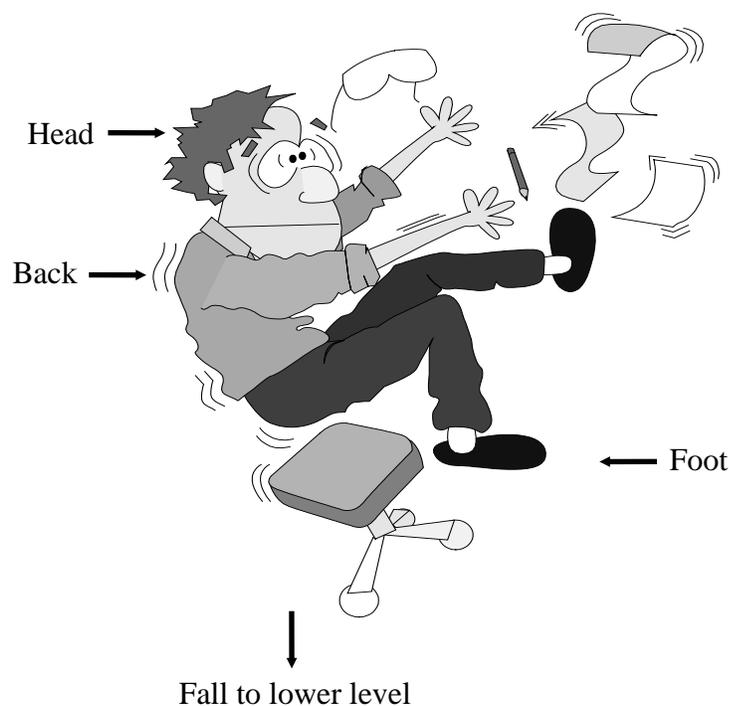


Minnesota Department of Administration

Workers' Compensation Injury Coding Guide



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Electronic and/or video versions for iRISK and the Incident Reporting process are available on our website (<http://mn.gov/admin/government/risk/workers-comp/irisk-reporting/>). They will be continuously updated as changes occur.

An electronic version of the "Agency Workers' Compensation Handbook" is available on our website (http://mn.gov/admin/images/workers_comp_agency_handbook.pdf) and will be continuously updated as changes occur.

An electronic version of the "Workers' Compensation Injury Coding Guide" is available on our website (http://mn.gov/admin/images/wc_injury_coding.pdf) and will be continuously updated as changes occur.

When selecting the injury codes, you should carefully select each code that best describes the Part of Body Affected, Nature of Injury or Illness, Accident Type or Cause and Source of Injury or Illness. If there was a hazardous condition and/or unsafe act, please choose the appropriate code. It is very important that the codes are entered accurately into iRISK. Many reports are generated using these codes to track costs and to aid in preventing future injuries or illnesses. Please take the time to determine each code before you enter the information on the IDF form and into iRISK. Please review the Coding Helps in the next section for some coding examples.

If you need additional assistance to determine the correct codes, please contact the Workers' Compensation Support Services Unit at (651) 201-3031 or (651) 201-3001.

Coding Helps

It is very important that the proper coding be used when entering the incident into iRISK. These codes are used to manage the claim's liability and to assist agencies in reducing injuries or illnesses. It is crucial that coding is accurate and remains consistent within your agency.

There are six coding sections in this guide. They are: **Part of Body Affected**, **Nature of Injury or Illness**, **Accident Type or Cause**, **Source of Injury or Illness**, **Hazardous Condition**, and **Unsafe Act**. Please read each section's definition prior to coding the FRI.

Below are coding examples of injuries/illnesses to assist you with coding your FRI. These are examples only and will not be appropriate for all injuries/illnesses claims.

Assault

- The Parts of Body Affected code should be for the part of body affected. If more than one body part, for example: the forehead and foot, use **700 – Multiple Parts first** (mark as Primary Diagnosis as “Yes” in iRISK), then add the individual body parts affected, for instance: 199 – Head, NEC and 530 – Foot.
- The Nature of Injury or Illness should be for the nature of the injury. Example; one body part could be: 160 – Contusion, crushing, bruise or multiple parts could be: 400 – Multiple Injuries.
- The Accident Type or Cause should be **024 - Assault, grabbed, hit or butted**.
- The Source of Injury or Illness should be **6012 – Person/patient/inmate/resident**.

Bodily Motion/Bodily Reaction

Use only if person did not fall (i.e., legs “gave out” – no definite source, and was able to regain balance, slipped and caught themselves). If the person fell, see coding helps on falls. Don't use this code if the person hit the ground, struck an object or a piece of equipment.

- The Parts of Body Affected code would be for part of body affected. Example: the person wrenched their back, use: 420 – Back.
- The Nature of Injury or Illness should be coded for the nature of the injury. Example: pain in back would be 580 – Symptoms and ill-defined.
- The Accident Type or Cause should be **100 – Bodily reaction**.
- The Source of Injury or Illness should be **0400 – Bodily motion**.

Burns

If the person received a heat burn:

- The Parts of Body Affected code would be for part of body that got burnt. Example; the persons fingers on both hands got burnt, use: 340 – Finger(s), thumb.
- The Nature of Injury or Illness should be coded **120 – Burn (heat)**.
- The Accident Type or Cause should be from the Major Group **15 – Contact with temperature extreme**.
- The Source of Injury or Illness should be coded for the source. Example; the person touched a hot stove, use: 2500 – Heating equipment, NEC.

Coding Helps (cont.)

If the person received a chemical burn:

- The Parts of Body Affected code would be for the part of the body that got burnt. Example; several parts of the face (nose, mouth and jaw) got burnt, use: 148 – Face, multiple parts.
- The Nature of Injury or Illness should be coded **130 – Burn (chemical)**.
- The Accident Type or Cause should be from the Major Group **18 – Contact with radiations, caustics, toxic and noxious substances**.
- The Source of Injury or Illness should from the Major Group **09 – Chemicals, chemical compounds**. Example; the battery in a car exploded while in the process of jump starting it, use: 0915 – sulfuric acid.

Carpal Tunnel Syndrome

A condition caused by compression of the median nerve in the carpal tunnel and characterized especially by discomfort and disturbances of sensation in the hand.

The majority of carpal tunnel injuries are from using the keyboard and result in the injury being in the wrist(s) and/or hands. For such an injury, the coding would be as follows:

- The Parts of Body Affected code could be **320 – Wrist(s)** or **330 - Hands**. If more than one body part, for example: the 320 Wrist(s) and 330 Hands, use 398 – Upper extremities, multiple. Carpal Tunnel Syndrome may affect only the left wrist and/or hand or the right wrist and/or hand. If only the upper extremities on the left side are affected, the Body Part code could be **322 – Wrists, Left** or **332 – Hand, Left**. If both the hand and wrist of the upper extremities on the left side are affected, you would use the Body Part code **396 – Upper extremities, Multiple, Left Side**. Similarly you would use codes for the right Wrist and/or hand.
- The Nature of Injury or Illness should be **562 – Diseases of the nerves and peripheral ganglia** or **566 – Carpel Tunnel Syndrome** (if diagnosed by a doctor).
- The Accident Type or Cause should be **120 – Overexertion**.
- The Source of the Injury or Illness is commonly **3410 – VDT/CRT, computer terminal, keyboard** or **0400 – Bodily motion**

Exposure to Blood

If the employee was helping a person that received a bad cut on their arm and blood sprayed onto the employee's forearm, use the code for the right or left forearm if known. Otherwise, you would use the code listed in the following example:

- The Parts of Body Affected code should be **315 – Forearm(s)**.
- The Nature of Injury or Illness should be **581 – Contact with bodily fluids**.
- The Accident Type or Cause should be **189 – Contact with blood, radiations, caustics, toxic and noxious substances, such as – blood, insect bite or welder flash burn**.
- The Source of Injury or Illness should be **2760 – Bodily fluids, NEC**.

If however, the person's blood got on the employee is known to be an Aids carrier or Hepatitis B carrier, use: **2750 – Possible blood borne disease carrier (i.e., H.I.V., H.B.V., etc.)**.

Or

If the person's blood got on the employee and is known to be a Hepatitis A carrier, use: **2740 - Hepatitis A carrier**.

Coding Helps (cont.)

If the injury is a needle prick to the finger by HIV/Hepatitis B carrier:

- The Parts of Body Affected code should be **340 – Finger(s), thumb**. Use the code for the finger(s), thumb right or left hand if known.
- The Nature of Injury or Illness should be **173 – Puncture, Hypodermic needle**.
- The Accident Type or Cause should be **028 – Struck by, NEC**.
- The Source of Injury or Illness should be **4172 – Needle, hypodermic, contaminated or unknown**.

If the injury is a needle prick to the finger from a non-infectious source:

- The Parts of Body Affected code should be **340 – Finger(s), thumb**. Use the code for the finger(s), thumb right (344) or left (342) hand if known.
- The Nature of Injury or Illness should be **173 – Puncture, Hypodermic needle**.
- The Accident Type or Cause should be **028 – Struck by, NEC**.
- The Source of Injury or Illness should be **4170 – Needle, hypodermic, not contaminated**.

Falls

Always use what the employee landed on or against as the source.

If the employee fell against a table and bruised his/her shoulder, use:

- The Parts of Body Affected code should be **450 – Shoulder(s)**. Use the code for the Right (454) or Left (452) Shoulder if known
- The Nature of Injury or Illness should be **160 – Contusion, crushing, bruise**.
- The Accident Type or Cause should be **052 – Fall onto or against objects**.
- The Source of Injury or Illness should be coded for **1970 – Tables**.

If the employee fell to same level (ground) he was standing on and scraped up his/her hands and knees, use:

- The Parts of Body Affected code should be as **700 – Multiple parts** (mark the Primary Diagnosis as “Yes” in iRISK). Then the additional codes **330 – Hand(s)** and **513 – Knee(s)** should be added. Use the code for the right (334) hand, right (514) knee, left (332) hand and left (512) knee if known as appropriate.
- The Nature of Injury or Illness should be **170 – Cut, laceration or puncture**.
- The Accident Type or Cause should be from major group **05 - Fall on same level**.
- The Source of Injury or Illness should be from major group **64 – Working Surfaces**.

