, ski lift with gondola (1.9801)

tram, truck, or tub in mine or quarry (2.0230)

streetcar (1.0601)

1.0698 Other specified rail vehicle

1.0699 Unspecified rail vehicle

1.07 Parts/components of land vehicle or means of land transport

NOTE: These codes apply when an *injury event* involves a stationary vehicle (e.g., getting one's hand caught in a door while a *car* is stationary).

1.0701 Vehicle doors nec

Includes:

"hatch"-type door

1.0705 Vehicle seat belts, deploying air bags

Excludes:

baby/child *car* seat (6.0120)

1.0710 Tire (tyre) or battery (attached or unattached)

1.0715 Vehicle window or windshield

1.0720 Interior of vehicle

Includes:

dashboard, steering wheel, seats

1.0725 Engine of vehicle

Includes:

engine removed from vehicle for repairs

1.0798 Other specified part/component of land vehicle or means of transport

Includes:

pedal cycle chain

1.0799 Unspecified part/component of land vehicle or means of transport

1.98 Other specified land vehicle or means of land transport

1.9801 Cable car, ski chair lift, ski lift with gondola

1.9805 Motorised wheelchair

Includes:

3-wheeled motorised wheelchair

Excludes:

non-motorised wheelchair (9.0705)

- 1.9810 Small-sized motorised vehicles for children**
Excludes:
ride-on toys not motorised (6.0201)
- 1.9815 *Motorhome***
- 1.9898 Other specified land vehicle or means of land transport**
Excludes:
industrial transport vehicle (section 2.02)

1.99 Unspecified land vehicle or means of land transport

2 Mobile *machinery* or special purpose vehicle

2.01 Mobile *machinery/special purpose vehicle mainly used in agriculture*

- 2.0101 Ride-on lawnmower**
Excludes:
powered push lawnmover (11.0235)
unpowered push lawnmower (11.0301)
- 2.0105 Tractor**
- 2.0110 Harvesting machine**
Includes:
grain harvester, cotton harvester, sugar cane harvester, fruit and vegetable harvester, combine harvester
animal-powered harvesting *machinery*
- 2.0115 Auger, post-hole digger**
Includes:
animal-powered auger or post-hole digger
- 2.0120 Equipment towed or powered by tractors nec**
Includes:
slasher, cultivating equipment, fertilizer spreader

- 2.0198 **Other specified mobile *machinery* or *special purpose vehicle* used in agriculture**
Includes:
animal-powered *farm machinery*
self-propelled *machinery*
- 2.0199 **Unspecified mobile *machinery* or *special purpose vehicle* used in agriculture**
Includes:
animal-powered *farm machinery* nos
- 2.02 **Mobile *machinery*/*special purpose vehicle* mainly used in industry**
 - 2.0201 **Forklift or lift truck**
Excludes:
mobile crane (2.0205)
 - 2.0205 **Mobile crane**
Excludes:
crane *machinery* or fixed plant (11.0130)
 - 2.0210 **Battery-powered airport *passenger* vehicle**
 - 2.0215 **Logging car**
 - 2.0220 **Coal-car in mine**
 - 2.0225 **Tram, truck, or tub in mine or quarry**
Excludes:
rail vehicle, train (1.06)
 - 2.0298 **Other specified mobile *machinery* or *special purpose vehicle* mainly used in industry**
 - 2.0299 **Unspecified mobile *machinery* or *special purpose vehicle* mainly used in industry**
- 2.03 **Mobile *machinery*/*special purpose vehicle* mainly used in construction**
 - 2.0301 **Grader**
 - 2.0305 **Front-end loader, bulldozer**
 - 2.0310 **Excavator, digger, mechanical shovel**
 - 2.0315 **Road roller**
 - 2.0398 **Other specified mobile *machinery* or *special purpose vehicle* mainly used in construction**
 - 2.0399 **Unspecified mobile *machinery* or *special purpose vehicle* mainly used in construction**
- 2.98 **Other specified mobile *machinery* or *special purpose vehicle***
 - 2.9801 **Ambulance**
 - 2.9805 **Fire truck, fire engine**
 - 2.9810 **Race car**

- Excludes:
road-registered motor sport vehicle (1.0401)
- 2.9815 Snowmobile, ski-scooter**
- 2.9820 *Special all-terrain vehicle/off-road vehicle***
Includes:
all-terrain vehicle with two, three, or four wheels
dirt bike
quad motorcycle
- Excludes:
hovercraft (3.0140)
4x4 vehicle
- 2.9898 Other specified mobile *machinery* or special purpose vehicle**
Excludes:
shopping trolley (8.0410)

2.99 Unspecified mobile *machinery* or special purpose vehicle

3 *Watercraft* or means of water transport

Includes:

watercraft in recreational or transport activities

- 3.01 Powered (motorized) *watercraft* or means of water transport**
- 3.0101 Merchant ship, cargo ship, oil tanker, ferry used for intercontinental travel**
Excludes:
ferry used for short trips across minor rivers (3.0115)
- 3.0105 Passenger ship, passenger liner, ocean liner**
- 3.0110 Fishing boat, trawler**
- 3.0115 Ferry used for short trips across minor rivers**
Excludes:
large ferry used for intercontinental travel (3.0101)
- 3.0120 Motorized yacht, motorboat, powered boat, personal powered *watercraft***
Includes:
dingy (dinghy)/rowboat/rubberduck (zodiac) with outboard motor
- 3.0130 Houseboat**
- 3.0140 Hovercraft**
Includes: hovercraft in use over water, land, or swamp
- 3.0160 Submarine or related craft**
- 3.0198 Other specified powered *watercraft* or means of water transport**
- 3.0199 Unspecified powered *watercraft* or means of water transport**
- 3.02 Unpowered *watercraft* or means of water transport**
- 3.0201 Sailboat, unpowered yacht**
- 3.0205 Canoe, kayak, rowboat, pirogue, piragua**

Includes:
dingy (dinghy), unpowered
inflatable raft, raft nos

- 3.0210 **Wave board, surfboard, paddle ski**
- 3.0215 **Windsurfer**
- 3.0298 **Other specified unpowered *watercraft* or means of water transport**
- 3.0299 **Unspecified unpowered *watercraft* or means of water transport**

3.03 Part/component of *watercraft* (powered or unpowered)

Includes:
boarding plank
machinery on *watercraft*
propeller

3.04 Safety equipment at sea

- 3.0401 **Life jacket**
- 3.0405 **Lifebuoy**
- 3.0498 **Other specified safety equipment at sea**
- 3.0499 **Unspecified safety equipment at sea**

3.99 *Watercraft*, unspecified as powered or unpowered, or unspecified means of water transport

4 *Aircraft* or means of air transport

4.01 Powered *aircraft* or means of air transport

- 4.0101 **Helicopter**
- 4.0105 **Airship, blimp**

NOTE: A power-driven steerable *aircraft*, developed from the air balloon, that is lighter than air and consists of a streamlined envelope or hull containing helium gas, which provides buoyancy, with engines and gondolas (cabins) suspended from it.

Excludes:
hot air *passenger* balloon (4.0201)
- 4.0110 **Ultralight powered *aircraft***
- 4.0115 **Private fixed-wing powered *aircraft***
- 4.0120 **Commercial fixed-wing powered *aircraft***
- 4.0140 **Military fixed-wing powered *aircraft***
- 4.0150 **Spacecraft**
- 4.0198 **Other specified powered *aircraft* or means of air transport**
- 4.0199 **Unspecified powered *aircraft* or means of air transport**

4.02 Unpowered *aircraft* or means of air transport

- 4.0201 ***Passenger* balloon, unpowered**

- Excludes:
 - airship (4.0105)
- 4.0205 Parachute**
- 4.0210 Hang-glider**
- 4.0215 Glider**
 - Includes:
 - rigid-wing glider
- 4.0298 Other specified unpowered *aircraft* or means of air transport**
- 4.0299 Unspecified unpowered *aircraft* or means of air transport**

- 4.03 Part/component of *aircraft* (powered or unpowered)**
 - Includes:
 - boarding steps
 - machinery* on *aircraft*
 - propeller

- 4.98 Other specified *aircraft* or means of air transport**

- 4.99 Unspecified *aircraft* or means of air transport**

5 Furniture/furnishing

- 5.01 Bed, bedding or bedding accessories**
 - 5.0101 Bunk bed**
 - Includes:
 - base, mattress, ladder of bunk bed
 - 5.0105 Special bed, orthopaedic bed, or stretcher**
 - Includes:
 - hospital bed
 - base, mattress of special bed, orthopaedic bed or stretcher
 - 5.0110 Hammock**
 - 5.0115 Mattress, sleeping mat**
 - Includes:
 - air or camping mattress
 - Excludes:
 - mattress as part of bed (see 5.0101, 50105, 50120)
 - 5.0120 Other specified bed**
 - Includes:
 - base, mattress
 - waterbed or accessories
 - convertible, hideaway, or sofabed
 - futon
 - 5.0125 Pillow, cushion**
 - 5.0130 Bedrails**
 - 5.0198 Other specified bedding or bedding accessories**

Includes:
bed linen, sheets, slipcover, doonah, quilt, duvet, blanket,
sleeping bag

Excludes:
pillow, cushion (5.0125)
sleeping mat (5.0115)

5.0199 Unspecified bed, bedding or bedding accessories

5.02 Chair, sofa

5.0201 Upholstered chair, sofa, couch, lounge, divan

Excludes:
sofabed (5.0120)
revolving office chair (5.0220)

5.0205 Hard chair, couch, bench

Excludes:
upholstered chair (5.0201)
rocking chair (5.0210)

5.0210 Rocking/gliding chair

5.0215 Folding chair

Includes:
beach folding chair

5.0220 Revolving chair

Includes:
office chair

5.0225 Stool

Includes:
footstool, barstool, kitchen stool, ottoman, hassock

5.0230 Commode chair

5.0298 Other specified chair, sofa

5.0299 Unspecified chair, sofa

5.03 Table, stand, cupboard, shelf or partition

5.0301 Rack, bookshelf

5.0305 Cabinet, cupboard, side board, chest of drawers, tall boy, dresser

5.0310 Dining room/kitchen table, kitchen bench

Includes:
glass-topped dining table
Excludes:
fitted counter top, kitchen top (14.0120)

5.0304 Coffee table

Includes:
glass-topped coffee table

5.0320 Night table, end table

5.0325 Desk, workbench

5.0330 Television table, stand, cupboard

- 5.0335 **Folding table**
- 5.0340 **Room divider or partition**
- 5.0398 **Other specified table, stand, cupboard, shelf or partition**
- 5.0399 **Unspecified table, stand, cupboard, shelf or partition**

5.04 Decoration, decorating item

- 5.0401 **Rug, mat, loose carpet**
Excludes:
sleeping mat (5.0115)
rubber bathtub mat (9.0720)
wall-to-wall carpet (14.0301)
- 5.0405 **Draperies, curtains**
- 5.0401 **Roller/venetian blind or indoor shutter**
- 5.0405 **Window covering hardware**
Includes:
rod, hook, cord, ring
- 5.0420 **Mirror or mirror glass**
Includes:
mounted/framed mirror
- 5.0425 **Portrait, picture, picture frame, or other wall hanging or similar decoration**
- 5.0430 **Ornament, bric-à-brac, knickknack, statue, vase, urn**
Excludes:
Christmas tree ornament (5.0440)
- 5.0435 **Christmas tree**
Includes:
artificial tree
real/fresh-cut tree
- 5.0440 **Holiday decorations, etc.**
Includes:
fairy lights
Christmas tree decorations
Excludes:
candles (7.0315)
- 5.0498 **Other specified decoration, decorating item**
Includes:
music box or chime
artificial flower or plant
- 5.0499 **Unspecified decoration, decorating item**

5.05 Garden furniture

- Excludes:
Hammock (5.0115)
- 5.0501 Garden table**
- 5.0505 Garden chair, lawn chair**
- 5.0510 Deck chair, sunbed**

- 5.0515** **Garden parasol**
- 5.0598** **Other specified garden furniture**
- 5.0599** **Unspecified garden furniture**

5.06 **Household linen**

- 5.0601** **Towel**
- 5.0605** **Flannel/wash cloth**
- 5.0610** **Place mat**
- 5.0615** **Serviette/napkin**
- 5.0620** **Table cloth**
- 5.0625** **Tea cloth/oven cloth**
- 5.0698** **Other specified household linen**
- 5.0699** **Unspecified household linen**

5.98 **Other specified furniture/furnishing**

5.99 **Unspecified furniture/furnishing**

6 ***Infant or child product***

6.01 **Baby or child article**

Includes:

articles used for bedding, working with, confining or transporting a baby or child

Excludes:

toiletries for babies (9.04)

nappy bucket, diaper pail (8.0305)

6.0101 **Baby pram, buggy, pusher, stroller, carriage**

6.0105 **Baby walker**

6.0110 **Baby exerciser, jumper, or portable swing (*home use*)**

6.0115 **High chair, booster seat**

6.0120 **Baby or child *car* seat**

6.0125 **Potty chair, training seat**

6.0130 **Cot, crib, baby bed**

Includes:

bassinet, basket bed

mattress or pad

6.0145 **Playpen, travel yard**

6.0150 **Baby gate or barrier**

6.0155 **Baby carrier (*back pack type*)**

6.0160 **Baby carrier (*pedal cycle*)**

Excludes:

pedal cycle trailer (1.0105)

6.0165 **Baby baths or bathinettes**

6.0170 **Changing table**

- Includes:
platform used to hold a baby while nappy/diaper is being changed
- 6.0175 Pacifier, dummy**
- 6.0180 Baby bottle or nipple**
- 6.0185 Diaper, nappy**
Includes:
disposable or cloth diaper
disposable training pants
- 6.0190 Diaper fastener**
Includes:
safety pin or other fastener
- 6.0198 Other specified baby or child article**
Includes:
baby rattle
teething ring
- 6.0199 Unspecified baby or child article**