If the employee fell from a higher level (ladder) to lower level injuring several parts on their body, use:

- The Parts of Body Affected code should be **700 – Multiple parts** (mark the Primary Diagnosis as “Yes” in iRISK). Then the additional codes for each body part should be added.
- The Nature of Injury or Illness should be coded for the main injury. Example: **160 – Contusion, crushing, bruise**.
- The Accident Type or Cause should be **032 – From ladders**.
- The Source of Injury or Illness should be coded for what the employee landed on. Example: **1930 – Desks or 3300 – Earthmoving and highway construction machines, NEC**.

Coding Helps (cont.)

Finger Bruised

Caught in car doors, hood or trunk:

- The Parts of Body Affected code should be **340 – Finger(s), thumb**. Use the code for the finger(s), thumb right (344) or left (342) hand if known.
- The Nature of Injury or Illness should be **160 – Contusion, crushing, bruise**.
- The Accident Type or Cause should be **069 – Caught in, under, or between, NEC**.
- The Source of Injury or Illness should be **5620 – Highway vehicles, any vehicle that normally travels on the highway, street**.

Caught in file cabinet/door and/or frame, use:

- The Parts of Body Affected code should be **340 – Finger(s), thumb**. Use the code for the finger(s), thumb right (344) or left (342) hand if known.
- The Nature of Injury or Illness should be **160 – Contusion, crushing, bruise**.
- The Accident Type or Cause should be from major group **06 – Caught in, under, or between**.
- Then determine the Source of Injury or Illness. Example: for file cabinet use; 1901 – Cabinets, file cases, bookcases, shelves, lockers, racks; for door/frames use: 0705 – Doors, gates, includes unattached doors, frames.

Foreign Matter in Eye

- The Parts of Body Affected code should be **130 – Eye(s)**. Use the code for the right (134) or left (132) eye if known.
- The Nature of Injury or Illness should be **300 – Scratches, abrasions**.
- The Accident Type or Cause should be **084 – By foreign matter in eye (scratch)**.
- Then determine the Source of Injury or Illness. Example: 4600 Particles (unidentified).

Gun Shot

The employee cut their left thumb on the gun slide.

- The Parts of Body Affected should be **342 – Finger(s), thumb, Left hand**. Use the code for the right (344) or left (342) finger(s), thumb if known.
- The Nature of Injury or Illness should be **170 – Cut, laceration or puncture**.
- The Accident Type or Cause should be **082 – Objects being handled**.
- The Source of Injury or Illness would commonly be in major group **2299 – Hand tools, Firearms, NEC**.

State Trooper injured his/her right shoulder when shotgun recoiled while participating in shotgun firearms training.

- The Parts of Body Affected should be **454 – Shoulder, Right**.
- The Nature of Injury or Illness should be **310 – Sprain/Strains**.
- The Accident Type or Cause should be **028 – Struck by, NEC**.
- The Source of Injury or Illness would commonly be in major group **2299 – Hand tools, Firearms, NEC**.

Coding Helps (cont.)

Hand Cut

When the person cuts their hand while holding an object, the coding would be as follows.

- The Parts of Body Affected should be **330 – Hand(s)**. Use the code for the right (334) or left (332) hand if known.
- The Nature of Injury or Illness should be **170 – Cut, laceration or puncture**.
- The Accident Type or Cause should be **082 – By objects being handled**.
- The Source of Injury or Illness would commonly be in major group **22 – Hand tools, not powered**. Example: 2245 – knife, scalpel

Headache

- The Parts of Body Affected code should be **800 – Body system**. Don't use the code for head.
- The Nature of Injury or Illness should be **141 – Headache**.
- The Accident Type or Cause should be coded for what happened. Example: 400 – Exposure to noise or 024 – Assault, grabbed, hit, butted.
- The Source of Injury or Illness should be coded for what caused the headache. These two examples are based on the two coding examples used in the Accident Type or Cause above: 4400 – Noise or 6012 – Person/patient/inmate/resident.

Heart Attack

- The Parts of Body Affected should be **430 – Chest**.
- The Nature of Injury or Illness should be **991 – Heart condition**.
- The Accident Type or Cause would commonly be **100 – Bodily reaction** or **120 – Overexertion**.
- The Source of Injury or Illness should be **6010 – Person injured**.

Insect Bite or Sting

For a tick bite or bee sting:

- The Parts of Body Affected should be **800 – Body System**. Don't code the body part that was actually bit.
- The Nature of Injury or Illness should be code **271 – Due to toxic materials**.
- The Accident Type or Cause should be **189 Contact with blood, radiations, caustics, toxic and noxious substances. Such as – blood, insect bite, welder flash burn**.
- The Source of Injury or Illness should be one of the following:
 - 0250 Insects**
 - 0251 Deer ticks**
 - 0252 Wood ticks**
 - 0253 Bees**

Coding Helps (cont.)

Motor Vehicle Accident

If the person was in a vehicle and the vehicle was involved in an accident with another vehicle while the person was a passenger or driver of the vehicle, use:

- The Parts of Body Affected should be for part or parts affected (i.e., arm, leg, etc.).
- The Nature of Injury or Illness should be coded for what the injury resulted in. Examples: 140 – Concussion or 310 – Sprains, strains.
- The Accident Type or Cause should be from major group 30.
- The Source of Injury or Illness should be from major group **5620 – Highway vehicles, any vehicle that normally travels on the highway.**

If the person was involved in an accident with an off road vehicle, for example: inspecting a trail, use:

- The Parts of Body Affected should be for part or parts affected (i.e., arm, leg, etc.).
- The Nature of Injury or Illness should be coded for what the injury resulted in. Examples: 140 – Concussion or 310 – Sprains, strains.
- The Accident Type or Cause should be **600 Non highway motor vehicle accidents, UNS.**
- The Source of Injury or Illness would probably be 5650 – Sleds, snow/ice snowmobile or 5699 – Vehicles, ATV, NEC.

Overexertion

Strained Back from lifting boxes of records.

- The Parts of Body Affected should be 420 – Back.
- The Nature of Injury or Illness should be 310 – Sprains, strains.
- The Accident Type or Cause should be 121 – Overexertion in lifting objects.
- The Source of Injury or Illness should be 0630 – Boxes, crates, cartons, cases.

Employee assisted other staff getting client into wheelchair, suffered pain and stiffness from mid back up into neck with tingling in the left hand and a headache.

- The Parts of Body Affected should be 700 – Multiple Parts; 420 – Back; 200 – Neck; 332 Left Hand and 199 – Head, NEC (Not Elsewhere Classified).
- The Nature of Injury or Illness should be 310 – Sprains, strains.
- The Accident Type or Cause should be 126 – Overexertion lifting person.
- The Source of Injury or Illness should be 6012 – Person who is a patient, inmate or resident.

Smoke Inhalation

- The Parts of Body Affected code should be **800 – Body System.**
- The Nature of Injury or Illness should be **271 – Due to toxic materials.**
- The Accident Type or Cause should be **181 – By inhalation, asbestos.**
- The Source of Injury or Illness should be **1700 – Flame, fire, smoke.**

Coding Helps (cont.)

Sprain/Strain

If the employee was injured during training and sprained their shoulder, use:

- The Parts of Body Affected code should be **450 – Shoulder(s)**. Use the code for the Right (454) or Left (452) Shoulder if known.
- The Nature of Injury or Illness should be **310 – Sprains, strains**.
- The Accident Type or Cause should be **129 – Overexertion, NEC**.
- The Source of Injury or Illness should be **6020 – Person, other than injured**.

Stress

- The Parts of Body Affected code should be **800 – Body System**.
- The Nature of Injury or Illness should be **540 – Mental Disorders**.
- The Accident Type or Cause should be **899 – Accident Type, NEC**.
- The Source of Injury or Illness should be **6010 - Person, injured**.

Tendonitis

Tendonitis is an inflammation of a tendon – a fibrous tissue or tough cord of dense tissue uniting a muscle with another part (as a bone). There are more than one area or cause that could cause tendonitis, however one of the most common examples of tendonitis is from employees outstretching his/her arms or over the head. This example would be code as follows:

- The Parts of Body Affected code should be **450 – Shoulder(s)**. Use the code for the Right (454) or Left (452) Shoulder if known.
- The Nature of Injury or Illness should be **260 – Inflammation of joints, etc**.
- The Accident Type or Cause should be **120 - Overexertion**.
- The Source of Injury or Illness should be **0400 – Bodily Motion**.

Welders Flash

- The Parts of Body Affected code should be **130 – Eye(s)**. If only one eye was affected, use the code for the right (134) or left (132) eye if known.
- The Nature of Injury or Illness should be **295 – Welder’s flash**.
- The Accident Type or Cause should be **189 – Contact with radiations, caustics, toxic and noxious substances, NEC – insect bite, welder flash burn**.
- The Source of Injury or Illness should be **5070 – Welding equipment, electric arc**.

Parts of Body Affected

The **PART OF BODY AFFECTED** code identifies the part of the injured person's body directly affected by the injury identified in the nature of injury code. Body Parts coding is divided into 9 major groupings. If more than one body part is affected within one of the major groupings, use the multiple part code within that group. If however, the Body Parts affected are in more than one major group, use 700 Multiple Parts. If 700 – Multiple parts is selected, then 700 – Multiple parts must be entered as the Primary Diagnosis when entering the information on the IDF (Injury, Illness, Incident Data) Form into iRISK, then enter the specific Body part codes. Failure to do this will result in Body Part codes not being entered into the claim. This is required on the FRI (First Report of Injury, which is the output form required by DOLI).