- 6.02 Toy**
- 6.0201 Tricycle (child's) or other ride-on toy**
Includes:
wheeled, unpowered riding toy or go cart
Excludes:
pedal cycle (1.0105)
in-line skates, roller skates (10.0401)
skateboard (10.0405)
small motorised vehicle (1.9810)
- 6.0205 Toy vehicle, Tonka toy**
Includes:
electric toy race car or train
Excludes:
ride-on toy (6.0201)
small motorised vehicle (1.9810)
- 6.0210 Toy gun or related accessory**
Includes:
toy cap, cap toy, cap gun, other toy gun
Excludes:
gas-, air-, or spring-operated gun (including BB gun, 12.0220)
- 6.0218 Other toy weapon or projectile toy**
Includes:
slingshot, bow and arrow designed as toy, etc.
knife designed as toy
Excludes:
bow and arrow designed as weapon (12.0105)
bow and arrow designed as sports equipment (10.0205)
knife designed as kitchen utensil (8.0105)
knife designed as weapon (12.0110)

- 6.0220 Toy – art, craft, or kit**
Includes:
building set, building blocks, Lego blocks
chemistry/science kit
model kit, rocket kite, or fuel-powered model
needle craft kit
plasticine, modelling clay
- 6.0225 Board game or accessory/piece**
- 6.0230 Toy sports equipment**
Includes:
skipping rope, jump rope
Excludes:
ball designed for use in sport (10.01)
- 6.0245 Ball, general, other than sport specific**
Includes:
Inflatable beach ball
Excludes:
ball designed for use in sport (10.01)
- 6.0250 Flying toy**
Includes:
kite or kite string
frisbee
boomerang
NOTE: A boomerang is a piece of flat, curved wood often so balanced that, when thrown to a distance, it returns to the thrower.
Excludes:
rocket kite or fuel-powered model (6.0220)
- 6.0255 Doll, doll accessory or part, stuffed toy**
Includes:
Barbie doll, GI-Joe figurine, action figure
teddy bear
- 6.0260 Balloon (toy)**
- 6.0265 Other inflatable toy**
Excludes:
Inflatable beach ball
- 6.0270 Marble, bead**
Excludes:
button (9.0105)
- 6.0275 Play tent, tunnel, or other enclosure**
Excludes:
play house (6.0301)
camping tent (98.0301)
- 6.0280 Toy box or chest**
- 6.0298 Other specified toy**
Includes:
part of toy nec

6.0299 Unspecified toy

6.03 Playground equipment

6.0301 Tree house, play house

6.0305 Flying fox

NOTE: A type of *playground* equipment (ie., a track glide with a rigid channel to slide on).

6.0310 Monkey bar

NOTE: An elevated horizontal ladder.

6.0318 Other *playground* climbing apparatus

Excludes:

monkey bar (6.0310)

slide (6.0320)

6.0320 Slide, sliding board

6.0325 Swing, swing set

6.0330 Seesaw, teeter totter

6.0345 Powered amusement rides

Includes:

roller coaster

shopping mall ride

joy car, bumper car

merry-go-round

roller-coaster

amusement trains

bumper boat

ferris wheel

rodeo horse/bull (artificial)

6.0398 Other specified *playground* equipment

Includes:

maze

inflatable bouncer, bouncing castle

6.0399 Unspecified *playground* equipment

6.98 Other specified *infant or child* product

6.99 Unspecified *infant or child* product

7 Appliance mainly used in household

7.01 Cooking or kitchen appliance

Excludes:

crockery, kitchen container (8.02n)

non-electric containers or utensils used for cooking (8.01n)

7.0101 Electric kettle

Excludes:

non-electric kettle (8.0101)

- 7.0105 Electric frying pan, deep fryer**
- 7.0110 Electric bread making machine**
- 7.0115 Food processor, blender, juicer**
- 7.0120 Powered knife**
Excludes:
Non-electric knife (8.0105)
- 7.0125 Electric toaster, toaster oven**
- 7.0126 Microwave oven**
- 7.0130 Other electric cooking or food processing appliance**
Includes:
electric griddle, electric waffle iron
slow cooker, crock pot
coffee maker, can opener (powered)
Excludes:
electric stove, oven or cooktop (7.0145)
electric barbeque, grill or outdoor cooker (7.0165)
- 7.0145 Stove, oven, cooktop**
Includes:
stove fueled by coal, wood, electricity, or gas
Excludes:
free-standing kerosene cooking stove (7.0155 or 7.0156)
barbeque, Weber grill, outdoor cooker/griller, outdoor clay oven (7.0165)
microwave oven (7.0126)
camping/propane stove (98.0398)
- 7.0155 Pressurised kerosene/paraffin cooking stove**
Excludes:
low-pressure, multiwick kerosene/paraffin stove
camping/propane stove (98.0398)
- 7.0156 Other type of kerosene/paraffin cooking stove**
Includes:
low-pressure, multiwick kerosene/paraffin stove
Excludes:
pressurised kerosene/paraffin cooking stove (7.0155)
camping/propane stove (98.0398)
- 7.0160 Coal pot**
NOTE: An open clay pot with a wide mouth that holds a grill for resting food or pots. The coals sit at the bottom of this clay pot, where there is a hole for circulation of air and for fanning the coals into fire.
- 7.0161 Chulo stove**
NOTE: An enclosed ceramic stove, such as those used in India.
- 7.0165 Barbeque, Weber grill, outdoor cookers/griller, outdoor clay oven**

Excludes:
built-in fireplace (14.0401)
stand alone, built-in barbeque (14.0405)

- 7.0170 Dishwasher**
- 7.0175 Refrigerator, freezer**
- 7.0198 Other specified cooking or kitchen appliance**
- 7.0199 Unspecified cooking or kitchen appliance**

7.02 Cleaning or laundering appliance or tool

- 7.0201 Washing machine**
 - Includes:
electric, gas or hand-operated washing machine
- 7.0205 Other specified clothes cleaning appliance**
- 7.0210 Clothes dryer**
- 7.0215 Clothes iron, press**
- 7.0216 Clothesline, clothes drying rack, clotheshorse**
 - Includes:
mobile clotheshorse, frame for hanging clothes
- 7.0220 Cleaning tool (unpowered)**
 - Includes:
broom, duster, mop
 - Excludes:
vacuum cleaner (7.0225)
bucket, pail (8.0305)
- 7.0225 Vacuum cleaner**
 - Excludes:
industrial vacuum cleaner (11.0240)
- 7.0230 Powered cleaning tool nec**
 - Excludes:
vacuum cleaner (7.0225)
industrial vacuum cleaner (11.0240)
- 7.0298 Other specified cleaning or laundering appliance or tool**
 - Excludes:
clothes cleaning appliance nec (7.0205)
- 7.0299 Unspecified cleaning or laundering appliance or tool**

7.03 Lighting appliance

- 7.0301 Free-standing gas, oil, or kerosene lamp**
- 7.0302 Electric lamp**
- 7.0305 Other specified lamp or lamp component**
 - Includes:
internal/external gas lamp attached to main gasline
lampshade
 - Excludes:
camping/propane stove (98.0398)
- 7.0310 Battery-operated torch**

- 7.0315 **Candle, candlestick**
- 7.0398 **Other specified lighting appliance**
Excludes:
lamp nec (7.0305)
- 7.0399 **Unspecified lighting appliance**

- 7.04 Heating or cooling appliance**
 - 7.0401 **Fan**
Includes:
ceiling fan
Excludes:
hand-held fan (9.9840)
 - 7.0405 **Electric or gas radiator, heater**
Includes:
bar-radiator, oil heater
Excludes:
kerosene heater (7.0410)
 - 7.0410 **Kerosene heater**
 - 7.0498 **Other specified heating or cooling appliance**
Includes:
domestic boiler, furnace
hot water system, solar hot water system
 - 7.0499 **Unspecified heating or cooling appliance**

- 7.05 Sewing appliance or equipment**
 - 7.0501 **Sewing machine**
Includes:
electric sewing machine
manual sewing machine
 - 7.0505 **Scissors**
 - 7.0510 **Pin, needle**
Excludes:
~~hypodermic needle (40.0101)~~
Tools for needlework
Includes:
needle, pin
knitting needles
safety pin
crochet hook
Excludes:
hypodermic needle (40.0101)
 - 7.0598 **Other specified sewing appliance or equipment**
 - 7.0599 **Unspecified sewing appliance or equipment**

- 7.06 Entertainment appliance**
 - 7.0601 **Television**

Excludes:
personal computer or related accessory (9.0505)

7.0605 Video recorder, decoder

Excludes:
personal computer or related accessory (9.0505)

7.0610 Video camera, camera, digital camera or accessory

7.0615 Sound equipment

Includes:
hi-fi, stereo equipment, speakers

Excludes:
personal computer or related accessory (9.0505)

7.0620 Screen

7.0625 Projector with equipment

7.0630 Binoculars, telescope

7.0635 Magnifying glass

7.0698 Other specified entertainment appliance

7.0699 Unspecified entertainment appliance

7.98 Other specified household appliance

7.9801 Cord of household appliance, extension cord

Excludes:
a cord which is an integral part of the appliance – code to the
appliance

7.9898 Other specified household appliance

7.99 Unspecified household appliance

8 Utensil or container

8.01 Cooking or food processing utensil

Excludes:
cooking or kitchen appliance (7.01n)

8.0101 Non-electric kettle

Excludes:
electric kettle (7.0101)

8.0105 Knife nec

Includes:
kitchen, "Stanley"/pocket knife

Excludes:
knife designed and manufactured as weapon and specified as
such (12.0110)

electric knife (7.0120)

toy knife (6.0218)

8.0110 Cooking pot, pan

8.0115 Pressure cooker

8.0120 Cutlery, food preparation utensil

- Includes:
 - spoon, fork, chopsticks
 - garlic press, chopping board, potato peeler
 - ice pick for domestic use
- Excludes:
 - knife, table knife (8.0105)
 - ice pick used as aid in ice climbing (10.0225)
- 8.0198 Other specified cooking or food processing utensil**
 - Includes:
 - bottle opener
- 8.0199 Unspecified cooking or food processing utensil**

- 8.02 Crockery, kitchen container**
 - 8.0201 Drinking glass, cup made from glass or china, etc.**
 - Excludes:
 - cup made from plastic, wood, or clay (8.0215)
 - 8.0205 Plate, bowl, dish made from glass or china, etc**
 - Excludes:
 - plate, bowl, or dish made from plastic, wood, or clay (8.0215)
 - 8.0210 Glass bottle or jar**
 - 8.0215 Container made from plastic, wood, or clay**
 - Includes:
 - plastic cup, bottle, plate, bowl
 - 8.0298 Other specified crockery, kitchen container**
 - 8.0299 Unspecified crockery, kitchen container**

- 8.03 Cleaning utensil or container**
 - 8.0305 Bucket, pail**
 - Includes:
 - nappy bucket, diaper pail
 - Excludes:
 - hot water in bucket (18.0101)
 - 8.0398 Other specified cleaning utensil or container**
 - 8.0399 Unspecified cleaning utensil or container**

- 8.04 Food storage or related utensil or container**
 - 8.0401 Tinned container, tin can**
 - 8.0405 Box or carton containing food or drink**
 - Excludes:
 - glass or plastic bottle/jar (8.0210)
 - 8.0410 Grocery or shopping trolley/cart**
 - 8.0498 Other specified food storage or related utensil or container**
 - 8.0499 Unspecified food storage or related utensil or container**

- 8.98 Other specified utensil or container**
 - 8.9801 Rubbish bin, trash can, dumpster**

- Includes:
"Wheeliebin"
- 8.9808 Heavy container, box, package nec**
Includes:
container or box weighing more than 5 kilograms/10 pounds gross weight nec
- 8.9818 Bag, sack nec**
Excludes:
plastic bag (98.9880)
- 8.9898 Other specified utensil or container**

8.99 Unspecified utensil or container

9 Item mainly for personal use

- 9.01 Clothes, footwear, or related products**
 - 9.0101 Belt, braces, suspenders, sash**
 - 9.0105 Button**
Excludes:
other types of clothes fasteners (9.0110)
bead (6.0270)
 - 9.0110 Other specified clothes fastener**
Includes:
zipper, press-stud, snap
 - 9.0115 Shoe, sandal, slipper, boot**
Includes:
sport shoe, hiking boot, etc.
 - 9.0120 Shoelace, shoe buckle**
 - 9.0125 Shirt, blouse, t-shirt, trousers, slacks, jacket, coat, outerwear**
 - 9.0130 Nightclothes, pajamas, nightwear, underwear, undergarment, lingerie**
 - 9.0198 Other specified clothes, footwear, or related product**
Includes:
gloves, cap, hat, etc.
overshoe, socks
 - 9.0199 Unspecified clothes, footwear, or related product**
- 9.02 Clothing accessory or personal decoration item**
 - 9.0201 Wristwatch, jewellery**
 - 9.0298 Other specified clothing accessory or personal decorative item**
Includes:
scarf
 - 9.0299 Unspecified clothing accessory or personal decorative item**
- 9.03 Personal grooming utensil**

- 9.0301 Hair dryer, curling iron, curler**
- 9.0305 Comb, hairbrush**
- 9.0310 Razor, razor blade**
Excludes:
electric shaver (9.0315)
- 9.0315 Electric shaver**
- 9.0320 Electric toothbrush**
- 9.0328 Other toothbrush**
- 9.0398 Other specified personal grooming utensil**
- 9.0399 Unspecified personal grooming utensil**

- 9.04 Toiletries, cosmetics, or related product**
- 9.0401 Cleaning agent for contact lenses**
- 9.0405 Dental care products**
Includes:
toothpaste (with or without fluoride)
product to clean false teeth
mouthwash
- 9.0410 Cotton swab, cotton bud, Q-Tip**
- 9.0415 Soap**
Includes:
liquid soap
- 9.0420 Deodorants**
- 9.0425 Perfume, cologne**
- 9.0435 Hair colouring preparation**
Includes:
peroxide
- 9.0440 Hair removal preparation, depilatory**
- 9.0448 Other hair care product**
- 9.0445 Nail polish or nail polish remover**
- 9.0450 Body or facial cream/lotion**
- 9.0455 Body powder, talc**
Includes:
baby powder
- 9.0460 Cosmetics nec**
Includes:
lipstick, lip balm
eye make-up products (e.g., mascara, kohl, surma)
NOTE: Surma, also called "kohl," is a popular cosmetic in Northern Africa, the Middle East, India, Pakistan, and Bangladesh. Women and young children apply it as an eye-liner. It may contain powdered galena (lead disulfide), which can be absorbed through the conjunctiva.
- 9.0465 Suntan or sunscreen products, self-tan products**
- 9.0470 Essential oils, oils used in aromatherapy**
- 9.0498 Other specified toiletries or related product**

- 9.0499 Unspecified toiletries or related product**
- 9.05 Communication or related utensil or accessory**
- 9.0501 Telephone, mobile phone, cellular phone**
Includes:
accessories such as charger, etc.
- 9.0505 Personal computer or related accessory**
Includes:
printer, internal parts of the computer, speakers, compact disks,
etc.
- 9.0510 Fax machine and other related equipment**
Includes:
accessories such as toner, etc.
- 9.0511 Typewriter correction fluid**
- 9.0515 Pen, pencil**
Includes:
whiteboard marker, dry-erase marker
- 9.0520 Other stationery item**
Includes:
stapler, hole puncher, letter opener, pencil sharpener, etc.
Excludes:
scissors (7.0505)
pen or pencil (9.0515)
- 9.0598 Other specified communication or related utensil or accessory**
- 9.0599 Unspecified communication or related utensil or accessory**
- 9.06 Arts and crafts supplies**
Excludes:
toy art, craft or kit (6.0220)
- 9.0601 Artist paint**
Includes:
oil, acrylic, water colour
- 9.0605 Chalk, crayon**
Includes:
chalk for black board
Excludes:
pen, pencil (9.0515)
whiteboard marker (9.0515)
- 9.0610 Glazes**
- 9.0615 Canvas**
- 9.0698 Other specified arts and crafts supplies**
- 9.0699 Unspecified arts and crafts supplies**
- 9.07 Personal aid**
- 9.0701 Eyewear**

Includes:
prescription eyewear
reading glasses
contact lenses
sunglasses
Excludes:
contact lens cleaning agent (9.0401)

9.0705 Wheelchair

Includes:
wheelchair used in competitive sport
Excludes:
motorised wheelchair (1.9805)

9.0710 Cane, walker, walking stick, walking frame

Includes:
white cane used by sight-impaired person
Excludes:
baby walker (6.0105)

9.0715 Prosthesis

Includes:
artificial eye
pacemaker
artificial limb

9.0720 Rubber bathtub mat

9.0798 Other specified personal aid

Excludes:
commode chair (5.0230)
bedrails (5.0130)

9.0799 Unspecified personal aid

9.08 Tobacco or related product

9.0801 Cigarette, cigar, pipe

9.0805 Lighter, match

9.0810 Aids to quit smoking

Includes:
adhesive patch, chewing gum containing nicotine, etc.

9.0898 Other specified tobacco or related product

Includes:
pipe tobacco, ashtray, chewing tobacco, etc.

9.0899 Unspecified tobacco or related product

9.09 Carrying equipment, luggage

9.0901 Suitcase

9.0905 Bag

9.0910 Basket

9.0915 Rucksack

9.0920 Cabin trunk

- 9.0925** **Packing case**
- 9.0930** **Wheeled shopping bag**
- 9.0998** **Other specified carrying equipment**
- 9.0999** **Unspecified carrying equipment**

9.98 Other specified personal use item

- 9.9801** **Vapouriser, humidifier**
- 9.9805** **Oil burner**
- 9.9810** **Condom, or other contraceptive device**
Excludes:
oral contraceptives, spermicides (20.23)
- 9.9815** **Sex aids**
- 9.9820** **Alarm clock, clock**
Excludes:
upright, self-standing grandfather clock (5.98)
- 9.9825** **Umbrella**
- 9.9830** **Coins**
- 9.9835** **Keys**
- 9.9840** **Hand-held fan**
Includes:
battery-operated fan
Excludes:
ceiling fan (7.0401)
- 9.9898** **Other specified personal use item**

9.99 Unspecified personal use item

10 Equipment mainly used in sports/recreational activity

10.01 Ball used in sport

- 10.0101** **Soft ball**
Includes:
tennis ball, squash ball, football
- 10.0105** **Puck, hard ball**
Includes:
golf ball, cricket ball, hockey ball or puck, baseball
- 10.0198** **Other specified ball**
- 10.0199** **Unspecified ball**

10.02 Hand-held equipment, racquet

- Excludes:
firearms (handgun, rifle, shotgun, BB/pellet gun), projectiles or related items
(12.02nn)
toy guns or other toy weapons or projectiles (6.02nn)
- 10.0201** **Spear, javelin nec**

- Excludes:
spear, javelin designed as weapon (12.0101)
- 10.0205 Bow, arrow (bow and arrow), bolt (crossbow) nec**
Excludes:
bow and arrow/bolt designed as weapon (12.0105)
bow and arrow designed as toy (6.0218)
- 10.0210 Other specified sports projectile**
- 10.0215 Bat, hockey stick**
- 10.0220 Racquet**
- 10.0225 Ice pick**
Includes:
aid to ice climbing
Excludes:
ice pick used as kitchen utensil for domestic use (8.0120)
- 10.0230 Ski stick**
Includes:
slalom ski stick
touring/cross-country ski stick
- 10.0298 Other specified hand-held equipment**
- 10.0299 Unspecified hand-held equipment**
- 10.03 Equipment/structure for playing *sports and exercise***
- 10.0301 Net**
Includes:
tennis net, volleyball net, soccer net
- 10.0305 Rugby pole, net pole, goal post**
Includes:
pole used to support net
post to mark goal or boundary
- 10.0310 Trampoline**
- 10.0315 Gymnastic equipment**
Includes:
pommel horse, balance beam, etc.
Excludes:
mat (10.0320)
- 10.0320 Sports mat**
- 10.0325 Diving board, platform**
- 10.0330 Exercise, fitness equipment – movable (portable)**
Includes:
dumbbell
- 10.0335 Exercise, fitness equipment – fixed**
Includes:
stairmaster
stationary *pedal cycle*
- 10.0340 Equipment for athletics, incl. tracks**

Includes:
artificial track, athletics
cinder track
high jump pit
jumping pole pit
jumping pole pit
jumping pole
hammer, athletics
discus
hurdle

Excludes:
javelin (10.0201)

10.0345 Horse riding equipment

Includes:
spur
stirrup
bridle
saddle

10.0350 Angling equipment

Includes:
fishing rod, casting rod
fishing line
fishing hook
float
trawl
dragnet, seine
capstan
fishing net

10.0355 Equipment for clay pigeon shooting

Includes:
clay pigeon
clay pigeon throwing machine

10.0360 Climbing equipment

Includes:
climbing wall

10.0388 Other specified equipment/structure for playing sports/exercise – moveable (portable)

10.0398 Other specified equipment/structure for playing sports/exercise – fixed

10.0399 Unspecified equipment/structure for playing sports/exercise

10.04 Equipment with wheels or designed for movement, mainly for use in sports/recreational activity

NOTE: Some types of sports equipment are used for transport (e.g., some people use roller blades to get to work).

10.0401 Roller skates, rollerski, in-line skates, roller blades

- 10.0405 Skateboard**
- 10.0410 Folding scooter**
 - Includes:
 - lightweight folding scooter
 - Excludes:
 - moped, scooter, vespa (1.0305)
- 10.0415 Waterski**
- 10.0420 Snow ski**
- 10.0425 Snow board**
- 10.0430 Ice skate**
- 10.0435 Sled, toboggan, sleigh, snow disk, snow tube**
 - Excludes:
 - animal-drawn sleigh (1.0205)
 - snowmobile (2.9815)
- 10.0440 Ski binding**
 - Includes:
 - slalom binding
 - touring/cross-country binding
- 10.0498 Other specified equipment with wheels or equipment designed for movement**
 - Excludes:
 - wheelchair used in competitive sport (9.0705)
- 10.0499 Unspecified equipment with wheels or equipment designed for movement**

- 10.05 Underwater diving/scuba equipment**
 - 10.0501 Aqualung**
 - Includes:
 - compressed air cylinder
 - 10.0505 Diving belt, weight**
 - 10.0510 Wetsuit**
 - 10.0515 Goggle/mask, flipper/fin, snorkle**
 - 10.0598 Other specified diving/scuba equipment**
 - Excludes:
 - diving board, platform (10.0325)
 - 10.0599 Unspecified diving/scuba equipment**

- 10.98 Other specified equipment for sports/recreational activity**
 - 10.9801 Personal protective equipment (PPE) designed for use in sports**
 - Includes:
 - wrist guard, mouth guard, knee pad, helmet
 - reflective clothing worn in sports activities
 - Excludes:
 - personal protective equipment (PPE) designed for work activities (11.0528)

10.9898 Other specified equipment for sports/recreational activity

10.99 Unspecified equipment for sports/recreational activity

11 Tool, machine, apparatus mainly used for *work-related activity*

11.01 Machinery or fixed plant

11.0101 Cutting/slicing *machinery* or fixed plant

11.0105 Crushing/pressing *machinery* or fixed plant

11.0110 Heating/cooking *machinery* or fixed plant

Excludes:

domestic boiler, hot water system, etc. (7.0498)

electric or gas radiator, heater (7.0405)

11.0115 Refrigeration *machinery* or fixed plant

Excludes:

refrigerator, freezer (7.0175)

air-conditioning unit (14.9861)

11.0120 Lifting *machinery*

Excludes:

mobile crane (2.0205)

forklift, lift truck (2.0201)

crane *machinery* or fixed plant (11.0130)

11.0125 Hoist *machinery*

Excludes:

mobile crane (2.0205)

forklift, lift truck (2.0201)

device, hoist for lifting patients (40.0110)

11.0130 Crane *machinery* or fixed plant

Excludes:

mobile crane (2.0205)

forklift, lift truck (2.0201)

11.0135 Elevated work platform

11.0140 Conveyors, etc.

11.0145 Mains – gas, water, sewerage, steam, hot water, electricity

Includes:
ventilation installation
boiler
industrial water/steam installation
pump for water
high-voltage and heavy current installation
electric installation, less than 380 Volts
meter electric/gas
switch
thermostat
socket outlet, wall socket
gas conduit
gas boiler

Excludes:

fittings/pipes for gas, water, steam, etc. (14.9855)

11.0150 Shearing plant

11.0155 Dairy/milking plant

11.0160 Press

Includes:

metal forming press

11.0165 Garbage compactor

11.0170 Threshing machine

11.0171 Chaff-cutter, fodder-cutter

11.0198 Other specified *machinery* or fixed plant

11.0199 Unspecified *machinery* or fixed plant

11.02 Powered hand tool/equipment

Includes:

machinery designed to be carried or moved by a person

Excludes:

fixed *machinery* or plant (11.01)

mobile mechanised equipment (1 or 2)

11.0201 Drill

11.0205 Chainsaw

11.0210 Other power saw

Includes:

circular saw, jigsaw

11.0215 Welder, welding equipment

11.0220 Nail gun, stud driver

11.0225 Grinder, buffer, polisher, sander

11.0230 Powered garden tool

Includes:

leaf shredder

hedge trimmer

11.0235 Powered push lawnmower

- Excludes:
 - ride-on lawnmower (2.0101)
 - push lawnmower (unpowered) (11.0301)
- 11.0240 Industrial vacuum cleaner**
 - Excludes:
 - vacuum cleaner used in household (7.0225)
- 11.0245 Cutting/clipping equipment**
 - Includes:
 - scissors, mechanical
 - plane (hand-held, mechanical)
 - smoothing plane
- 11.0298 Other specified powered hand tool/equipment**
- 11.0299 Unspecified powered hand tool/equipment**
- 11.03 Unpowered hand tool/equipment**
 - 11.0301 Push lawnmower (unpowered)**
 - Excludes:
 - ride-on lawnmower (2.0101)
 - powered push lawnmower (11.0235)
 - 11.0305 Hammer, mallet**
 - 11.0310 Chopping tool**
 - Includes:
 - axe, hatchet
 - 11.0315 Cutting tool**
 - Includes:
 - chisel
 - handsaw
 - knife, non-domestic
 - plane
 - cutting nippers
 - plate shears, manual
 - pincers
 - Excludes:
 - knife specified as weapon (12.0110)
 - knife nos (8.0105)
 - electric knife (7.0120)
 - scissors (7.0505)
 - knife designed as kitchen utensil (8.0105)
 - 11.0320 Digging or tilling tool**
 - Includes:
 - spade, shovel
 - mattock
 - garden fork, pitchfork
 - 11.0325 Lifting tool**

Excludes:
lifting *machinery* (11.0120)
forklift (2.0201)

11.0330 Nail, screw, tack, etc.

11.0335 ~~Fishhook used for work-related activity~~ (moved to 10.0350)