<u>Major Group</u>	<u>Part Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
2100		<u>Head</u>	
	100	Head, Uns	
	110	Brain	Includes brain concussion.
		<u>Ear(s)</u>	
	120	Ear(s), Uns	
	121	Ear(s), External	*Use if both Ears were injured externally.
	122	Ear, Left – External	
	123	Ear, Right - External	
	124	Ear(s), Internal	Includes hearing, and the eardrum. *Use if both Ears were injured internally.
	125	Ear, Left – Internal	Includes hearing, and the eardrum of the left ear.
	126	Ear, Right – Internal	Includes hearing, and the eardrum of the right ear.
		<u>Eye(s)</u>	
	130	Eye(s)	Includes optic nerves and vision. *Use if both Eyes were injured.
	132	Eye, Left	Includes optic nerves and vision of the left eye.
	134	Eye, Right	Includes optic nerves and vision of the right eye.
		<u>Face</u>	
	140	Face, Uns	
	141	Jaw	Includes chin.
	144	Mouth	Includes lips, teeth, tongue, throat and taste. Also includes vocal cords and larynx.
	146	Nose	Includes nasal passages, sinus, and sense of smell.
	148	Face, Multiple Parts	Use when more than one part within the sub category face has been affected.
	149	Face, NEC	Includes forehead and cheeks.
	150	Scalp	
	160	Skull	

Parts of Body Affected (cont.)

Major Group	Part Code	Title	<u>Notes to Assist in Classifying Cases</u>
	198	Head, Multiple	Use if more than one part of the head is affected.
	199	Head, NEC	
2200		<u>Neck</u>	
	200	Neck	Includes the cervical vertebrae.
2300		<u>Upper Extremities</u>	
	300	Upper Extremities, Uns	
		<u>Arm(s)</u>	Above wrist.
	302	Arm, Left, Uns	
	304	Arm, Right, Uns	
	308	Arm, Upper Left	
	309	Arm, Upper Right	
	310	Arm(s), Uns	*Use if both Arms were injured.
	311	Arm(s), Upper	*Use if both the Upper Left and Right arm was injured.
	312	Elbow, Left	
	313	Elbow(s)	*Use if both Elbows were injured.
	314	Elbow, Right	
	315	Forearm(s)	*Use if both Forearms were injured.
	316	Forearm, Left	
	317	Forearm, Right	
	318	Arm(s), Multiple	Use when more than one part within the sub category Arm(s) has been affected.
	319	Arm(s), NEC	
	320	Wrist(s)	*Use if both Wrists were injured.
	322	Wrist, Left	
	324	Wrist, Right	
	330	Hand(s)	Not wrist or fingers. Any injury described as "between the fingers" should be coded as hand. *Use if both Hands were injured.
	332	Hand, Left	
	334	Hand, Right	
	340	Finger(s), Thumb(s)	*Use if the Finger(s), thumb was injured on both hands.
	342	Finger(s), Thumb, Left Hand	
	344	Finger(s), Thumb, Right Hand	
	396	Upper Extremities, Multiple, Left Side	Use if more than one part within the upper multiple extremities category is affected on the left side.

Parts of Body Affected (cont.)

Major Group	Part Code	Title	<u>Notes to Assist in Classifying Cases</u>
	397	Upper Extremities, Multiple, Right Side	Use if more than one part within the upper multiple extremities category is affected on the right side.
	398	Upper Extremities, Multiple	Use if more than one part within the upper extremities category is affected. *Use if the Upper extremities on both sides of the body were injured.
	399	Upper Extremities, NEC	
2400		<u>Trunk</u>	
	400	Trunk, Uns	
	410	Abdomen	Includes internal organs. Use for inguinal hernia. Hiatal hernia, groin.
	420	Back	Includes back muscles, spine and spinal cord: lumbar and dorsal vertebrae. Cervical vertebrae—see neck. Tailbone.
	430	Chest	Includes ribs, breastbone and internal organs of the chest.
	440	Hip(s)	Includes pelvis, pelvic organs or buttocks. *Use if both Hips were injured.
	442	Hip, Left	
	444	Hip, Right	
	450	Shoulder(s)	Collarbone. *Use if both Shoulders were injured.
	452	Shoulder, Left	Left collarbone.
	454	Shoulder, Right	Right collarbone.
	498	Trunk, Multiple	Use if more than one part within the trunk category is affected.
	499	Trunk, NEC	Also includes the “side”.
2500		<u>Lower Extremities</u>	
	508	Leg, Right, Uns	
	510	Leg(s)	*Use if both legs were injured.
	512	Knee, Left	
	513	Knee(s)	*Use if both Knee(s) were injured.
	514	Knee, Right	
	515	Leg(s), Lower	*Use if the Lower leg(s); shin on both legs were injured.
	516	Leg, Lower Left, Shin	
	517	Leg, Lower Right, Shin	

Parts of Body Affected (cont.)

<u>Major Group</u>	<u>Part Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	518	Leg(s), Multiple	Use when more than one part within the sub category Leg(s) has been affected.
	520	Ankle(s)	*Use if both ankles were injured.
	522	Ankle, Left	
	524	Ankle, Right	
	530	Feet	Not ankle or toes. Any injury described as “between the toes” should be coded as foot. *Use if both Feet were injured.
	532	Foot, Left	Not ankle or toes. Any injury described as “between the toes” on the left foot should be coded as left foot.
	534	Foot, Right	Not ankle or toes. Any injury described as “between the toes” on the right foot should be coded as right foot.
	540	Toe(s)	*Use if Toes on both Feet were injured.
	542	Toe(s), Left Foot	
	544	Toe(s), Right Foot	
	596	Lower Extremities, Multiple, Left Side	Use when more than one part in the lower extremities have been affected on the left side.
	597	Lower Extremities, Multiple Right Side	Use when more than one part in the lower extremities have been affected on the right side.
	598	Lower Extremities, Multiple	Use when more than one part in the lower extremities have been affected. *Use if the Lower extremities on both sides were injured.
	599	Lower Extremities, NEC	
2700		<u>Multiple Parts</u>	Use when the individual body parts affected is from more than one major group. For example: the head, elbow and lower extremities are injured.
	700	Multiple Parts	Make sure the Primary Diagnosis box is set to “Yes” when entering 700 Multiple Parts in iRISK. Then code the individual parts of the body affected. Example: 100 - Head UNS, 313 – Elbow and 500 – Lower extremities, UNS.

Parts of Body Affected (cont.)

<u>Major Group</u>	<u>Part Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
2800		<u>Body System</u>	Applies when the functioning of an entire body system has been affected without specific injury to any other part, as in the case of <u>poisoning</u> , corrosive action affecting internal organs, damage to nerve centers, etc. Does not apply when the systemic damage results from an external injury affecting an internal part such as a back injury which includes damage to the nerves of the spinal cord.
	800	Body System	Includes: hemorrhoids, ulcer, hepatitis, stress, seizure, asbestos, histoplasmosis, heat stroke, insect bite, electric shock, and headache
2900		<u>Body parts, NEC</u>	
	900	Body Parts, NEC	
2999		<u>Nonclassifiable</u>	
	999	Nonclassifiable	Insufficient information to identify part of body affected. This classification also includes damage to prosthetic devices.

Uns = Unspecified
NEC = Not Elsewhere Classified

Nature of Injury or Illness

The **NATURE OF INJURY OR ILLNESS CODE** identifies the injury or illness in terms of its principal physical characteristics such as: a cut, broken bone, or pain. This is required on the FRI.

<u>Major Group</u>	<u>Nature Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
2100			
	100	Amputation or Enucleation	As a general rule; bone loss must be involved to consider a finger or toe injury an amputation. This does not necessarily apply to other body parts. (Cut tip of finger off past first knuckle.)
	110	Asphyxia,	Includes drowning and suffocation.
	120	Burn, Heat	The effect of contact with hot substances. This includes scalds and electric burns, but not electric shock. This doesn't include chemical burns, friction burns, effects of radiation, sunburn, or systemic disability such as heat stroke, etc. Includes burns due to lightning. When 120's used, Accident Type or Cause must be in Major Group 15 (Contact with temperature extreme).
	130	Burn, Chemical	Tissue damage resulting from the corrosive action of chemicals, chemical compounds, fumes, etc. (acids, alkalis). Includes skin burns from anhydrous ammonia and cement burns. When 130's used, Accident Type or Cause must be in Major Group 18 (Contact with radiations, caustics, toxic and noxious substances). Example's: gasoline, glue, antifreeze.
	140	Concussion	Brain, cerebral. Includes loss of consciousness from a blow to head. Serious.
	141	Headache	
		<u>Infective or parasitic disease</u>	
	150	Infective or Parasitic Disease, Uns	
	151	Amebiasis	
	152	Anthrax	
	153	Brucellosis	
	154	Conjunctivitis and ophthalmia	

Nature of Injury or Illness (cont.)

<u>Major Group</u>	<u>Nature Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	155	Lyme Disease	
	156	Tetanus	
	157	Tuberculosis	
	158	Hepatitis A, NEC	
	159	Other Infective/Parasitic Disease	Includes septicemia and chicken pox. Herpes, meningitis, mononucleosis, histoplasmosis.
	160	Contusion, Crush, Bruise	Skin surface is intact. Bruises are broken blood vessels and may be used to describe injuries resulting from overexertion. Example's; smashed, muscle separation, broken blood vessels.
	170	Cut, Laceration, Puncture	An open wound. Includes; injection of paint, grease or water under pressure. Also includes loss of fingernail. Cuts may result from non-impact events. Cut, bruised or hacked with repeated blows; detached retina, tearing away of a body part (Accident Type or Cause code is from major group 02 - Struck by").
	171	Bite	Source of Injury must be in major group 02 (animals, insects, birds, reptiles) or 60 (persons).
	173	Puncture, Hypodermic Needle	
		<u>Dermatitis</u>	Rash, skin or tissue inflammation, including boils, etc. Generally resulting from direct contact with irritants or sensitizing chemicals such as drugs, oils, biologic agents, plants, woods, or metals, which may be in the form of solids, pastes, liquids, or vapors and which may be contacted in the pure state or in compounds or in combination with other materials. Doesn't include skin or tissue damage resulting from corrosive action of chemicals, burns from contact with hot substances, effects of exposure to radiation, effects of exposure to low temperatures, or inflammation or irritation resulting from friction or impact.

Nature of Injury or Illness (cont.)