Breaking tool

Includes:
iron spear, peg, knob bar
crowbar

11.0340 Rat/mouse trap used for work-related activity

11.0345 Screwing tool/implement

Includes:
screwdriver
wrench, spanner

11.0350 Drilling/grinding/sticking tool/implement

Includes:
drill-, hand-
file
whetstone
awl
drift

11.0355 Gripping, holding and nipping tool/implement

Includes:
water pump pliers
pipe wrench

11.0360 Securing implement

Includes:
cramp
workbench
vice
anvil

11.0365 Painting implement

Includes:
paint brush
scraper for paint
sand paper

11.0370 Measuring tool

Includes:
folding rule/tape measure
level
vernier gauge

11.0398 Other specified unpowered hand tool/equipment

11.0399 Unspecified unpowered hand tool/equipment

11.04 Pressure-based equipment

11.0401 Gas cylinder

Excludes:

air cylinder used in scuba diving (10.0501)

11.0405 Pressurised hose, pipe

11.0498 Other specified pressure-based equipment

11.0499 Unspecified pressure-based equipment

11.05 Other unpowered equipment

11.0501 Ladder, movable step

Excludes:

ladder of bunkbed (5.0101)

11.0505 Scaffolding

11.0510 Helmet

Excludes:

helmet designed for use in sports activities (10.9801)

11.0515 Earplugs

Excludes:

earplugs designed for use in sports activities (10.9801)

11.0520 Welding mask

11.0528 Personal protective equipment (PPE) nec

Includes:

gloves

protective eyewear

reflective clothing

Excludes:

gloves worn as clothing accessory (9.0198)

PPE designed for use in sports activities (10.9801)

11.0530 Fire extinguisher

11.0598 Other specified unpowered equipment

11.0599 Unspecified unpowered equipment

11.98 Other specified tool, machine, apparatus, mainly used for work-related activities

11.9801 Mechanical power transmission device

11.9898 Other specified tool, machine, apparatus

11.99 Unspecified tool, machine, apparatus, mainly used for work-related activities

12 Weapon

12.01 Sharp object

12.0101 Spear, javelin designed as weapon

Excludes:

spear used as sports equipment (10.0201)

spear/javelin nos (10.0201)

- 12.0105 Arrow (bow and arrow) or bolt (crossbow) designed as weapon**
Excludes:
arrow used as sports equipment (10.0205)
bow and arrow designed as toy (6.0218)
- 12.0110 Knife designed as weapon**
Includes:
hunting, flick, sheath knife
Excludes:
knife designed and manufactured as utensil (e.g., kitchen knife, "Stanley" knife, 8.0105)
knife nos (8.0105)
electric knife (7.0120)
- 12.0115 Sword, dagger, bayonet, machete, panga, cutlass**
NOTE (1): A machete is a long, heavy, broad-blade knife used as a weapon or cutting tool in South America and the West Indies.
NOTE (2): A panga is a long, heavy, broad-blade knife used as a weapon or cutting tool in Africa.
- 12.0198 Other specified sharp object**
- 12.0199 Unspecified sharp object**
- 12.02 Firearm or related item**
 - 12.0201 Bullet, pellet**
Includes:
dum-dum bullet, rubber bullet, etc.
 - 12.0205 Hand gun**
Includes:
gun for single hand use, pistol, revolver
Excludes:
very pistol, flare (12.0298)
 - 12.0210 Rifle**
Includes:
army rifle, hunting rifle, machine gun
Excludes:
airgun (12.0220)
 - 12.0215 Shotgun**
 - 12.0220 Airgun**
Includes:
spring-operated gun, BB gun
 - 12.0298 Other specified firearm or related item**
Includes:
very pistol, flare
 - 12.0299 Unspecified firearm or related item**
- 12.98 Other specified weapon**
 - 12.9801 Club, cudgel, rod, knopkierie**

NOTE: A knobkierie is a traditional weapon used by some African tribes, which is composed of a heavy wooden stick with a heavy round ball at one end.

- 12.9805 Electrical prod, stun gun**
- 12.9810 Capsicum spray, mace, pepper spray**
- 12.9898 Other specified weapon**

12.99 Unspecified weapon

13 Animal, plant, or person

13.01 Plant

13.0135 Branch or stick (as separate from tree, plant)

Excludes:
venomous plant (13.0050)

13.0103 Tree, plant

Includes:
tree root
Excludes:
venomous plant (13.0050)

13.0134 Plant thorn

Excludes:
venomous plant (13.0150)

13.0105 Leaves, flowers

13.0125 Plant seed

Excludes:
venomous plant (13.0150)

13.0130 Fruit from plant

Includes:
coconut, jack, dorian
Excludes:
venomous plant (13.0150)

13.0113 Mushroom, toadstool, fungus

13.0150 Venomous or toxic plant nec

Includes:
injection of poison or toxin into or through skin by plant thorn,
spine, nettle, or other object
ingestion of poisonous plant or part of plant
marine plant

13.0198 Other specified plant

13.0199 Unspecified plant

13.02 Bird

13.0201 Ostrich, emu

13.0205 Parrot, parakeet, cockatoo

13.0210 Raven, crow, magpie

13.0298 Other specified bird

13.0299 Unspecified bird

13.03 Insect, invertebrate

Excludes:

marine invertebrate (13.05)

13.0301 Bee

13.0305 Wasp

13.0310 Hornet

13.0315 Ant

13.0320 Spider

Includes:

black widow spider, tarantula

13.0325 Scorpion

13.0330 Tick

13.0335 Centipede, millipede

13.0398 Other specified insect, invertebrate

Includes:

caterpillar

13.0399 Unspecified insect, invertebrate

13.04 Land mammal

13.0401 Dog

13.0405 Cat

Includes:

feral (wild) cat

Excludes:

lion, puma, panther, cougar, mountain lion, tiger (13.0455)

13.0410 Rat, guinea pig, mouse

Includes:

wild rat

13.0415 Pig, wild boar

13.0420 Sheep, goat

13.0425 Cow, bull, bovine animals

Includes:

water buffalo

13.0430 Horse, pony, donkey, mule, ass

Excludes:

zebra (13.0445)

13.0435 Baboon, monkey, chimpanzee, gorilla

13.0440 Marsupials

Includes:

kangaroo, wallaby

13.0445 Deer, moose, antelope, zebra, wildebeest

13.0450 Hippopotamus

13.0455 Lion, puma, panther, cougar, mountain lion, tiger

- 13.0460 Bear, grizzly bear, polar bear**
- 13.0465 Elephant**
- 13.0470 Buffalo, bison, African buffalo**
Excludes:
water buffalo (13.0425)
- 13.0498 Other specified land mammal**
Excludes:
marine mammal (13.0515)
- 13.0499 Unspecified land mammal**
Excludes:
marine mammal (13.0515)

13.05 Marine animal

- 13.0501 Shark**
- 13.0505 Other fishes**
- 13.0510 Sea snake**
Includes:
venomous sea snake
- 13.0515 Marine mammal**
Includes:
dolphin, whale, sea lion, etc.
- 13.0520 Jellyfish**
- 13.0525 Coral**
- 13.0598 Other specified marine animal**
Includes:
anemone, cucumber, urchin
- 13.0599 Unspecified marine animal**

13.06 Reptile or amphibian

- 13.0601 Non-venomous snake**
Excludes:
sea snake (13.0510)
- 13.0605 Venomous snake**
Excludes:
sea snake (13.0510)
- 13.0610 Snake, unspecified whether venomous or not**
Includes:
cases not specified whether or not a sea snake
- 13.0615 Lizard, gekko, goanna**
Includes:
venomous lizards
- 13.0620 Frog, toad**
Includes:
venomous frog
- 13.0625 Crocodile, alligator**

Includes:

saltwater crocodiles

13.0698 Other specified reptile or amphibian

13.0699 Unspecified reptile or amphibian

13.07 Person(s)

NOTE: These codes apply when a person is the object (e.g., one person *falling* on another). It does not apply when the person is the subject, as in the case of self-inflicted harm; for those cases, see the *Intent* data element.

13.0701 Person, self

Includes:

cases where person's own body weight is largely responsible for *injury*

hitting one's own head with fist

13.0710 Crowd of people

13.0798 Other specified person

13.0799 Unspecified person

13.98 Other specified animal

13.99 Unspecified animal

14 Building, building component, or related fitting

14.01 Building fitting

14.0101 Flush toilet

Includes:

part, fixture

14.0105 Pit latrine

14.0110 Bathtub

Includes:

part, fixture (e.g., tap)

fixed or moveable bath

14.0115 Shower

Includes:

part, fixture (e.g., tap)

portable shower

14.0120 Fitted counter, counter-top, kitchen top

Excludes:

furniture such as desk, etc. (5.03)

14.0198 Other specified building fitting

14.0199 Unspecified building fitting

14.02 Door, window, or related fitting/feature

14.0201 Door, door sill

- Includes:
 - door handle
 - door with small glass panel
- Excludes:
 - glass door (14.0205)
- 14.0205 Glass door**
 - Includes:
 - door that is mostly glass, storm door
- 14.0210 Security door or gate, fly gate**
- 14.0215 (Burglar) bars on windows**
- 14.0220 Window**
 - Includes:
 - window pane, window sill, window handle
 - frosted glass window
- 14.0225 Exterior window shutters**
- 14.0298 Other specified door or window related fitting/feature**
- 14.0299 Unspecified door or window related fitting/feature**

- 14.03 Floor or related fitting/feature**
 - 14.0301 Floor – carpeted**
 - Excludes:
 - loose carpet (5.0401)
 - 14.0305 Floor – tile, brick, concrete**
 - 14.0310 Floor – wood**
 - 14.0315 Floor – mud, clay, animal dung**
 - 14.0398 Other specified floor or relating fitting/feature**
 - 14.0399 Unspecified floor or related fitting/feature**

- 14.04 Wall or related fitting/feature**
 - 14.0401 Fireplace**
 - 14.0405 Built-in barbeque**
 - Excludes:
 - portable barbeque, Weber grill, outdoor cooker, etc. (7.0165)
 - 14.0410 Wall – brick, concrete, tile**
 - 14.0415 Wall – wood**
 - 14.0420 Wall – mud**
 - 14.0498 Other specified wall or related fitting/feature**
 - 14.0499 Unspecified wall or related fitting/feature**

- 14.98 Other specified building, building component, or fitting**
 - 14.9801 In-ground swimming pool**

- Includes:
in-ground spa
floor swimming pool
stairs swimming pool
basin edge swimming pool
water chute
diving board
- Excludes:
above-ground swimming pool or external spa (14.9802)
- 14.9802 Above-ground swimming pool, external spa, or hottub**
- Includes:
inflatable swimming pool for children
above-ground spa outside *home*
floor swimming pool
stairs swimming pool
basin edge swimming pool
water chute
diving board
- Excludes:
in-ground swimming pool (14.9801)
built-in spa bath inside *home* (14.9801)
- 14.9803 Equipment for shipping**
- Includes:
bathing jetty
floating bridge
quay and permanent bridge with equipment
sluice, lock
- 14.9805 Fence, gate**
- Excludes:
security gate (14.0210)
- 14.9810 Moving ramp, escalator**
- 14.9815 Lift, elevator**
- 14.9816 Stairs, steps**
- Includes:
stair or step covered with ice
steps anywhere (e.g., leading to beach)
- Excludes:
moving ramp, escalator (14.9810)
- 14.9820 Handrail, railing, banister**
- 14.9850 Electrical transmission line in or around building**
- Excludes:
mains – gas, water, sewerage, steam, hot water, electricity
(11.0145)
high-tension overhead transmission line (98.0210)
- 14.9855 Fittings/pipes for gas, steam, hot water**

Excludes:

electrical transmission line (14.9850)

mains – gas, water, sewerage, steam, hot water, electricity
(11.0145)

14.9860 Electrical fixture

Includes:

outlets, receptacles, switches

14.9861 Ducted air-conditioning unit or related fitting

14.9898 Other specified building, building component, or fitting

Includes:

building feature nec

part of building (e.g., balcony, roof)

14.99 Unspecified building, building component, or fitting

15 Ground surface or surface conformation

15.01 Ground surface

Excludes:

swimming pool of any kind (14.9801 or 14.9802)

15.0101 Cliff

15.0105 Slope, ramp

15.0110 Trench, ditch, pit

15.0115 Sewer grate

Includes:

drain grate

15.0120 Open drain, channel

Includes:

storm water drain, monsoon drain

15.0198 Other specified ground surface

15.0199 Unspecified ground surface

15.02 Body of water

15.0201 Man-made well, dug well for underground water

15.0205 Water reservoir

15.0215 Puddle

15.0220 Dam, lake

15.0225 River, stream

15.0230 Swamp, marsh

15.0235 Beach, seashore

Includes:

rocky seashore

15.0240 Open sea

15.0298 Other specified body of water

15.0299 Unspecified body of water

- 15.98 Other specified surface conformation
 - 15.9808 Sloping surface nec
 - 15.9818 Even surface nec
 - 15.9828 Uneven surface nec
 - 15.9898 Other specified surface conformation

15.99 Unspecified surface conformation

16 Material nec

16.01 Natural material

- 16.0101 Snow, ice
- 16.0105 Natural grass
 - Excludes:
 - artificial grass (16.0201)
- 16.0108 Rock, stone nec
- 16.0110 Wood – timber, board, splinter nec
- 16.0115 Gravel, soil, sand nec
- 16.0119 Hay, straw
 - Includes:
 - bale(s) of hay
- 16.0120 Other grain in bulk
 - Includes:
 - grain in silo
- 16.0120 Water
 - Includes:
 - flood
 - rain
- 16.0198 Other specified natural material
 - Includes:
 - solar rays
 - wind
 - cold
 - heat
 - volcanic activity
 - earthquake
 - avalanche, landslide
 - stroke of lightning
- 16.0199 Unspecified natural material

16.02 Manufactured/industrial material

- 16.0201 Artificial grass
- 16.0205 ~~Bitumen, asphalt~~
Processed surface, outdoors

Includes:
asphalt surface, bitumen
kerbstone
gravel surface
cement surface
processed stone surface (e.g. marble floor, flagstones, paving stones)
ceramic tile surface
wooden surface
plastic/synthetic surface

16.0207 Elements of stone

Includes:
prepared stone
stoneslab

16.0208 Brick, concrete, concrete block

16.0210 Molten metal

16.0218 Metal – sheet, part, piece etc.

16.0228 China, ceramics – sheet, part, piece etc.

16.0230 Molten glass

16.0238 Glass – sheet, piece, shard, etc.

Excludes:
glass door (14.0205)
glass window (14.0298)
windshield (1.0715)

16.0240 Liquid or frozen gas (with temperature < 0°C/ 32°F)

16.0258 Plastic

Excludes:
plastic bag (98.9880)

16.0268 Paper, cardboard, etc.

Includes:
rolls of paper

16.0270 Insulation material

Includes:
foam insulation
glass wool, rock wool

16.0298 Other specified manufactured/industrial material

16.0299 Unspecified manufactured/industrial material

16.98 Other specified material

16.99 Unspecified material

17 Fire, flame, smoke

17.01 Fire, flame

17.0101 Burning oil

Excludes:
smoke from burning oil (17.02)
essential oils used in aromatherapy (9.0470)

17.0105 Other burning liquid

Excludes:
molten metal (16.0210)
molten glass (16.0230)
smoke from burning liquid (17.02)

17.0110 Burning gas nec

Excludes:
carbon monoxide (21.9810)

17.0115 Controlled fire, flame in building or structure

Includes:
fire in fireplace

Excludes:
campfire (17.0120)

17.0120 Controlled fire, flame, not in building or structure

Includes:
campfire
open fire for cooking

Excludes:
fire in fireplace (17.0115)

17.0125 Uncontrolled fire, flame in building or structure

Includes:
burning building
burning fittings, furniture, etc.

17.0130 Uncontrolled fire, flame not in building or structure

Includes:
forest fire

17.0198 Other specified fire or flame

Excludes:
molten metal (16.0210)
molten glass (16.0230)
smoke from burning oil (17.02)

17.0199 Unspecified fire or flame

17.02 Smoke

Excludes:
motor vehicle exhaust gas (21.9801)
carbon monoxide nec (21.9810)

17.99 Unspecified as to whether fire, flame, or smoke caused the injury

Includes:
cases where it is obvious that fire or flame caused the injury (e.g. burns),
however, the actual cause is not specified.

Excludes:
cigarette (9.0801)

18 Hot object/substance nec

Excludes:
burning object/substance (17)
hot food or drink (19)

18.01 Hot liquids

18.0101 Hot tap water

Includes:
hot water in bath, bucket, or tub
hot water from hose or showerhead

18.0105 Boiling water (other than tap water)

Includes:
water heated on stove
Excludes:
hot coffee, tea, or other hot drink (19.0115)

18.0198 Other specified hot liquid

Excludes:
burning liquid (17.0105)
molten metal or glass (16.0210 or 16.0230)
hot drink (19.0115)

18.0199 Unspecified hot liquid

18.02 Hot air or gas

18.0201 Steam, hot vapour

18.0298 Other specified hot air or gas

Excludes:
motor vehicle exhaust gas (21.9801)
carbon monoxide (21.9810)
smoke (17.02)

18.0299 Unspecified hot air or gas

18.98 Other specified hot object/substance

18.99 Unspecified hot object/substance

19 Food, drink

19.01 Food, drink, or related product

19.0101 Stroopwafels

19.0103 Chocolate, sweets

Includes:
sweets
chewing-gum

- 19.0105 Hot cooking oil or fat**
 Excludes:
 burning oil (17.0101)
- 19.0110 ~~Solid food – hot~~**
 Excludes:
 vomitus (98.9870)
 mushroom (13.0113)
- 19.0115 Hot drink**
 Includes:
 coffee, tea
 Excludes:
 vomitus (98.9870)
- 19.0120 ~~Solid food – cold~~**
 Excludes:
 vomitus (98.9870)
 mushroom (13.0113)
- 19.0120 Meat and poultry**
 Includes:
 bone
- 19.0121 Fish and shellfish**
 Includes:
 fishbone
- 19.0122 Milk and egg products**
 Includes:
 milk, cream
 cheese
 ice cream
 egg
- 19.0123 Vegetables, nuts**
 Includes:
 root-vegetables
 Excludes:
 mushroom (13.0113)
 fruit (13.0130)
- 19.0125 Cold drink – non-alcoholic**
 Excludes:
 vomitus (98.9870)
- 19.0130 Drink – alcoholic**
 Includes:
 beer, wine, whiskey, brandy, vodka, sherry, etc.
 Excludes:
 vomitus (98.9870)
 methylated spirits (21.0215)

19.98 Other specified food, drink

Includes:

frozen food

bread

biscuits

cakes, scones

processed pet food or animal feed

Excludes:

food dye (21.9860)

animal bones, carcasses to be used as pet food (98.9878)

19.99 Unspecified food, drink

20 Pharmaceutical substance for human use, ie. drug, medicine

Includes:

“Street” drug/drug for recreational use

Excludes:

pharmaceutical substance for veterinary use (21)

industrial/commercial product intended for non-domestic use (21)

non-pharmaceutical chemical substance for domestic use (21)

fuel or solvent (21)

pesticide or other agricultural/horticultural product (21)

cosmetic/personal hygiene product (9.04)

food or drink (19)

20.01 Analgesic, antipyretic, antirheumatic

Excludes:

heroin (20.24)

20.0101 Paracetamol only preparation

20.0105 Aspirin only preparation

20.0110 Paracetamol in combination with aspirin only

20.0115 Paracetamol in combination with codeine and/or other substances

20.0120 Aspirin in combination with codeine and/or other substances

20.0125 Codeine only preparation

20.0130 Morphine

20.0135 Methadone

20.0140 Oxycodone

20.0145 Ibuprofen

20.0150 Indomethacin

20.0158 Other nonsteroidal anti-inflammatory drug (NSAID)

20.0198 Other specified analgesic, antipyretic or antirheumatic

20.0199 Unspecified analgesic, antipyretic or antirheumatic

20.02 Antimicrobial, anti-infective agent

Excludes:

antibiotics topically used for ear, nose, throat, and eye (20.18)

- 20.0201 Antibacterial agent containing penicillin
- 20.0202 Antibacterial agent containing tetracycline
- 20.0203 Antibacterial agent containing cephalosporins and other β -lactam
- 20.0204 Antibacterial agent containing substance from chloramphenical group
- 20.0205 Antibacterial agent containing macrolides
- 20.0206 Antibacterial agent containing aminoglycosides
- 20.0207 Antibacterial agent containing rifamycins
- 20.0218 Other antibacterial agent
- 20.0219 Unspecified antibacterial agent
- 20.0220 Antifungal antibiotic
- 20.0225 Sulfonamides
- 20.0230 Antimycobacterial drugs
- 20.0235 Antituberculous, antileprotic
- 20.0240 Antimalarial drug
- 20.0248 Other antiprotozoal agent
- 20.0250 Antiviral agent
- 20.0255 Anthelmintic agent
- 20.0260 Ectoparasiticide preparation
 - Includes:
 - scabicide
- 20.0298 Other specified antimicrobial, anti-infective agent
 - Excludes:
 - antibacterial agent nec (20.0218)
 - vaccine (20.22)
- 20.0299 Unspecified antimicrobial, anti-infective agent
 - Excludes:
 - antibacterial agent nos (20.0219)

20.03 Cold and cough preparation

- Excludes:
- analgesic, antipyretic, or antirheumatic mentioned in section 20.01

20.04 Asthma therapy

- 20.0401 Aminophylline/theophylline
- 20.0405 Terbutaline and other beta-2 antagonist
- 20.0410 Other beta antagonist
- 20.0498 Other specified asthma therapy
- 20.0499 Unspecified asthma therapy

20.05 Antihistamine

- 20.0501 Diphenhydramine
- 20.0598 Other specified antihistamine
- 20.0599 Unspecified antihistamine

- 20.06 Antidepressant**
 - 20.0601 Amitriptyline
 - 20.0605 Desipramine
 - 20.0610 Doxepin
 - 20.0618 Other cyclic antidepressant
 - 20.0620 Lithium
 - 20.0630 MAO inhibitors
 - 20.0640 Selective serotonin receptor inhibitor (SSRI)
 - 20.0698 Other specified antidepressant
 - Excludes:
 - cyclic antidepressant (20.0618)
 - 20.0699 Unspecified antidepressant

- 20.07 Sedative, hypnotic, antipsychotic**
 - 20.0701 Barbiturate
 - 20.0705 Benzodiazepine
 - 20.0710 Chloral hydrate
 - 20.0715 Phenothiazine
 - 20.0798 Other specified sedative, hypnotic, antipsychotic
 - 20.0799 Unspecified sedative, hypnotic, antipsychotic

- 20.08 Anticonvulsant**
 - 20.0805 Carbamazepine
 - 20.0810 Phenytoin
 - 20.0815 Succinimides
 - 20.0820 Valproic acid
 - 20.0898 Other specified anticonvulsant
 - 20.0899 Unspecified anticonvulsant

- 20.09 Cardiovascular drug**
 - 20.0901 ACE inhibitor
 - 20.0905 Alpha blocker
 - 20.0910 Antiarrhythmics
 - 20.0915 Antihypertensive
 - 20.0920 Beta blocker
 - 20.0925 Nitroglycerin
 - 20.0998 Other specified cardiovascular drug
 - 20.0999 Unspecified cardiovascular drug

- 20.10 Diuretic**
 - 20.1001 Furosemide
 - 20.1005 Thiazide
 - 20.1098 Other specified diuretic
 - 20.1099 Unspecified diuretic

- 20.11 Anticoagulant**

- 20.1105 Heparin
- 20.1110 Warfarin
 - Excludes:
 - rat poison (21.0405)
- 20.1198 Other specified anticoagulant
- 20.1199 Unspecified anticoagulant

- 20.12 Gastrointestinal preparation**
 - 20.1201 Antacid, antiflatulent, drug for treatment of peptic ulcer
 - Includes:
 - Aluminium hydroxide, calcium carbonate, magnesium carbonate, magnesium trisilicate, sodium bicarbonate
 - 20.1205 Antispasmodic, anticholinergic, propulsive
 - 20.1210 Anti-emetic, anti-nauseant preparation
 - 20.1215 Laxative
 - 20.1220 Antidiarrhoeal, intestinal anti-inflammatory, intestinal anti-infective agent
 - Includes:
 - Loperamide, kaolin
 - 20.1225 Stomatological preparation, mouth preparation
 - 20.1298 Other specified gastrointestinal preparation
 - 20.1299 Unspecified gastrointestinal preparation

- 20.13 Diagnostic agent**
 - 20.1301 Radiographic agent
 - 20.1305 Agent for urinalysis
 - 20.1398 Other specified diagnostic agent
 - 20.1399 Unspecified diagnostic agent

- 20.14 Anti-neoplastic agent**
 - 20.1401 Cytostatic preparation
 - 20.1405 Preparations for endocrine therapy
 - 20.1410 Immunomodulating preparation
 - 20.1498 Other specified anti-neoplastic agent
 - 20.1499 Unspecified anti-neoplastic agent

- 20.15 Anesthetic**
 - 20.1501 Nitrous oxide
 - 20.1508 Other inhalation anesthetic
 - 20.1510 Ketamine
 - 20.1515 Intravenous anesthetic
 - 20.1520 Local and topical anesthetic
 - 20.1530 Therapeutic gases
 - Includes:
 - oxygen

- Excludes:
 - carbon dioxide (21.9805)
- 20.1598 Other specified anesthetic**
 - Excludes:
 - inhalation anesthetic nec (20.1508)
- 20.1599 Unspecified anesthetic**

- 20.16 Muscle relaxant**

- 20.17 Narcotic antagonist**

- 20.18 Eye/ear/nose/throat preparation**
 - 20.1801 Nasal preparation**
 - Includes:
 - topical antibiotic
 - 20.1810 Ophthalmic preparation**
 - Includes:
 - glaucoma therapies
 - topical antibiotic
 - Excludes:
 - cleaning agent for contact lenses (9.0401)
 - topical steroid for eyes (20.1830)
 - 20.1820 Otic preparation**
 - Includes:
 - topical antibiotic
 - Excludes:
 - topical steroid for ears (20.1830)
 - 20.1830 Topical steroid for eye/ear/nose/throat**
 - Includes:
 - mouth, gums and tongue
 - 20.1840 Lozenges with or without local anesthetic for throat**
 - 20.1898 Other specified throat preparation**
 - Includes:
 - mouth, gums and tongue
 - topical antibiotic
 - 20.1899 Unspecified throat preparation**
 - Includes:
 - mouth, gums and tongue

- 20.19 Topical preparation**
 - Includes:
 - preparations other than topical steroids used for eye, ear, nose, and throat
 - Excludes:
 - topical steroids for eye, ear, nose, and throat (20.18n)
 - 20.1901 Acne preparation**

Excludes:
systemic antibiotic (20.02)

- 20.1905 Boric acid, borates**
- 20.1910 Calamine lotion**
- 20.1915 Camphor/methyl salicylate**
- 20.1920 Iodine or iodide antiseptic**
- 20.1928 Other topical antiseptic**
- 20.1930 Podophyllin**
- 20.1935 Silver nitrate**
- 20.1940 Topical steroid**
- 20.1945 Topical steroid with antibiotic**
- 20.1950 Wart preparation**
- 20.1998 Other specified topical preparation**

Excludes:
topical antiseptic nec (20.1928)