<u>Major Group</u>	<u>Nature Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	180	Dermatitis	
	183	Primary Infection of Skin	Includes boils, carbuncles, cellulites, abscess, lymphadenitis, impetigo, and pyoderma.
	184	Skin condition, Other	Includes toxic erythema, lichen, and pruritus.
	185	Dermatitis, Allergenic Contact	Includes skin infections. Poison ivy, swimmers itch.
	189	Skin Condition, NEC	Blister.
	190	Dislocation	Includes herniated or ruptured disc. Includes pinched nerve in back, slipped disc and sciatica. Doesn't include pinched nerves in parts of the body other than the back. Lumbar disc syndrome, shoulder separation.
	191	Loose/Chipped tooth	
2200			
	200	Electrical Shock, Electrocutation	Includes cases where injured worker was "struck or hit by lightning" and there was no mention of burns.
	210	Fracture	Broken cracked or chipped bone; cracked or crushed vertebrae.
	220	Temperature Effects, Cold	Includes freezing, frostbite and hypothermia.
	230	Hearing Loss/Impairment	Not the sequela of another injury or illness. Punctured eardrum.
	240	Temperature Effects, Heat	Includes heat stroke, sunstroke, heat cramps, and heat exhaustion. Doesn't include sunburn or other effects of radiation.
	250	Hernia, Rupture	Includes both inguinal and non-inguinal hernias. Excludes herniated or ruptured disc (see category 190). Excludes ruptured muscles or cartilage (see category 310). Part of Body must always be 410 (Abdomen).

Nature of Injury or Illness (cont.)

<u>Major Group</u>	<u>Nature Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	260	Inflammation of Joints,	Includes bursitis, synovitis, tenosynovitis, and other conditions affecting joints, tendons, or muscles. Doesn't include strains, sprains, or dislocation of muscles or tendons, or their aftereffects. Select only if condition occurred over time as a result of repetitive activity. Includes tendonitis. Raynauds Disease, ganglion cyst, muscle spasm, fibrositis, dupuytrens, trigger finger, tennis elbow, Epicondylitis.
		<u>Poisoning</u>	A condition relating to or affecting the whole body resulting from the inhalation, ingestion, or skin absorption of a TOXIC substance affecting the functioning of a body system. Includes; chemical or drug poisoning, metal poisoning, organic diseases, and venomous reptile and insect bites. Doesn't include; effects of radiation, pneumoconiosis, corrosive effects of chemicals, skin-surface irritations, septicemia or infected wounds.
	270	Poisoning, systemic, Uns	
	271	Poisoning, Toxic Materials	Smoke inhalation, insect bite, head lice, alcohol.
	272	Disease of Blood/Blood Forming Organs	Includes anemia and purpura.
	273	Upper Respiratory Conditions	Includes rhinitis, pharyngitis, sinusitis and hay fever.
	274	Influenza, Pneumonia, Etc.	Includes; bronchitis, asthma, legionnaires, pneumonitis and emphysema. See Respiratory system conditions of codes (570-572) for NONTOXIC conditions.
	275	Toxic Hepatitis	
	276	Other Diseases of G.I. Tract	Includes; gingivitis, gastroenteritis, colitis and food poisoning.

Nature of Injury or Illness (cont.)

<u>Major Group</u>	<u>Nature Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	279	Other Disease of One System Only	Musculo-skeletal and connective tissue tissue (e.g., osteo-arthritis, rheumatism, myalgia, bursitis, tenosynovitis), circulatory system (e.g., heart, veins, arteries), nervous system (e.g., cerebral paralysis, neuralgia, neuritis), the genito-urinary system (e.g., nephritis, nephrosis, diseases of the urinary tract), symptoms and ill-defined conditions. Diabetic.
		<u>Pneumoconiosis</u>	
	280	Pneumoconiosis, Uns	
	281	Aluminosis	
	282	Anthracosis	
	283	Asbestosis	
	284	Byssinosis	
	285	Siderosis	
	286	Silicosis	
	287	Pneumoconioses, Other	
	289	Pneumoconiosis With Tuberculosis	
		<u>Radiation effects</u>	Sunburn and all forms of damage to tissue, bones, or body fluids produced by exposure to radiation.
	290	Radiation Effects	
	291	Radiation Effects, Non-Ionizing	Includes sunburn and ultraviolet burns. Doesn't include welder's flash, heat stroke, exhaustion, microwave radiation effects, etc.
	292	Radiation, Microwave	
	293	Radiation, Ionizing, X-ray	
	294	Radiation, Ionizing, Isotopes	
	295	Radiation, Welder's Flash	
	299	Radiation Effects, NEC	

Nature of Injury or Illness (cont.)

<u>Major Group</u>	<u>Nature Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
2300			
	300	Scratches, Abrasions	Superficial wounds, including foreign body in eye (Accident Type or Cause = 084 [By foreign matter in eyes]) even though first report indicates “no injury” (see attached Guidelines for Coding Eye Injuries and Illnesses), and friction burns. Also includes foreign body in ear.
	310	Sprains, Strains	Includes torn ligaments, ruptured muscles, and ruptured knee cartilage (in the absence of a clear statement of dislocation). Also includes spinal subluxations. Torn cartilage, pulled muscle, popped, whiplash.
	320	Hemorrhoids	A swollen mass of dilated veins situated at or just within the anus.
	330	Hepatitis, Serum/Infective	If caused by another person, source should be 2700 (infectious, parasitic agents, NEC).
2400			
	400	Multiple Injuries	More than one type of injury or illness. Such as: 170 – Cut, laceration, puncture and 300 – Scratches, abrasions.
2500			
	500	Atmospheric Pressure Change	Includes aero-otitis media and caisson disease.
	510	Cerebrovascular/Circulatory	Includes strokes and varicose veins (nontoxic). Excludes heart and hemorrhoids. Chest pains—Part of Body = 430 (chest), high blood pressure, blood clot, hematoma.
	520	Complications of Medical Care	Toxic and nontoxic. Reaction to immunization.
	530	Eye, Other Diseases of	Includes chalazion, chemical conjunctivitis and conjunctivitis due to other toxic materials. Detached retina, vision loss.

Nature of Injury or Illness (cont.)

Major Group	Nature Code	Title	<u>Notes to Assist in Classifying Cases</u>
	540	Mental Disorders	Includes acute anxiety and depression and neurosis. Toxic and nontoxic. Stress.
		<u>Neoplasm, Tumor</u>	Toxic and nontoxic.
	550	Neoplasm, Tumor, Uns	
	551	Neoplasm, Malignant	Includes cancer and leukemia.
	552	Neoplasm, Benign	
2560		<u>Nervous System, Conditions of</u>	Nontoxic.
	560	Nervous System, Conditions of	
	561	Nervous System, Central Disease	Includes cerebral paralysis and migraine. Seizure.
	562	Nervous System, Disease Nerves, Ganglia	Includes Bell's Palsy, and carpal tunnel syndrome. Pinched nerves, median nerve entrapment.
	565	Nervous System Conditions NEC	Thoracic outlet syndrome.
2570		<u>Respiratory System, Conditions of</u>	Nontoxic.
	570	Respiratory System, Conditions of	
	571	Respiratory, Upper, Nontoxic	Nontoxic. Includes rhinitis, fiberglass in voice box, and nodules on vocal chords. Includes bronchitis and asthma. Also includes pneumothorax or "collapsed lung".
	572	Influenza, Pneumonia, Etc.	
2580			
	580	Symptoms Ill-defined	PAIN, nontoxic, fainted, dizziness, ulcer, gallbladder attack, ear infection—from earplugs being used.
	581	Contact with Bodily Fluids	
2900			
	900	No Injury/Illness	

Nature of Injury or Illness (cont.)

<u>Major Group</u>	<u>Nature Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	950	Damage to Prosthetic Device	Includes eyeglasses, false teeth, etc. When injuries occur to both a prosthetic device and to a person, always code for the injury to the person, no matter how minor the injury.
	990	Occupational Disease	
	991	Heart Condition	Nontoxic. Includes Heart attack.
	995	Injury, Other NEC	Bone spurs, numbness, water on the knee, ingrown toenail.

Uns = Unspecified
NEC = Not Elsewhere Classified

Accident Type or Cause

The **ACCIDENT TYPE OR CAUSE CODE** identifies the event which directly resulted in the injury. When the injury or illness occurred as a result of contact with or exposure to an object or substance, select the code that best describes how the contact or exposure happened. This is required on the FRI.

<u>Major Group</u>	<u>Type Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
2010		<u>Struck against</u>	Applies to cases in which the injury was produced by impact between the injured person and the source of injury, the motion producing the contact being primarily that of the person rather than of the source of injury, except when the motion of the person was generated in a fall. Includes cases of; bumping into objects, stepping on objects, kicking objects, being pushed or thrown against objects, etc. Does not include cases of; jumping from elevations.
	010	Struck Against, Uns	
	011	Stationary Object	
	012	Moving Object	
2020		<u>Struck by</u>	Applies to cases in which the injury was produced by impact between the injured person and the source of injury, the motion producing the contact being primarily that of the source of injury rather than of the person (i.e., cut eye).
	020	Struck by, Uns	
	021	Falling Object	
	022	Flying/Thrown Object	
	023	Assaulted, Uns	
	024	Assault, Grabbed, Hit, Butted	
	025	Assault, Struck by Kick	
	028	Struck by, NEC	
	029	Assault, Bite, NEC	
2030		<u>Fall from elevation</u>	Includes jumping from elevations. Applies to cases in which the injury was produced by impact between the injured person and the source of injury, the motion producing the contact being that of the person, under the following circumstances: (1) The motion of the person and the force of impact were generated by gravity.

Accident Type or Cause (cont.)