- 20.1999 Unspecified topical preparation**

20.20 Vitamin or dietary supplement

- 20.2001 (Multi-)vitamin with iron**
- 20.2005 (Multi-)vitamin without iron**
- 20.2098 Other specified vitamin or dietary supplement**
- 20.2099 Unspecified vitamin or dietary supplement**

20.21 Electrolyte or mineral

- 20.2110 Calcium**
 - 20.2115 Fluoride**
 - 20.2120 Iron**
- Includes:
iron preparation provided to pregnant women
- Excludes:
multi-vitamin with iron (20.2001)
- 20.2125 Potassium**
 - 20.2130 Sodium**
 - 20.2198 Other specified electrolyte or mineral**
 - 20.2199 Unspecified electrolyte or mineral**

20.22 Serum, toxoid, vaccine

- 20.2201 Diphtheria**
- 20.2205 Measles**
- 20.2210 Mumps**
- 20.2215 Rubella**
- 20.2220 Polio**
- 20.2225 Pertussis**
- 20.2230 Tetanus**
- 20.2235 Cholera**
- 20.2240 Typhoid**

- 20.2245 Yellow fever
 - 20.2250 Hepatitis (A or B)
 - 20.2255 Influenza
 - 20.2260 Combination vaccine
 - 20.2265 Anti-snake bite serum
 - 20.2298 Other specified serum, toxoid, vaccine
 - 20.2299 Unspecified serum, toxoid, vaccine
- 20.23 Hormone, hormone antagonist, contraceptive**
- 20.2301 Oral or injectable contraceptive
 - 20.2302 Other oestrogen, progesterone or progestogen preparation
 - 20.2303 Antigonadatrophin, anti-oestrogen, antiandrogen preparation
 - 20.2305 Spermicidal contraceptive
 - 20.2308 Other specified preparation containing sex hormones
 - 20.2315 Insulin or oral hypoglycaemic (antidiabetic) drug
 - 20.2320 Corticosteroids
 - 20.2325 Thyroid hormone or substitute
 - 20.2326 Antithyroid drugs
 - 20.2398 Other specified hormone, hormone antagonist, contraceptive
- Excludes:
preparation containing sex hormones nec (20.2308)
- 20.2399 Unspecified hormone, hormone antagonist, contraceptive
- 20.24 "Street"/recreational drug**
- Excludes:
barbiturate (20.0701)
- 20.2401 Amphetamine
 - 20.2405 Cocaine, crack
 - 20.2410 Ecstasy
 - 20.2415 Heroin
 - 20.2420 LSD
 - 20.2425 Marijuana, hashish, dagga, ganja
 - 20.2498 Other specified "street"/recreational drug
 - 20.2499 Unspecified "street"/recreational drug
- 20.98 Other specified pharmaceutical substance for human use**
- 20.9801 Allopurinol
 - 20.9805 L-dopa or related drug
 - 20.9810 Diet aid
 - 20.9818 Other general nutrient, dietary supplement
 - 20.9820 Detoxifying agent, antidote
 - 20.9825 Disulfram
 - 20.9830 Ergot alkaloid
 - 20.9835 Nicotine pharmaceutical
 - 20.9898 Other specified pharmaceutical substance for human use

20.99 Unspecified pharmaceutical substance for human use

21 Other non-pharmaceutical chemical substance

Excludes:

cosmetics, etc. (9.04)

essential oils, oils used in aromatherapy (9.0470)

21.01 Glue or adhesive

21.0101 Contact glue

21.0105 Epoxies

21.0110 Super glue

21.0198 Other specified glue or adhesive

21.0199 Unspecified glue or adhesive

21.02 Fuel or solvent

21.0201 LPG gas, natural gas, methane gas, propane gas, butane gas

21.0205 Petrol, diesel, gasoline

21.0210 Lubricating oils, motor oil

21.0215 Methylated spirits

21.0220 Kerosene/paraffin

21.0225 Turpentine

21.0238 Alcohol nec

Includes:

butyl alcohol, isopropyl alcohol, propyl alcohol, methanol, ethanol

Excludes:

methylated spirits (21.0215)

alcoholic beverage (19.0130)

21.0298 Other specified fuel or solvent

21.0299 Unspecified fuel or solvent

21.03 Paint, coating or stripping agent

21.0301 Paint, varnish, stain

21.0305 Paint thinner, paint stripper

21.0310 Rust remover

21.0398 Other specified coating or stripping agent

21.0399 Unspecified coating or stripping agent

21.04 Pet (veterinary) product, pesticide, herbicide

Excludes:

pet food (19.98)

21.0401 Pet (veterinary) product

Includes:

dog or cat shampoo

flea dip, flea powder

21.0405 Mouse, rat poison

21.0406 Moth repellent

Includes:

naphthalene

21.0410 Organophosphate nec

21.0415 Synthetic pyrethroids

21.0418 Other insecticide

Includes:

surface spray, spray for flying insect, etc.

21.0425 Fungicide

Excludes:

those included under pet product (21.0401)

21.0430 Weed killer, herbicide

21.0498 Other specified pesticide, herbicide

Excludes:

insecticide nec (21.0418)

21.0499 Unspecified pesticide, herbicide

21.05 Cleaning agent

Excludes:

personal use item (9.04n)

21.0501 Detergent for dishes or dishwasher, rinse aid

21.0505 Laundry detergent or additive, fabric softener, stain remover

21.0510 Dry cleaning agent nec

Excludes:

household laundry detergent, etc. (21.0505)

bleach (21.0515)

21.0515 Bleach, soaking agent

21.0520 Chlorine

21.0525 Lye soap

21.0530 Disinfectants

Includes:

phenol, pine oil, hypochlorite

Excludes:

bleach (21.0515)

21.0535 Drain cleaners

Excludes:

bleach (21.0515)

21.0598 Other specified cleaning agent

21.0599 Unspecified cleaning agent

21.06 Reactant used in chemical industry process, industry manufacturing nec

Includes:

battery acid

21.07 Corrosive chemicals

21.0701 Caustic soda (lye)

- 21.0705 Slake**
- 21.0710 Degreasing agent**
- 21.0715 Ammonia**
- 21.0720 Other alkaline (basic) products**
- 21.0725 Hydrofluorid acid**
- 21.0730 Sulphuric acid**
- 21.0735 Nitric acid**
- 21.0740 Hydrochloric acid**
- 21.0745 Strong acid, other**
- 21.0750 Organic peroxides**
- 21.0798 Other specified corrosive chemical**
- 21.0799 Unspecified corrosive chemical**

21.98 Other specified non-pharmaceutical chemical substance

- 21.9801 Motor vehicle exhaust gas**
- 21.9805 Carbon dioxide nec**
- 21.9810 Carbon monoxide nec**
Excludes:
carbon monoxide in motor vehicle exhaust gas (21.9801)
- 21.9815 Mercury**
- 21.9820 Lead**
- 21.9828 Heavy metal nec**
Includes:
barium, cadmium, copper, selenium, thallium
arsenic
Excludes:
mercury (21.9815)
lead (21.9820)
pesticides containing arsenic (21.04)
- 21.9830 Plant food or fertilizer, plant hormones**
- 21.9840 Fabric dye**
- 21.9850 Leather dye**
- 21.9860 Food dye**
- 21.9870 Photographic products**
Includes:
developers/fixing/stop baths
photographic coating fluids
Excludes:
photographic equipment (eg., camera, 7.0610)
- 21.9870 Traditional medicine, folk remedy nec**
- 21.9898 Other specified non-pharmaceutical chemical substance**

21.99 Unspecified non-pharmaceutical chemical substance

40 Medical/surgical device

NOTE: These codes were mostly derived from *ICD-10*.

40.01 General hospital or personal use device

40.0101 Hypodermic needle/syringe

40.0105 Glass thermometer with mercury

40.0108 Other type of thermometer

40.0110 Device, hoist for lifting patients

Excludes:

hoist *machinery* used in industry (11.0125)

40.0198 Other specified general hospital or personal use device

40.0199 Unspecified general hospital or personal use device

40.02 General or plastic surgery device

40.04 Anaesthesiology device

40.05 Cardiovascular device

40.06 Ear/nose/throat device

40.07 Gastroenterology device

40.08 Neurological device

40.09 Obstetric or gynaecological device

40.10 Ophthalmic device

40.11 Orthopaedic device

40.12 Radiological device

40.13 Physical medicine device

40.98 Other specified medical/surgical device

40.99 Unspecified medical/surgical device

41 Laboratory equipment

41.01 Separator

41.02 Analysis equipment for tests

41.03 Test tube

41.04 Glass tube

41.05 Microscope

41.98 Other specified laboratory equipment

41.99 Unspecified laboratory equipment

98 Other specified object/substance

98.01 Law enforcement equipment

Excludes:

weapons, including firearms (12)

98.0101 Handcuff

98.0198 Other specified law enforcement equipment

Includes

"anti-protest" gear

Excludes:
club, cudgel (12.9801)

98.0199 Unspecified law enforcement equipment

98.02 Public use item

98.0201 Fire hydrant

Excludes:
fire extinguisher (11.0530)

98.0205 Telephone pole, stobie pole

Includes:
pole holding telephone lines, power lines, or *street* lights

98.0210 High-tension overhead power line

Excludes:
electrical transmission line in or around building (14.9850)

98.0298 Other specified public use item

Includes:
pedal cycle rack
bus shelter
utility box

98.0299 Unspecified public use item

98.02 Public use item, stationary equipment on roads, etc.

98.0201 Fire hydrant

Excludes:
fire extinguisher (11.0530)

98.0205 Telephone pole, stobie pole

Includes:
pole holding telephone lines, power lines, or *street* lights

98.0207 Telephone box

98.0210 High-tension overhead power line

Excludes:
electrical transmission line in or around building (14.9850)

98.0211 Pylon, lamp standard

98.0220 Rail on/by road, sidewalk

98.0225 Crash barrier

98.0230 Road block, barrier

98.0235 Road hump ("sleeping policeman")

98.0240 Road chicane/traffic calming measure, other (e.g. trough, pillar)

98.0245 Manhole cover

98.0250 Outleg grating

98.0255 Road sign, traffic sign

98.0260 Advertising sign

98.0265 Letter box, pillar box

98.0270 Pedal cycle rack

98.0275 Bench (fixed)

- 98.0280 Bus shelther**
- 98.0285 Utility box**
- 98.0298 Other specified public use item, stationary equipment on roads, etc.**
- 98.0299 Unspecified public use item, stationary equipment on roads, etc.**

98.03 Camping equipment

- 98.0301 Tent**
Excludes:
play tent (6.0275)
- 98.0398 Other specified camping equipment**
Includes:
camping/propane stove
propane lamp
Excludes:
air/camping mattress (5.0115)
free-standing kerosene cooking stove (7.0155 or 7.0156)
- 98.0399 Unspecified camping equipment**

98.04 Fastening, binding, or securing item nec

- Excludes:
zipper, snap (9.0110)
- 98.0401 Rope, string, or twine**
- 98.0405 Barbed wire**
- 98.0408 Other wire**
- 98.0410 Chain**
- 98.0498 Other specified fastening, binding, or securing item**
- 98.0499 Unspecified fastening, binding, or securing item**

98.05 Explosive material or flammable object/substance nec

- 98.0501 Fireworks**
Includes:
sparklers
- 98.0505 Explosive**
Includes:
dynamite, blasting caps, homemade bombs
incendiary device
- 98.0598 Other specified explosive material or flammable object/substance**
Includes:
explosive material in dump, factory, grain store, munitions
explosive gas
- 98.0599 Unspecified explosive material or flammable object/substance**

- 98.06** **Stationary equipment in recreational grounds, gardens, etc.**
- 98.0601** **Sculpture, statue**
- 98.0605** **Tombstone**
- 98.0610** **Well cover**
- 98.0615** **Flagpole**
- 98.0620** **Flower trough**
- 98.0625** **Garden frame**
- 98.0630** **Green house**
- 98.0635** **Garden poole**
- 98.0640** **Plants in pot**
- 98.0645** **Garden poles, sticks**
- 98.0650** **Flower pot**
- 98.0655** **Potting soil**
- 98.0698** **Other specified stationary equipment in recreational grounds, gardens, etc.**
- 98.0699** **Unspecified stationary equipment in recreational grounds, gardens, etc.**
- 98.07** **Musical instruments**
- 98.0701** **Piano**
- 98.0705** **Electric guitar**
- 98.0710** **Wind instrument**
- 98.0798** **Other specified musical instrument**
- 98.0799** **Unspecified musical instrument**
- 98.08** **Industrial packaging**
- 98.0801** **Loading pallet**
- 98.0805** **Packet goods**
- 98.0810** **Container**
- 98.0815** **Barrel**
- 98.0820** **Tarpaulin**
- 98.0898** **Other specified industrial packaging**
- 98.0899** **Unspecified industrial packaging**
- 98.09** **Other packaging, container, part of packaging**
- 98.0901** **Childproof packaging**
- 98.0905** **Tube**
- 98.0910** **Foil of aluminium, plastic, etc.**
- 98.0915** **Wrapping paper, other packaging of paper**
- 98.0920** **Cord, string**
- 98.0920** **Adhesive tape**
- 98.0925** **Rubber band**
- 98.0998** **Other specified packaging, container, part of packaging**
- 98.0999** **Unspecified packaging, container, part of packaging**
- 98.10** **Isotopes, rays**

- 98.1001 Welding light**
- 98.1005 X-rays**
- 98.1010 Electric current**
- 98.1015 Isotopes**
- 98.1098 Other specified isotopes, rays**
- 98.1099 Unspecified isotopes, rays**

98.98 Other specified object/substance

- 98.9801 High-pressure jet**
Includes:
water from a fire hydrant/hose
fluid from a pressure-washer
- 98.9805 Laser light and equipment**
Excludes:
laser pointer
- 98.9810 Laser pointer**
Excludes:
laser light and equipment
- 98.9828 Sharp object nec**
- 98.9838 Blunt object nec**
- 98.9848 Motor, engine nec**
Excludes:
vehicle engine (1.0725)
- 98.9850 Dry cell battery**
Excludes:
battery for vehicle (1.0710)
- 98.9855 Disc battery**
Includes:
alkaline, lithium, nickel cadmium battery
Excludes:
vehicle battery (1.0710)
- 98.9858 Battery nec**
Excludes:
battery for vehicle (1.0710)
- 98.9860 Animal cage**
- 98.9870 Gastric content**
Includes:
vomitus
- 98.9875 Excrement (human/animal)**
- 98.9878 Blood, carcass, body, bone nec (human/animal)**
- 98.9880 Plastic bag**
- 98.9885 Garbage, litter**
- 98.9888 Environmental pollution nec**
- 98.9898 Other specified object/substance**

Annex 2 ISS-coding manual: Changes of the ICECI-manual according to the HLA V2000 manual

Place of occurrence

Code in ISS-manual	Changes compared to ICECI-manual	Reason
1.1 – 1.99	Extra codes are added. Changes are made according to the division in the HLA V2000 manual .	HLA V2000 is more specific
6.1, 6.2 and 6.3	Originally one code in ICECI, now divided into three codes. Changes are made according to the division in the HLA V2000 manual .	HLA V2000 is more specific
8.3	Extra code is added, according to the HLA V2000 manual.	HLA V2000 is more specific
11.4, 11.5 and 11.6	Originally one code in ICECI, now divided into three codes. Changes are made according to the division in the HLA V2000 manual .	HLA V2000 is more specific
12.8	Extension of the inclusion criteria (ice-cap, glacier)	HLA V2000 is more specific

Mechanism of injury

Code in ISS-manual	Changes compared to ICECI-manual	Reason
2.21	Extension of the inclusion criteria	HLA V2000 is more specific
4.11 and 4.12	Original one code in ICECI, now divided into two codes. Changes are made according to the division in HLA V2000	HLA V2000 is more specific
7	Original less codes in ICECI: 7.1 Acute over-exertion, over-extension 7.8 Other specified physical over-exertion 7.9 Unspecified physical over-exertion Changes are made according to the division in HLA V2000	HLA V2000 is more specific
8	Shortened by deleting the sub-codes of 8.1, 8.2, 8.3, 8.4 and 8.8	This data-element does not exist in HLA V2000. The division of ICECI is too specific for the ISS-manual
9.12, 9.13, 9.14	New codes added. Changes are made according to the division in the HLA V2000 manual	HLA V2000 is more specific

Additional questions to the IPP contact persons:

The data-element “Complications of medical or surgical care” (code 20) does not exist in the HLA V2000 manual , because it is not an injury. However, it is inserted in the ICECI since it is an external cause of injuries. Should this data-element be inserted to the ISS-coding manual?

The same question as above for the data-element “Neglect, abandonment, or lack of necessities of life” (code 98.6)

Activity when injured

Code in ISS-manual	Changes compared to ICECI-manual	Reason
2.n	Original less codes in ICECI: 2.1 Travelling to/from unpaid work 2.2 Travelling in the course of unpaid work 2.8 Other specified unpaid work 2.9 Unpaid work, unspecified Changed according to the division in HLA V2000. 2.6 and 2.7 are added from the inclusion criteria from ICECI.	HLA V2000 is more specific
5.n	No sub-codes in ICECI present. Changes are made according to the division in HLA V2000	HLA V2000 is more specific
6.n	No sub-codes in ICECI present. Changes are made according to the division in HLA V2000	HLA V2000 is more specific
98.n	No sub-codes in ICECI present. Changes are made according to the division in HLA V2000	HLA V2000 is more specific

Type of sport

Code in ISS-manual	Changes compared to ICECI-manual	Reason
1.02 and 1.03	ICECI codes are combined	ICECI is too specific
1.04	Code is deleted	ICECI code is not applicable in Europe
Gaelic football	Extra code is added	HLA V2000 is more specific
1.09, 1.10 and 1.11	ICECI codes are combined in one code	ICECI is too specific
1.16	Code is deleted	ICECI code is not applicable in Europe
2.04, 2.06 and 2.09	Codes are deleted	ICECI is too specific
5.01, 5.02 and 5.03	ICECI codes are combined in one code	ICECI is too specific
5.09	Extra code is added	HLA V2000 is more specific
Skiing – slalom	Extra code is added	HLA V2000 is more specific
6.15	Code is deleted	ICECI code is not applicable in Europe
7.04-7.07	Codes are changed so that the distance is no longer an issue	ICECI is too specific
9.01	Three new codes have been added	HLA V2000 is more specific
11.02	Extra code is added	HLA V2000 is more specific
Road bowling	Extra code is added	HLA V2000 is more specific
11.09	Four extra codes have been added	HLA V2000 is more specific
Swordplay	Extra code is added	HLA V2000 is more specific
12.13	Code is deleted	ICECI is too specific
15.06	Extra code is added	Distinction between indoor and outdoor climbing
16.02	Tree new codes have been added	HLA V2000 is more specific
Roller skiing	Code has been added	HLA V2000 is more specific
17.11 and 17.12	Codes are deleted	ICECI is too specific
18.01- 18.32	Codes are deleted and replaced by four new codes	ICECI is too specific
Kite-gliding Flying hot air balloon Bungee jumping Motor flying	New codes are added	HLA V2000 is more specific
20.01-20.99	Codes are deleted	ICECI is too specific. Codes overlap with other variables (activity).

Type of injury

Code in ISS-manual	Changes compared to ICECI-manual	Reason
2 and 3	Originally one code in ICECI, now divided into two codes. Changes are made according to the division in HLA V2000	HLA V2000 is more specific
10 and 11	Originally one code in ICECI, now divided into two codes.	HLA V2000 is more specific
13, 16 and 17	Extra codes are added.	HLA V2000 is more specific

Part of body injured

Code in ISS-manual	Changes compared to ICECI-manual	Reason
1.2	New codes added. Changes are made according to the division in HLA V2000	HLA V2000 is more specific
1.3	New code added. Changes are made according to the division in HLA V2000	HLA V2000 is more specific
1.4	New code added. Changes are made according to the division in HLA V2000	HLA V2000 is more specific
3.2n, 3.3n, 3.4n	New codes added. Changes are made according to the division in HLA V2000	HLA V2000 is more specific
4.n	New codes added. Changes are made according to the division in HLA V2000	HLA V2000 is more specific
5.n	New codes added. Changes are made according to the division in HLA V2000	HLA V2000 is more specific
7.2	New code added. Changes are made according to the division in HLA V2000	HLA V2000 is more specific
9.8	New code added. Changes are made according to the division in HLA V2000	HLA V2000 is more specific

Additional questions to the IPP contact persons:

Code 9.8 (body part, other specified) is added according to the division in HLA V2000. However, does there exist other body part which are not already mentioned in de manual?

Object/substance producing injury

We compared the existing data-elements of ICECI and HLA V2000. Data-elements present in HLA V2000 but not in ICECI are added (underlined) to the ISS-coding manual. We compared only the main lines, because it is unfeasible to compare the branch lines.

Three strategies are followed:

When a data-element from HLA V2000 does not exist in ICECI, it is added by creating a new main code and, when possible, new sub-codes (for example: code 98.07 Musical instrument).

Since we followed the classification and division of the ICECI, it was sometimes not possible to create new sub-codes. In that case, the sub-codes of HLA V2000 were added to the inclusion criteria (for example code 10.0340 Equipment for athletics, incl. tracks).

In a very few cases, data-elements from ICECI are replaced by data-elements from HLA V2000.

Code in ISS-manual	Changes compared to ICECI-manual	Comparable data-element in HLA V2000
3.03n	New codes	Safety equipment at sea (K44)
5.05n	New codes	Garden furniture (F20)
5.06n	New codes	Household linen (F41)
6.0345, 6.0398	Extension of the inclusion criteria	Stationary equipment in amusement park, etc. (B03)
7.0510	Replaced	Tools for needlework (H51)
7.0620, 7.0625, 7.0630, 7.0635	New codes	Optical equipment (M10)
9.09n	New code	Carrying equipment, luggage (P80)
9.9835	New code	Keys (P6910)
10.0230	New code	Ski stick (N11)
10.0340	New code, sub-codes in HLA V2000 are included in the inclusion criteria	Equipment for athletics (N21, excl. N2124)
10.0345	New code, sub-codes in HLA V2000 are included in the inclusion criteria	Horse ride equipment (N80)
10.0350	New code, sub-codes in HLA V2000 are included in the inclusion criteria	Angling equipment (N82) + Fishing tackle (H20)
10.0355	New code, sub-codes in HLA V2000 are included in the inclusion criteria	Equipment for clay pigeon shooting (N84)
10.0360	New code, sub-codes in HLA V2000 are included in the inclusion criteria	Climbing equipment (N87)
10.0440	New code	Ski binding (N12)
11.0145	Extension of the inclusion criteria	Water, ventilation, sanitary and industrial water/steam installation, equipment (D00)
11.0145	Extension of the inclusion criteria	Stationary electric installations (D40)

11.0145	Extension of the inclusion criteria	Stationary gas installations (D50, excl. D5010)
11.0245	New code	Cutting/clipping tool/implement, mechanical (H32)
11.0315	Extension of the inclusion criteria	Cutting/clipping tool/implement, manual (H43)
11.0335	New code	Breaking tool/implement, manual (H40)
11.0345	New code	Screwing tool/implement, manual (H44)
11.0350	New code	Drilling/grinding/sticking tool/implement, manual (H45)
11.0355	New code	Gripping, holding and nipping tool/implement, manual (H46)
11.0360	New code	Securing implement (H14)
11.0365	New code	Paining implement (H50)
11.0370	New code	Measuring tool (H55)
14.9801, 14.9802	Extension of the inclusion criteria	Stationary equipment for bathing, water sports and shipping (B04 excl. B0402, B0403)
14.9803	New code	Stationary equipment for bathing, water sports and shipping (B04 excl. B0402, B0403)
16.0125	New code	Water (Y01)

Code in ISS-manual	Changes compared to ICECI-manual	Comparable data-element in HLA V2000
16.0198	Extension of the inclusion criteria	Natural element (Y09, excl. Y0950)
16.0205	Replaced	Processed surface, outdoors (B10, excl. B1020)
16.0207	New code	Structural element of stone (A13)
16.0270	New code	Insulation material (A17)
19.0103	New code	Chocolate, sweets (Q04)
19.0110	Dropped	
19.0120	Replaced	Meat and poultry (Q00)
19.0121	New code	Fish and shellfish (Q01)
19.0122	New code	Milk and egg products (Q02)
19.0123	New code	Vegetables, nuts (Q03, excl. fruits and mushroom)
19.98	Extension of the inclusion criteria	Other food (Q09)
21.07n	New codes	Corrosive chemicals (R02)
41.n	New codes	Laboratory equipment (J50)
98.02n	Replaced	Stationary equipment on roads (B00)
98.06n	New codes	Stationary equipment in recreational ground, gardens (B01) + Other plants and garden accessories (Y19)
98.07n	New codes	Musical instruments (M00)
98.08n	New codes	Industrial packaging (S05)
98.09n	New codes	Other packaging, container, part of packaging (S09)
98.10n	New codes	Isotopes, rays (Z00)

Annex 3 Email to IPP contact persons

Joke Broekhuizen

21-02-03 15:02

To: Netwerk IPP Designated Experts, Netwerk IPP Project Leaders
cc: Jeanet Kemmeren/CSI@CSI, Rieneke Dekker/CSI@CSI,
 Juanita Haagsma/CSI@CSI
Subject: Coding Manual

Dear all,

In the beginning of March we will send you the draft **ISS coding manual** for comments. Since we would like your comments within two weeks after sending it, we already inform you (so you can already allot some time for commenting).

This coding manual is meant for collecting information on *all* type of injuries at Emergency Departments and is based on the International Classification of External Causes of Injuries and the current EHLASS coding manual. The coding manual is drafted under the contract with the European Commission: it is an IPP-project.

If you are not interested in commenting this coding manual, please let us know.

With kind regards,

Saakje Mulder

Saakje Mulder

11-03-03 10:33

To: peter.hoofft@wvc.vlaanderen.be, bfm@si-folkesundhed.dk, hugh_magee@health.irlgov.ie, yolande.wagener@ms.etat.lu, Saakje Mulder/CSI@CSI, trobledo@msc.es, anders.aberg@sos.se, helmut.brand@loegd.nrw.de, asisour@ekke.gr, m.alessi@sanita.it, b.thelot@invs.sante.fr, phil.raine@dti.gsi.gov.uk, Robert.Bauer@sicherleben.at, stig.hakansson@konsumentverket.se, Rupert.Kisser@sicherleben.at, markku.heiskanen@stat.fi, mikko.nenonen@reuma.fi, Lothar.Schelp@srv.se, clare.Lynley@doh.gsi.gov.uk, h.isnard@invs.sante.fr, Y.H.Carter@mds.qmw.ac.uk, epetrid@med.uoa.gr, W.Rogmans@consafe.nl, nelson.castro@consumo-inc.es, Wim Rogmans/CSI@CSI, latarjet@worldnet.fr, bfm@si-folkesundhed.dk, Saakje Mulder/CSI@CSI, nectoux@citi2.fr, Robert.Bauer@sicherleben.at, epetrid@med.uoa.gr, khl@dike.dk, d.h.stone@clinmed.gla.ac.uk, helcohop@hol.gr

cc: Rieneke Dekker/CSI@CSI, Jeanet Kemmeren/CSI@CSI, Juanita Haagsma/CSI@CSI, Joke Broekhuizen/CSI@CSI
Subject: New ISS coding manual

Dear all,

In our e-mail of February 21, 2003, we already informed you about the draft ISS coding manual. Please send us your comments **before April 1, 2003** to Rieneke Dekker: r.dekker@consafe.nl.