<u>Major Group</u>	<u>Type Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
			(2) The point of contact with the source of injury was lower than the surface supporting the person at the inception of the fall.
	030	Fall from Elevation, Uns	
	031	Fall from Scaffolds, Walkways, etc.	
	032	Fall from Ladders	
	033	Fall from Piled Materials	
	034	Fall from Vehicles	
	035	Fall On or Down Stairs	Includes injuries described as “missed a step”. Also includes fall down stairs (steps). However, falls up stairs should be coded as accident type 051.
	036	Fall Into Shaft, Excavations, Floor Openings, etc.	From edge of opening.
	037	Fall From Non-Highway Vehicle	
	039	Fall to Lower Level, NEC	Includes collapse of chairs.
2050		<u>Fall on same level</u>	Applies to cases in which the injury was produced by impact between the injured person and an external object, the motion producing the contact being that of the person, under the following circumstances: (1) The motion of the person was generated by gravity following a loss of equilibrium and ability to maintain an upright position. (2) The point of contact with the source of injury was at the same level or above the surface supporting the person at the inception of the fall.
	050	Fall on Same Level, Uns	
	051	Fall to the Walkway, or Working Surface	Includes falls up stairs onto another step or floor. Includes falls against railings, walls, or other objects while walking up or down stairs that did not result in an actual fall “down” the stairs.
	052	Fall Onto or Against Objects	
	059	Fall on Same Level, NEC	

Accident Type or Cause (cont.)

<u>Major Group</u>	<u>Type Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
2060		<u>Caught In, Under, or Between</u>	Applies to nonimpact cases in which the injury was produced by squeezing, pinching, or crushing between a moving object and a stationary object, between two moving objects, or between parts of an object. Does not apply when the source of injury is a freely flying or falling object.
	060	Caught In, Under, or Between, Uns	
	061	Caught In Running or Meshing Objects	
	062	Caught In Moving or Stationary Object	
	063	Caught In 2 or More Moving Objects (not meshing)	
	064	Caught in Collapsing Materials	Slides of earth collapse of buildings, etc.
	069	Caught In, Under, or Between, NEC	
2080		<u>Rubbed or Abraded</u>	Applies to non-impact cases in which the injury was produced by pressure, vibration, or friction between the person and the source of injury.
	080	Rubbed or Abraded, Uns	
	081	Leaning, Kneeling, Sitting or Crouching	Not vibrating.
	082	Objects Being Handled	Not vibrating. This Accident Type or Cause may result in cuts.
	083	Vibrating Objects	Includes rough riding of machines.
	084	Foreign Matter in Eyes (scratch)	
	085	Repetition of Pressure	
	089	Rubbed, Abraded, NEC	Includes foreign matter in ears.

Accident Type or Cause (cont.)

Major Group	Type Code	Title	<u>Notes to Assist in Classifying Cases</u>
2100		<u>Motion</u>	Applies to non-impact cases in which the injury resulted solely from a free bodily motion which imposed stress or strain upon some part of the body. Generally applies to the occurrence of strains, sprains, ruptures or other internal injuries resulting from the assumption of an unnatural position or involuntary motions induced by sudden noise, fright, or efforts to recover from slips or loss of balance. Includes cases involving muscular or internal injury resulting from the execution of personal movements such as; walking, climbing, running, reaching, turning, bending, etc., when such movement in itself was the source of injury. Does not apply to overexertion cases involving the lifting, pulling, or pushing of objects, or to cases in which a bodily movement, voluntary or involuntary, results in forcible contact with an external object.
	100	Bodily Reaction-No Contact	This code must be selected for type if “bodily motion” is chosen for source
	101	Involuntary Motion-No Contact	
2120		<u>Overexertion</u>	Applies to non-impact cases in which the injury resulted from excessive physical effort, as in lifting, pulling, pushing, wielding, or throwing the source of injury. Includes conditions resulting from; repetitive motion in use of hand tools.
	120	Overexertion, Uns	Use when several categories of overexertion contributed to an injury, in the absence of a category for “overexertion, multiple”.
	121	Overexertion Lifting Objects	
	122	Overexertion Pulling or Pushing Objects	
	123	Overexertion Holding, Wielding, Throwing or Carrying Objects	Excessive physical effort resulting in overexertion may result from attempts to resist a force applied by an object being handled.
	124	Overexertion Man Guide (Technique of Guiding Clients)	

Accident Type or Cause (cont.)

Major Group	Type Code	Title	<u>Notes to Assist in Classifying Cases</u>
	125	Overexertion Restraining Person	
	126	Overexertion lifting person	
	127	Overexertion Restraining Animal	
	128	Overexertion Lifting Animal	
	129	Overexertion, NEC	
	130	Contact with Electric Current	Applies only to nonimpact cases in which the injury consisted of electric shock, or electrocution. Includes cases of electric burns.
2150		<u>Contact with temperature extreme</u>	Applies only to nonimpact cases in which the injury consisted of a burn, heat exhaustion, freezing, frostbite, etc., resulting from contact with, or exposure to, hot or cold objects, air, gases, vapors or liquids. Does not apply in cases of injury from contact with sun's rays or other radiations, or injury by the toxic or caustic characteristics of chemicals, etc.
	150	Contact with Temperature Extremes, Uns	
	151	Contact General Heat, Atmosphere, Environment	
	152	Contact General Cold, Atmosphere, Environment	
	153	Contact Hot Objects or Substances	
	154	Contact Cold Objects or Substances	
	155	Contact with Temperature Extreme, NEC	
2180		<u>Contact with Radiations, Caustics, Toxic and Noxious Substances Chemical Only (NOI)</u>	Applies only to nonimpact cases in which the injury resulted from the inhalation, absorption (skin contact), or ingestion of harmful substances. Generally covers the occurrence of injuries of the following nature: Drowning,

Accident Type or Cause (cont.)

<u>Major Group</u>	<u>Type Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
			poisoning, chemical burns or irritations, allergic reactions, contagious diseases, and damage to the body from exposure to the sun's rays or other radiations. Does not apply in cases of burns or freezing from contact with temperature extremes, or of burns from contact with electric current.
	180	Contact with Radiations, Caustics, Toxic and Noxious Substances, Uns	
	181	Inhalation Toxic, Noxious Substances— <i>asbestos</i>	
	182	Ingestion Toxic, Noxious Substances	
	183	Absorption Toxic, Noxious Substances— <i>Mononucleosis, Meningitis</i>	
	189	Contact with Blood Radiation, Caustics, Toxic and Noxious Substances. Such as— <i>Blood, Insect Bite, Welder Flash Burn</i>	
2200		<u>Transportation Accidents, Other than Motor Vehicle</u>	Code for the type of vehicle in which the injured was an occupant. Applies only to cases in which the injury resulted from an accident to a transportation vehicle, other than a motor vehicle, or from the movement of such vehicle, in which the injured was an occupant, such as a train collision; an airplane crash; a ship sinking, grounding, etc. Does not apply to accidents of a personal nature which occur aboard a transportation vehicle, other than a motor vehicle, such as a fall while moving about in the vehicle or simply striking against a part of the vehicle during normal movement in the vehicle. However, if the occupant is thrown to the floor or against a part of the vehicle as a result of a sudden stopping, starting, or lurching of the vehicle, the case falls in this classification.

Accident Type or Cause (cont.)

<u>Major Group</u>	<u>Type Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	200	Transportation Accidents Other than Motor Vehicle, Uns	
	201	Aircraft Accident	
	205	Ship or Boat Accident	
	207	Streetcar, Subway, Bus Accident	
	211	Train Accident	
	298	Transportation Accidents, Other than Motor Vehicle, NEC	
2300		<u>Highway Motor Vehicle Accidents</u>	<p>Applies only to cases in which the injured person was an occupant in a highway-type motor vehicle at the time of injury and the injury resulted from an accident to the vehicle or from the movement of the vehicle. (A motor vehicle must be chosen for source for motor vehicle accidents.</p> <p>Code in terms of the event affecting or involving the vehicle in which the injured was an occupant. If more than one of the listed events occurred, code for the first event in the sequence.</p> <p>The following kinds of cases are not included in this classification:</p> <ol style="list-style-type: none"> (1) Falls on or from a vehicle which do not result from an accident to the vehicle or from the motion of the vehicle. (2) Striking against or being struck by parts of a vehicle or its cargo while in or on the vehicle, unless the event resulted from an accident to the vehicle or from the movement of the vehicle. (3) Accidents occurring in the course of servicing, repairing, loading, or unloading a vehicle, unless the event resulted from an accident to the vehicle or from the movement of the vehicle. (4) Accidents in which the injured was not in or on the vehicle as operator or passenger at the time of the accident.

Accident Type or Cause (cont.)

<u>Major Group</u>	<u>Type Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	300	Collision, Sideswipe with another Vehicle, Both Vehicles in Motion, Uns	
	301	Collision, Sideswipe with another Vehicle, Both Vehicles in Motion	
	302	Collision with an Oncoming Vehicle on Same Road, Street or Traffic Way	
	303	Collision with a Vehicle Moving in Same Direction on Same Road, Street, or Traffic Way, Rear-End Collision	
	304	Collision with a Vehicle Moving in an Intersecting Traffic Way	
	305	Collision—Vehicle in Motion, NEC	
2320		<u>Collision, Sideswipe with a Standing Vehicle or Stationary Object</u>	
	320	Collision, Sideswipe with a Standing Vehicle or Stationary Object, Uns	
	321	Running Into or Sideswiping a Standing Vehicle or Object in Roadway	
	322	Running Into or Sideswiping a Standing Vehicle or Object at Side of Road (not in traffic way)	
	323	Struck by another Vehicle While Standing in Roadway	

Accident Type or Cause (cont.)

<u>Major Group</u>	<u>Type Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	324	Struck by another Vehicle While Standing off Roadway	
	325	Collision—Standing Vehicle, NEC	
2330		<u>Noncollision Accidents</u>	
	330	Noncollision Hwy Accidents, Uns	
	331	Overtaken Hwy Accident	
	332	Ran off Road Hwy Accident (out of control)	
	333	Sudden Start or Stop (throwing occupants out of, or against interior parts of the vehicle; or throwing contents of vehicle against occupants)	
	336	Noncollision Hwy Movement	Hits hole.
	338	Other Noncollision Hwy NEC	
2400		<u>Exposure to Noise</u>	
	400	Exposure to Noise, Uns	
	402	Noise, Sudden or Single Exposure	Does not apply to cases in which the injury consists of hearing loss or other effects of noise resulting from explosions.
	405	Repeated Exposure Noise	

Accident Type or Cause (cont.)

<u>Major Group</u>	<u>Type Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
2500		<u>Explosions</u>	<p>An explosion is a rapid expansion, outbreak, bursting, or upheaval. This includes explosions of both large (e.g., tank cars) and small (e.g., bottles, aerosol cans) objects. It includes both unintentional and intentionally set explosions.</p> <p>Includes cases in which the injury resulted from contact with hot objects or substances produced by explosions and cases in which the injury consists of hearing loss and other effects of noise resulting from explosions.</p> <p>Electrical short circuits (“blown fuses”) are not explosions. Automobile batteries may explode.</p>
	500	Explosions	
2600		<u>Nonhighway Motor Vehicle Accidents</u>	<p>Applies only to cases in which the injured person was an occupant in a non-highway-type motor vehicle at the time of the injury and the injury resulted from an accident to the vehicle or from the movement of the vehicle. (Code in terms of the event affecting or involving the vehicle in which the injured was an occupant. If more than one of the listed events occurred, code for the first event in the sequence.)</p> <p>Non highway motor vehicles are mobile vehicles which usually perform machine-type functions at work sites. Included are industrial, agricultural, construction, mining, evacuation, and other light and heavy equipment.</p> <p>Although they occasionally make use of roads, streets, and highways getting from one work site to another, accidents involving nonhighway motor vehicles are classified in the 600 series regardless of where they occur.</p> <p>The following kinds of cases are not included in this classification:</p>

Accident Type or Cause (cont.)

<u>Major Group</u>	<u>Type Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
			<p>(1) Falls on or from a vehicle which do not result from an accident to the vehicle or from the motion of the vehicle.</p> <p>(2) Striking against or being struck by parts of a vehicle or its cargo while in or on the vehicle, unless the event resulted from an accident to the vehicle or from the movement of the vehicle.</p> <p>(3) Accidents occurring in the course of servicing, repairing, loading or unloading a vehicle, unless the event resulted from an accident to the vehicle or from the movement of the vehicle.</p> <p>(4) Accidents in which the injured was not in or on the vehicle as operator or passenger at the time of the accident.</p>
	600	Nonhighway Motor Vehicle Accidents, Uns	
2610	610	<u>Collision, Sideswipe with another Vehicle— Both Vehicles in Motion</u>	
2620	620	<u>Collision, Sideswipe with a Standing Vehicle or Stationary Object (includes injury to occupants of a standing vehicle when struck by another vehicle)</u>	
2630	630	<u>Noncollision Accidents, Uns</u>	
	631	Overturned Non-Hwy	
	632	Out of control Non-Hwy Vehicle	
	633	Sudden Start or Stop (injury resulting from bodily motion or from striking against interior parts of the vehicle)	

Accident Type or Cause (cont.)

<u>Major Group</u>	<u>Type Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	634	Hit by Shifting Load or Falling Object (occupant of vehicle struck by shifting or falling load as result of movement, including sudden stops or starts, of the vehicle)	
	635	Fall from Vehicle (as result of an accident to the vehicle or from the movement of the vehicle)	
	636	Vehicle Movement (bodily conditions incurred as result of movement of vehicle, such as a back injury resulting from a wheel of vehicle hitting a hole)	
	639	Other Noncollision, Non-highway, NEC	
2890	899	<u>Accident Type, NEC</u>	Includes cases of mental disorders. We know what it is but it's not listed.
2999	999	<u>Nonclassifiable</u>	When you don't know what happened or what it is.

UNS = Unspecified
NEC = Not Elsewhere Classified

Last Revised: 3-19-13
Revised:

Source of Injury or Illness

The **SOURCE OF INJURY OR ILLNESS CODE** identifies the object, substance, exposure or bodily motion which directly produced or inflicted the injury or illness to the part of body. Selecting the appropriate code can be difficult, but it's important to identify correctly the source of the injury or illness. This is required on the FRI.

<u>Major Group</u>	<u>SOI Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
01		<u>Air pressure</u>	Abnormal, environmental.
	0100	Air pressure, UNS	
	0101	High pressure	As in caisson work, deep diving, etc.
	0120	Low pressure	Rarefied air as at extreme elevations.
02		<u>Animals, insects, birds, reptiles</u>	
	0200	Animals/birds/reptiles, UNS	
	0201	Animals	
	0202	Animal, reptile, bird, insect, fish	Dead.
	0205	Fish, marine life	
	0230	Birds	
	0250	Insects	Spiders, ants, flies, mosquitoes.
	0251	Deer ticks	
	0252	Wood ticks	
	0253	Bees	
	0270	Reptiles	Snakes, lizards.
	0275	Animal/bird/reptile, NEC	
03		<u>Animal products</u>	Not food.
	0300	Animal products, UNS	
	0301	Bones	
	0330	Hides, leather	
	0399	Animals products, NEC	Includes feathers, fur, hair, wool, etc. (raw).

Source of Injury or Illness (cont.)

<u>Major Group</u>	<u>SOI Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
04		<u>Bodily Motion</u>	Name Bodily motion as the source of injury or illness only when the injury resulted solely from the stress or strain induced by the free movement of the body or its parts (voluntary or involuntary), or from the assumption of a strained or unnatural body position. Bodily motion includes injuries or illnesses resulting from reaching, turning, twisting, bending, walking, climbing, running and from efforts to recover from a loss of equilibrium, provided that the loss of equilibrium doesn't result in a fall or in forcible contact with an object above the working surface.
	0400	Bodily Motion	
05		<u>Boilers, pressure vessels</u>	
	0500	Boilers, pressure vessels, UNS	
	0501	Boilers	
	0510	Pressurized containers	For gases or liquids. Acetylene cylinders, propane tanks.
	0530	Pressure lines	
	0599	Pressure vessels, NEC	
06		<u>Boxes, barrels, containers, packages</u>	If the injury or illness was produced by a type of a container, name the container, not the contents, as the source unless the injury or illness was directly inflicted by the contents of the container, such as hot liquids or chemicals.
	0600	Boxes, barrels, containers, packages, UNS. Parcels.	
	0601	Barrels, kegs, drums	
	0605	Bags, sacks, packages	
	0610	Pots, pans, dishes, trays	
	0615	Cans	
	0620	Pails, buckets, baskets	
	0630	Boxes, crates, cartons, cases	

Source of Injury or Illness (cont.)

<u>Major Group</u>	<u>SOI Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	0650	Bottles, jugs, flasks, etc. Glasses, jars, pipette	
	0660	Bundles, bales, rolls	
	0665	Reels, rolls	
	0668	Suitcase, briefcase	
	0670	Tanks, bins, vats, etc. (not pressurized)	Dumpsters.
	0680	Parcels, reams	
	0690	Nets, gill, trap, seining	
	0699	Containers, NEC	
07		<u>Buildings and structures</u>	Not floors, working surfaces, or walkways. (See major group 64, “working surfaces”).
	0700	Buildings and structures, UNS	
	0701	Buildings, office, plant, residential, etc. Stationary mobile homes	
	0705	Doors, gates, includes unattached doors, frames	
	0708	Windows, window frames, includes unattached windows	
	0730	Grandstands, stadia, etc.	
	0740	Scaffolds, staging, etc.	
	0750	Towers, poles, etc. Street lights	
	0755	Walls, fences, wall panels	
	0760	Wharfs, docks, etc.	
	0799	Buildings and structures, NEC	Includes bridges, dams, locks, ceiling, ceiling panel deck, grain elevator and railing.
08		<u>Ceramic items</u>	Used only when the ceramic item cannot be classified in any other AOS category.
	0800	Ceramic items, UNS	
	0801	Brick	
	0810	China	
	0820	Drain tile, sewer pipe, flue lining, etc.	

Source of Injury or Illness (cont.)

Major Group	SOI Code	Title	<u>Notes to Assist in Classifying Cases</u>
	0850	Structural tile (glazed or plain), floor tile	
	0899	Ceramic items, NEC	Includes pottery and glazed tile (decorative—not load bearing, such as mosaic tile).
09		<u>Chemicals, chemical compounds</u>	Solids, liquids, and gases. Refer to the alphabetical list of chemicals for additional assistance in coding.
	0900	Chemicals, chemical compounds, UNS	
	0903	Acetone and other ketones. <u>Acids</u>	
	0910	Acids, UNS	
	0911	Hydrochloric acid	Includes muriatic acid.
	0912	Hydrofluoric acid	
	0913	Nitric acid	Includes aqua fortis.
	0914	Phosphoric acid	
	0915	Sulfuric acid	Includes battery acid.
	0919	Acids, NEC	Includes acetic acid.
	0920	Alcohols <u>Alkalies</u>	Includes glycol, methanol and antifreeze.
	0930	Alkalies, UNS	
	0931	Calcium hydroxide	Includes lime.
	0932	Sodium or potassium hydroxide	Includes lye and caustic soda.
	0939	Alkalies, NEC	Includes soda ash.
	0940	Ammonia and ammonium compounds	Includes ammonium hydroxide and anhydrous ammonia.
	0942	Aromatic compounds	Includes benzol, toluene, phenol, carbolic acid, xylene, and aniline.
	0945	Arsenic compounds	Includes arsine gas.
	0946	Beauty preparations, cosmetics	Use when no specific chemical is named.
	0952	Carbon dioxide	Includes dry ice.
	0954	Carbon monoxide	
	0958	Chlorine and its compounds	Includes bleach, methyl chloride, pentachlorophenol, trichloroethylene and perchloroethylene.

Source of Injury or Illness (cont.)

<u>Major Group</u>	<u>SOI Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	0960	Cyanides or cyanogen compounds	
	0961	Disinfectant	Use when no specific chemical is named.
	0962	Ethylene oxide	
	0963	Fertilizer, NEC	Includes superphosphate, and muriate of potash. Excludes ammonium.
	0964	Formaldehyde and other aldehydes	Includes formalin and acetaldehyde.
	0965	Glue, adhesive, paste	
	0970	Halogenated compounds, NEC	Includes freon, fluorocarbons, refrigerants and ethylene dibromide.
	0975	Hydrogen sulphide	
	0978	Insecticide (organophosphate)	Includes these brand names: Malathion, Diazinon, and Systox.
	0979	Insecticide, fungicide, fumigant, herbicide, NEC	Includes week killers, NEC.
	0984	Lead and its compounds	Includes solder.
	0985	Metal and metallic compounds, NEC	Includes welding fumes, aluminum, magnesium cadmium, chromium, mercury, zinc and brass.
	0987	Paint, lacquer, shellac, varnish	
	0988	Plastics, resins, etc.	Includes polymer, urethane, cyanates and silicon resins.
	0990	Polychlorinated biphenyls	PCB's.
	0991	Soaps, detergents, cleaning compounds, NEC	
	0992	Solvents and degreasers, NEC	Includes paint thinner, paint remover, and turpentine.
	0994	Tear gas, mace	
	0999	Chemicals, chemical compounds, NEC. Bomb, germicide spray	

Source of Injury or Illness (cont.)