This coding manual is meant for collecting information on *all* types of injuries (so not just home and leisure accidents) at Emergency Departments and is based on three classifications/coding manuals:

- International Classification of External Causes of Injuries (ICECI 1.1);
- the current EHLASS coding manual (V2000): especially looked at for the level of detail and additional data-elements; and
- Minimum Data Sets on Injuries (developed within IPP).

The coding manual is drafted under the contract with the European Commission: it is an IPP-project.

This e-mail includes four attachments:

Annex 1: The methodology for developing the new ISS coding manual. Please read this annex carefully, since it is the basis for the decisions we have made during the revision process.

Annex 2: The changes we suggest are ordered systematically per data element in tables. We have included some specific questions for you to be answered (it is up to you in what way you answer the questions: e.g. by fax, e-mail, included in the document, or listed separately).

Annex 3: The data elements of the new ISS coding manual, with their permissible values, and in- and exclusions (changes compared to ICECI 1.1. are underlined).

Annex 4: The data element 'objects'. This part is included in the manual, but in a separate annex due to its size (changes compared to ICECI 1.1. are underlined).

In addition to the specific questions in annex 2, we would like you to check whether according to you the level of detail per data element is feasible for data collection at Emergency Departments.

If you have any additional questions, please don't hesitate to get in touch.

With kind regards,

Saakje Mulder

Enclosures:



Annex 1; Methodology.doc Annex 2; Changes systematically ordered.doc



Annex 3; All data elements except Object.doc Annex 4; Data element Object.doc

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Annex 4 Comments on the draft ISS coding manual from IPP contact persons

Nick Dessypris, Athens University Medical School, Greece

Country code

I am not sure whether this variable must include the country where the injury happened or the country of permanent residence of the injured person. If this variable covers the first possibility then a new variable must be introduced to indicate whether the injured person is permanent residence or not. In case of the second possibility this code must be expanded to cover more countries. For example as there are many visitors from USA, Canada, Japan and Australia we may have to include these countries as well. As this code will cover occupational injuries countries like Philippines, Pakistan should be included. One idea is to include some developed countries and then to separate the countries based on continents or regions (Asia, South- America, Africa)

In any case I think that all European countries (ex. Russia and Yugoslavia) must be included

Sex

The number 9 is more usual for the unknown than the 3

Age

Although age can be calculated from the other variables I think that we must include this variable directly. Many people especially the elderly are not able to give the exact date of their birth. If the information for the injured person comes from a friend or a not very close relative then again the date of birth can be missing

Date and Time of attendance to emergency department

It could be of interest to collect this information

Treatment

We must clarify the case "when the patient died after hospitalization". If this case is coded as 7 "Deceased" then in a sample the total number of hospitalizations "5" will be different from the total number of the patients that will have a number at the days of hospitalization.

Days of Hospitalization

I think that this variable must be included. Together with the treatment gives an estimate of the injury severity. Why not include ISS (Injury Severity Score) as well?

Intent

Road Traffic, Occupational, Military Services, Person under the influence of drugs are categories that can be included in this variable. I think that we must not include euthanasia in other specified intent.

Place

We do not agree with the example of the "guide for use". If we code the place like a park (Holiday park) then we can not focus at the real problem which is the Swimming pool and not the park itself. A preventive strategy will be for the swimming pools and not for the park. The park could be described in the text and isolated from a free text analysis.

As we develop a new coding manual we can separate Living room from Bedroom.

Residential caravan, tent, hut-cottage could be separate codes.

Indoor stairs of a block of flats but outside the apartments where should be included?

Schoolyard must be a separate code. Many childhood injuries occur at the schoolyard.

Similar to the "home" category in which indoor stairs are separated we can have a different code for the indoor stairs of schools.

Public swimming centre: Does this code include organized swimming areas at the sea?

A remark with the information that places like Pathway and/or footpath for jogging are included in the code 6.4 must be introduced at the sports and athletics areas.

Quay, docks, port can be located in one separate code

Bus stop, terminal can be a separate code

Railway station, underground can be a separate code

New codes can be introduced for Grand-stand in "sports and athletics area", Unbuilt area inside cities (which can not be considered as park or square or countryside) in "recreational area, cultural area or public building"

Mechanism

about 1.1: I could not find any explanation about "mode of transport" does 4=driver? 5=passenger?

Why the next category after 8 is the 20?

Why not separate the category 98 "other specified mechanism of injury" in multiply categories and leave only the value 98="other specified mechanism of injury"

Activity

Cooking can be separate form cleaning.

Maintenance (of home) is referred both in 2.3 and 2.7 .

What is included in the category 2.5 "Caring for children and relatives"?

Repairs can be a separate category.

Considering the category "Education" some extra codes can be introduced for "Classroom activities" and "Non sports Activities at the time of the break, before or after the classes at the schoolyard"

Separate code for "Sports during break, before or after the classes at the schoolyard". It is different from the above proposed category. This will give us the opportunity not to loose any information even for sports or even for education. It is a common in children to have an injury during break playing football or volleyball.

Agricultural activities as well as farming activities can be two separate new codes.

Sports

Can we introduce in the team ball sports the mini soccer (5x5)? In Greece it became a very popular sport.

River rafting can be in the category 4 and not in 15.

Considering the category 8 "acrobatic sports" I think that the title of EHLASS 2000 is more suitable "Gymnastics with appliance"

I can not find the respective category of EHLASS 2000 "B2=Gymnastics with manual appliance" together with the respective codes (B20--B29). If they are not included we must introduced them in the new coding system.

Type of Injury

It is more common to have the code 97 for "No injury" instead 1.

A new code for "sock after an injury", "drowning", "inflammation-swelling" can be introduced.

Body part

Lips, Tongue, Gum, Oral cavity can be separate codes.

Eye, Eyelid can be separate codes.

Pharynx can be a separate code.

The whole (or most of the) upper limb must be a separate code.

The whole (or most of the) lower limb must be a separate code.

Objects

Is it appropriate to include names of objects like 60255 code "Barbie" and "GI-Joe"?

I did not find respective categories like A7 Particle, A8 Chip, splinter, piece of EHLASS 2000. It very common to have injuries due to parts of objects (broken glasses broken windows, wooden or metal chip) .

In many cases the codes must be more explicit. Different objects are coded under the same code but it will be better to have different codes. For example

160115: Gravel is completely different from sand

160205 asphalt surface is different from gravel surface different from wooden surface. In many injuries the type of the surface (ground) plays an important role. It is very common that the ground is inadequate and the injury is due to this fact. So it is important for any prevention to have detail description of the objects.

149801 floor of swimming pool is different from stairs of swimming pool. It is more usual to have bad maintained stairs that prevention could be taken than inadequate swimming pool floor.

190123 vegetables and nuts can have different codes (nuts are very dangerous for suffocation especially in children).

My suggestion is that almost every object that you describe must have a different code. (EHLASS 2000 have all these codes analytical). Pharmaceutical substances although they are not very common objects are described very detailed. The same can be happened with the other objects. One idea is to keep the structure of EHLASS 2000 and to make it more explicit. For example miniatures of cars, miniatures of soldiers, kites should be included as toy categories. Port-bebe carriers (Relax) and baby bouncers should be included as separate baby products.

Finally an example of the sequence of the objects when particles are involved must be given.

For example if a child has a choking injury due to a piece of a plastic toy the direct object (the object that causes the injury) is the plastic piece and the underlying object (the object that involved) is the toy.

Additional Questions to the EHLASS experts

About "Complication of medical or surgical care" and "Neglect, Abandonment, or lack of necessities of life". I do not think that will cause any trouble if they are included in the new coding manual.

About "body part other specified" Indeed searching our database we have only 2 cases over 251.393 with this code and these were based on EHLASS96 where there was not any code about multiple body parts.

Remark

One last point that I would like to comment is that although with this structure the different categories are well separated, the coding system is not friendly for any analysis. I would prefer not to have commas or any letters. I think that it would be better if there is a sequence of numbers or a number with 3digits (integers) instead 1integer with two decimals.

General comments:

1) The time allowed for the exercise of commenting on the full contents of the ISS coding manual is too short. It should be considered a project by itself to evaluate the entire manual with the view to its future use for an all-injury registration at ED level.

2) The draft ISS coding manual does not yet cover an all-injury registration for the ISS.

3) As it stands at present, the manual does not cover transport injury events and occupational injury events (and it is questionable, whether it covers intentional injuries). Therefore, it is relevant for a future project to discuss and evaluate those modules that are not yet included.

4) The draft ISS coding manual is based on the draft ICECI, version 1.1. This version is at present considered an alpha version subject to further discussion in the competent bodies under the WHO. It is advisable to await the next steps of the procedure for developing the ICECI, before the above-mentioned 'project' is undertaken. It is a question of rational use of resources, if the effort to correct the draft ISS coding manual is undertaken at this time.

5) The exercise of including the HLA V2000 manual in the current draft ISS coding manual has been based on an earlier version of the V2000. It is advisable to check the contents of the final version of V2000, submitted to the European Commission as "**Coding manual 2000 for Home and Leisure Accidents. ISS Database version 2002. August 2002**".

The changes are minor, compared to the interim version, but for correctness of the exercise, it is advisable to use the final V2000.

6) The consistent use (in the CSI documents) of the phrase: EHLASS V2000 is confusing to parties who are not familiar with the long history of the coding manuals used for registration of home and leisure accidents. The Commission has explicitly wished for termination of using the name: EHLASS. Therefore it is advisable to use (in the CSI documents) a name for the present coding manual, which is more relevant. For sake of practicality, the following is proposed: **HLA V2000 manual**.

Specific comments: Due to time constraints and the above-mentioned reasons, the detailed evaluation of the draft ISS coding manual has not been done. However, the specific questions raised by the CSI are commented on in the annex 1, Methodology (enclosed). By going through the various code sets – at a glance – several errors have been detected. It is very likely, that further changes to various code sets will be discussed, when the next version of ICECI is ready.

Overview: It is recommended to include an overview of the aggregate level of codes, in order to facilitate the exercise of evaluating the draft ISS coding manual (which contents including the HLA V2000 codes can be found where, etc.). In the long run, an overview is more user friendly, as it enables the user to get an impression of the contents of a given set of codes. The coding style of the ICECI is very detailed and causes confusion to the user.

Product classification: The experiences of the IPP project, "Preventive product safety analysis" (Austria) indicates that it would be a worthwhile project to analyse the data collected by the present classification of products in the HLA V2000. The aim of such an analysis would be to assess the

proportion of product codes used in the injury registration at ED level. The assessment would include the level of detail used so far, and enable an evaluation of the informative value of the codes used. The results would lead to a discussion of which level of specificity is relevant for data collection at ED level, while at the same time considering consumer safety interests. During the past years, the consumer safety interests in product information have often been at a level of specificity, which cannot be obtained for the ED registration of product related accidents. Therefore, a *revision of the product classification* could be based on solid evidence of, what is feasible for data collection at ED level, and what would be the compromise with product safety interests.

A project under the EU Public Health Programme aiming at developing an ISS coding manual for an all-injury ISS database would be a priority task for future activities. Such a project could i.a. include the analyses of product related accident data aiming at a *revision of the product classification*. The results – also of evaluating other code sets – might also benefit the future ICECI version.

Technically, the cross-over from one classification to another should be from the most detailed level of a classification. The MDS is – as the name implies – a mini data set or an aggregate level of hierarchical codes, so basically, the MDS should not be used as a guideline. However, I am not sure what exactly is meant by using the MDS in this exercise?

Date and Time of attendance must be included as variables. They are crucial for calculation of ‘age’ and no. of beddays.

Treatment & follow-up: Advisable to include in “guide for use” how the code “deceased” should be used – see the V2000 final August 2002.

An overall question is whether the level of detail of the new data elements is feasible.

Without going into detail at this time about the relevance of detail contained in the ICECI codes, and therefore the feasibility of collecting such detail, then it is also an overall question, whether or not the specificity of information in the V2000 codes is lost - and if so – whether it is acceptable, cf. the example above regarding a number of products that are transformed from specific codes in V2000 to *inclusions* in the draft ISS coding manual. This means that identified products, such as B0340 Inflatable bouncers are no longer identified, since the product is included under “other specified” (or similarly under a general group like “powered amusement rides”).

Your question regarding “Complications of medical or surgical care”: Should this be included in the ISS coding manual?

The on-going international debate has so far excluded ‘complications’ and ‘adverse effects’ etc. from the concept of acute injury events and their consequences. Conventionally, injury statistics do not include such elements. Apart from this, it is unlikely that patients suffering from such conditions are encountered at the ED level of hospitals. The point of departure for the ISS coding manual is the registration at ED level, so it is advisable to exclude these conditions (for hospitalised patients (in-patients) the coding of such cases would anyway follow ICD-10).

Your question regarding “Neglect, abandonment, or lack of necessities of life”:

This particular item is included under intentional injury in ICD-10, chapter XX (under ‘assault’ codes). This is not reflected in the ICECI codes for ‘intent’. In the *pure* context of *mechanism of injury* it does

not belong in this module. The concept of *mechanism of injury* in ICECI is indeed debatable, and will not be discussed at this time.

Your question regarding coding “body part, other specified” (annex 2):

According to the conventional technical requirements for a classification, the ‘other specified’ code is included. All body parts seem to be covered, but if a specific case exceeds our imagination, then that particular case is covered (cf. the principle of exhaustiveness of a classification). Advisable to keep the ‘other specified’ included.

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