Major Group	SOI Code	Title	<u>Notes to Assist in Classifying Cases</u>
10		<u>Clothing, apparel, shoes</u>	
	1000	Clothing, apparel, shoes, UNS	
	1001	Boots, shoes, etc. Footwear	
	1010	Gloves	
	1050	Suits, pants, coveralls, dresses	
	1099	Apparel, NEC	Includes hats, head coverings, outer coats, raincoats, shirts, blouses, sweaters, stockings, socks and underwear. Also includes rings.
11		<u>Coal and petroleum products</u>	
	1100	Coal and petroleum products, UNS	
	1101	Coal	
	1110	Coke	
	1120	Crude oil, fuel oil	
	1130	Gasoline, liquid hydrocarbon compounds	Includes paraffins, olefins, etc. Hot wax, hot exhaust.
	1140	Hydrocarbon gases	Includes methane, ethane, ethylene, propane, butane, isobutane, butylene, isobutylene, L.P. gas, etc. Welding gases.
	1150	Kerosene, jet fuel	
	1160	Lubricating and cutting oils, greases, hydraulic fluids	
	1170	Manufactured gases	
	1180	Naptha solvents	Includes petroleum, ether, mineral spirits, cleaners naptha, rubber solvent, Stoddard solvent, aromatic solvents, etc.
	1190	Petroleum asphalts and road oils, hot tar, hydraulic oil	
	1195	Coal and petroleum products, NEC	

Source of Injury or Illness (cont.)

<u>Major Group</u>	<u>SOI Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
12		<u>Cold (atmospheric, environmental)</u>	
	1200	Cold (atmospheric, environmental)	
13		<u>Conveyors</u>	
	1300	Conveyors, UNS Track (most kinds)	
	1301	Gravity conveyors	
	1350	Powered conveyors, grain auger, shackles	
14		<u>Drugs and medicines</u>	
	1400	Drugs and medicines, UNS	
	1401	Biologic products	Includes sera, toxins, antitoxins, vaccines, plasma, etc. Rubella immunization.
	1490	Other medicinals, NEC	
15		<u>Electric apparatus</u>	
	1500	Electric apparatus, UNS	
	1501	Motors, tower drive motor	
	1505	Generators	
	1510	Transformers, converters	
	1515	Conductors, electric wire, cord, electricity, (electric shock), conduit	
	1520	Switchboard and bus structures, switches, circuit breakers, fuses, circuit boards	
	1530	Rheostats, starters, and control apparatus, capacitors, rectifiers, storage batteries, chargers	Includes vehicle batteries.

Source of Injury or Illness (cont.)

<u>Major Group</u>	<u>SOI Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	1540	Magnetic and electrolytic apparatus	
	1599	Electric apparatus, NEC, electrical outlets, air conditioners, household appliances (fan, TV, refrigerator, telephone, water softener, power supply, scoreboard)	
16		<u>Excavations, trenches, tunnels, etc.</u>	
	1600	Excavations, trenches, tunnels, etc., UNS	
	1610	Excavations (for buildings, roads, etc.)	
	1620	Mine shafts, entries, drifts, etc.	
	1630	Trenches	
	1640	Tunnels	
	1699	Excavations, NEC (wells, pits, etc.)	
17		<u>Flame, fire, smoke</u>	
	1700	Flame, fire, smoke	
18		<u>Food products</u>	Includes animal foods.
	1800	Food products, UNS	
	1810	Fruits and fruit products	
	1820	Grains and grain products	
	1840	Meat, poultry, seafood, and their products	
	1850	Milk and milk products	
	1870	Vegetables and vegetable products—cooking oil	
	1890	Food products, NEC	

Source of Injury or Illness (cont.)

Major Group	SOI Code	Title	<u>Notes to Assist in Classifying Cases</u>
19		<u>Furniture, fixtures, Furnishings</u>	Not fixed parts of buildings or structures.
	1900	Furniture, fixtures, furnishings, UNS	
	1901	Cabinets, file cases, bookcases, shelves, lockers, racks (without wheels), etc.	
	1910	Chairs, benches, step stools, etc.	
	1911	Wheelchair	
	1912	Bed	
	1920	Counters, work benches, etc.	
	1930	Desks	
	1950	Floor coverings, carpets, rugs, mats, etc.	
	1960	Lighting equipment, lamps, bulbs, etc.	
	1970	Tables	
	1980	Bathtub	
	1999	Furniture, fixtures, furnishings, NEC electronic amplifiers, cot, toilet/commode, sink, sofa, bulletin board	
20		<u>Glass items, NEC</u>	
	2000	Glass items, NEC	Glassware, glass fibers, sheets, etc. —not bottles, jars, flasks or glass cloth. Mirror.
22		<u>Handtools, not powered</u>	
	2200	Handtools, not powered, UNS	
	2201	Ax	
	2205	Blowtorch	
	2210	Chisel	
	2215	Crowbar, prybar	
	2220	File	

Source of Injury or Illness (cont.)

<u>Major Group</u>	<u>SOI Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>		
	2225	Fork	Regardless of size or composition.		
	2230	Hammer, sledge, mallet			
	2235	Hatchet			
	2240	Hoe			
	2245	Knife, scalpel			
	2250	Pick			
	2255	Plane			
	2260	Pliers, tongs, hemostat			
	2261	Post pounder, wood or metal			
	2265	Punch			
	2270	Rope, chain, twine			
	2275	Saw			
	2277	Screwdriver			
	2280	Scissors, shears		Includes tin snips.	
	2290	Shovel, spade			
	2295	Wrench			
	2299	Hand tools, not powered, NEC pencil, razor blade, gun, mop, sod roller, choker, winder nip, ash cleaner			
23	<u>Hand tools, powered</u>				
	2300	Hand tools, powered, UNS			
	2301	Abrasive stone or wheel grinder			
	2305	Buffer, polisher, waxer			
	2310	Chisel			
	2315	Drill			
	2320	Hammer, tamper, jackhammer			
	2325	Ironer			
	2330	Knife			
	2340	Punch			
	2345	Riveter			
	2350	Sandblaster			
	2355	Saw—sabre saws			
	2360	Screwdriver, bolt setter			

Source of Injury or Illness (cont.)

<u>Major Group</u>	<u>SOI Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	2370	Welding tools	
	2399	Hand tools, powered, NEC, food mixer, microscope	
24		<u>Heat (atmospheric, environmental)</u>	
	2400	Heat (atmospheric, environmental)	Excludes hot objects or substances.
25		<u>Heating equipment, NEC</u>	
	2500	Heating equipment, NEC	Includes furnaces, retorts, space heaters, stoves, ranges, sulfur sump radiator, grill, incinerator, hot water heater.
	2570	Hoses, rubber, collapsible, etc.	
26		<u>Hoisting apparatus</u>	
	2600	Hoisting apparatus, UNS, lift	
	2610	Cranes, derricks	
	2620	Elevators, electric raceway (specifically of an elevator)	
	2625	Hoists (air, chain, electric)	
	2630	Shovels, dredges	
	2650	Jacks (mechanical, hydraulic, air, etc.), car, pallet	
	2699	Hoisting apparatus, NEC	Gin poles, mine buckets, jammers (logging), ski lifts, meat hook, winch.

Source of Injury or Illness (cont.)

Major Group	SOI Code	Title	<u>Notes to Assist in Classifying Cases</u>
27		<u>Infectious, parasitic</u>	
	2700	Infectious, parasitic agents, NEC	Includes bacteria, fungi, parasitic organisms, viruses, etc. Does not include chemicals, drugs, prepared medicinal items, or food infestations. Hepatitis, chicken pox, swimmers itch.
	2740	Hepatitis A carrier	
	2750	Possible blood borne disease carrier	(i.e., H.I.V., H.B.V., etc.).
	2760	Bodily fluids, NEC	
28		<u>Ladders</u>	
	2800	Ladders, UNS	Fixed or portable.
	2810	Fixed	
	2830	Movable, UNS	
	2831	Extension ladders	
	2833	Step ladders	
	2835	Straight ladders	Includes single ladders.
	2899	Ladders, NEC	
29		<u>Liquids</u>	Use only when the liquid cannot be classified in any other AOS category.
	2900	Liquids, UNS	
	2910	Water	
	2999	Other liquids, NEC	
30		<u>Machines</u>	
	3000	Machines, UNS grinding wheel (no indication of type of machine), work saver	
	3001	Agitators, mixers tumblers, etc.	Includes clothes washers and concrete or plaster mixers, clothes dryers, extractors, dishwasher (restaurant).
	3050	Agricultural machines, NEC	Auger, combines.

Source of Injury or Illness (cont.)

<u>Major Group</u>	<u>SOI Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	3100	Buffers, polishers, sanders, grinders'	Includes floor polishers (floor scrapers, scrubbers, cleaners, finishers, etc.), sandblasting machines, scrubbing machines, belt and disc sanders, vacuum cleaner.
	3150	Casting, forging, welding machines	Includes chippers (foundry), core makers, molding machines (foundry), die-casting machines, forges (hammers, trip hammers, etc.), riveters (not press type), and spot-welding machines.
	3200	Crushing, pulverizing, etc. machines	Includes meat grinders, food processors, compactors, garbage disposals.
	3250	Drilling, boring, and turning machines	Includes borers, boring bars, drill presses, lathes and screw machines. This code applies whether the working material is metal, wood, or unspecified.
	3300	Earthmoving and highway construction machines, NEC	Includes augers, bulldozers, compactors, end loaders (front, end loaders, bucket loaders), road graders (road rollers, road oilers), trenchers, diggers (except agricultural), snow blower-plow, bobcat, bucket, backhoe.
	3325	Lawnmowers (all)	Lawnmowers, walking, hand pushed/self-propelled, riding tractors with lawnmower attachment.
	3350	Mining and tunneling machines, NEC	
	3400	Office machines	
	3410	VDT/CRT, computer terminal, keyboard	
	3450	Packaging, wrapping, sealing machines	Includes bailing machines (except agricultural), fillers, labelers, sealers, and seamers (carton, case).
	3500	Picking, carding, and combing machines	
	3550	Planers, shapers, molders	Includes joiners, milling machines and routers. This code applies whether the working material is metal, wood, or unspecified.
	3600	Presses (not printing)	Includes brake presses and punch presses.
	3650	Printing machines	
	3700	Saws	Includes band saws; circular saws; cut-off saws; meat saws; metal saws, NEC; radial saws; rip-saws; and table saws, NEC.

Source of Injury or Illness (cont.)

Major Group	SOI Code	Title	<u>Notes to Assist in Classifying Cases</u>
	3800	Screening, separating machines	
	3850	Shears, slitters, slicers	Includes paper cutters, food slicers, trimmers, log splitters.
	3900	Stitching, sewing machines	
	3950	Weaving, knitting, spinning machines, spinners	
	3999	Machines, NEC snow blower (hand-driven)	
40		<u>Mechanical power transmission apparatus</u> (or any pulleys or gears on the shaft), the bearings of which form an integral part of a machine. Directly connected prime movers are defined as having no transmission apparatus. Car transmission.	Transmission equipment includes all mechanical means of transmitting power from a prime mover up to but not including a shaft
	4000	Mechanical power transmission apparatus	
41		<u>Metal items</u>	Not ores or other raw minerals.
	4100	Metal items, UNS	
	4110	Automobile parts	Parts not attached to the automobile.
	4115	Structural metal	Bars, beams, panels, rails, rods, shafts, grates, angle, sheet metal, plate, rebar.
	4120	Bullets, pellets	
	4125	Dies, molds, patterns	
	4130	Molten metal	
	4140	Pipe and fittings	Valves, gutters, duct, faucets, spigots, pipe, pipe valves.
	4150	Metal parts (except automobile)	Castings, weights, forgings, stampings, and <u>parts of unassembled equipment</u> .
	4155	Metal fasteners	Bolts, nails, nuts, pins, rivets, screws, spikes, staples, clamps, couplings, vice.
	4160	Metal binders	Strapping, wire, bands, load binders.
	4165	Metal chips, splinters, particles, rust	

Source of Injury or Illness (cont.)

<u>Major Group</u>	<u>SOI Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	4170	Needle, hypodermic, not contaminated	
	4172	Needle, hypodermic, Contaminated or unknown	
	4180	Dental Equipment	
	4199	Metal items, NEC	Needle, manhole cover, cylinder, ventilator, blade, coil.
42		<u>Mineral items, metallic, NEC</u>	Products of mining: raw or semi processed, such as ores and ore concentrates.
	4200	Mineral items, metallic, NEC	
43		<u>Mineral items, nonmetallic, NEC</u>	Products of mining, excavating, landslides, etc. such as dirt, clay, sand, gravel, stone, etc.
		Includes: chips of concrete, all concrete, fiberglass, asbestos, and blacktop.	
	4300	Mineral items, nonmetallic, NEC	
44		<u>Noise</u>	
	4400	Noise	
45		<u>Paper and pulp items, NEC</u>	
	4500	Paper and pulp items, NEC	
46		<u>Particles (unidentified)</u>	
	4600	Particles (unidentified)	Dust.
47		<u>Plants, trees, vegetation</u>	In natural or unprocessed condition. Does not include: threshed grains, harvested fruits, limbed logs, shrubs, etc.
	4700	Plants, trees, vegetation	

Source of Injury or Illness (cont.)

Major Group	SOI Code	Title	<u>Notes to Assist in Classifying Cases</u>
48		<u>Plastic items, NEC</u>	Powders, sheets, rods, shapes, etc. but not uncombined chemicals or components used in plastic manufacturing.
	4800	Plastic items, NEC	
49		<u>Pumps and prime movers</u>	
	4900	Pumps and prime movers, UNS	Hand pump.
	4910	Engines	Steam, internal combustion, etc.
	4930	Pumps	Air compressors.
	4950	Turbines	Hydraulic, air, etc.
50		<u>Radiating substances and equipment</u>	Use this code only in cases of radiation injuries.
	5000	Radiating substances and equipment, UNS	
	5010	Isotopes for industrial or medical use	
	5020	Radium, radon	
	5030	Reactor fuel, raw or processed	
	5040	Reactor wastes	
	5050	Sun	
	5060	Ultraviolet equipment	UV-A & UV-B equipment.
	5070	Welding equipment, electric arc	Welder's flash.
	5080	X-ray and fluoroscope equipment	
	5099	Radiating substances and equipment, NEC	Electrical flash burn (electrical switch). Lasers.
52		<u>Silica</u>	
	5200	Silica	

Source of Injury or Illness (cont.)

Major Group	SOI Code	Title	<u>Notes to Assist in Classifying Cases</u>
53		<u>Scrap, debris, waste materials, NEC</u>	
	5300	Scrap, debris, waste materials, NEC	Includes slag and solder. Use 120 for TOA if slag is hot and nature if injury is burn.
	5310	Hazardous waste	
	5320	Medical infectious waste	
54			
	5400	Steam	
	5470	Tobacco-Harvested/Smoke/Bi-product	
55			
	5500	Textile items, NEC	Includes animal fibers after first scouring and cleaning, vegetable and synthetic fibers (except glass), yarn, thread, yarn goods, felts, and textile products, linen.
	5510	Laundry	
56		<u>Vehicles</u>	This includes all parts attached to the vehicle, including but not limited to: door, hood, trunk, glass in the doors, windshield, handlebars, etc.
	5600	Vehicles, UNS	
	5601	Animal-drawn	
	5610	Aircraft	
	5620	Highway vehicles, any vehicle that normally travels on the highway	Power-drawn mobile homes (RV's), semi-truck and trailer, street sweeper, car, van and pick-ups'.
	5630	Plant or industrial vehicles, NEC	
	5631	Hand trucks, dollies, and other nonpowered vehicles	Carts, dumpster, racks (with wheels, hopper) wheelbarrow.
	5635	Forklifts, stackers, lumber carriers, and other powered carriers	Power lift, bunk.
	5638	Mules, tractors, or powered towing vehicles	Tow motor, power buggy, farm tractor.

Source of Injury or Illness (cont.)

Major Group	SOI Code	Title	<u>Notes to Assist in Classifying Cases</u>
	5640	Rail vehicles	
	5650	Sleds, snow/ice snowmobile	
	5660	Motorized watercraft, boat	
	5670	Trailers, non-powered	Snowmobile, boat, attached by hitch.
	5699	Vehicles, ATV, NEC	
57		<u>Wood items</u>	Includes slabs, poles, chips, and wood products.
	5700	Wood items, UNS	
	5710	Logs	
	5720	Lumber, plywood, particle board	
	5730	Skids, pallets	
	5749	Wood items, NEC	Truss, block boards.
60		<u>Person</u>	
	6000	Person, UNS	
	6010	Person, injured	Use for cases of mental disorder, hyperventilation, heart failure or when no cause is indicated.
	6012	Person who is a patient, inmate or resident	Include person with a communicable disease such as chicken pox, meningitis or mononucleosis.
	6020	Person, other than injured	May include training instructor or any person with a communicable disease.
61		<u>Recreation and athletic equipment</u>	
	6100	Recreation and athletic equipment	
62		<u>Rubber products</u>	
	6200	Rubber products, UNS	
	6210	Tires	Appropriate for tires whether or not they are mounted on rims.
	6299	Rubber products, NEC	

Source of Injury or Illness (cont.)

Major Group	SOI Code	Title	<u>Notes to Assist in Classifying Cases</u>
63		<u>Piles, stacks</u>	
	6300	Piles, stacks	
64		<u>Working surfaces</u>	“Falls” always use what employee landed on as the source (i.e., fell from ladder to ground - source code is 6421 “Ground, condition unknown”).
	6401	Work surface uns., condition unknown	
	6402	Work surface uns., oily	
	6403	Work surface uns., wet, water, snow, ice	
	6404	Work surface uns., fixed objects	
	6405	Work surface uns., rough, broken	
	6406	Work surface uns., openings in	
	6407	Work surface uns., insecure, weak	
	6408	Work surface uns., scrap, debris	
	6409	Work surface uns., other	
	6411	Floor, condition unknown	
	6412	Floor, oily	
	6413	Floor, wet, water, snow, ice	
	6414	Floor, fixed objects	
	6415	Floor, rough, broken, uneven	
	6416	Floor, openings in	
	6417	Floor, insecure, weak	
	6418	Floor, scrap, debris	
	6419	Floor, other	
	6421	Ground, condition unknown	
	6422	Ground, oily	
	6423	Ground, wet, water, snow, ice	
	6424	Ground, fixed objects	

Source of Injury or Illness (cont.)

<u>Major Group</u>	<u>SOI Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	6425	Ground, rough, broken, uneven	
	6426	Ground, openings in	
	6427	Ground, insecure, weak	
	6428	Ground, scrap, debris	
	6429	Ground, other	
	6431	Ramps, condition unknown	
	6432	Ramps, oily	
	6433	Ramps, wet, water, snow, ice	
	6434	Ramps, fixed objects	
	6435	Ramps, rough, broken, uneven	
	6436	Ramps, openings in	
	6437	Ramps, insecure, weak	
	6438	Ramps, scrap, debris	
	6439	Ramps, other	
	6441	Roof, condition unknown	
	6442	Roof, oily	
	6443	Roof, wet, water, snow, ice	
	6444	Roof, fixed objects	
	6445	Roof, rough, broken, uneven	
	6446	Roof, openings in	
	6447	Roof, insecure, weak	
	6448	Roof, scrap, debris	
	6449	Roof, other	
	6451	Platform, condition unknown	
	6452	Platform, oily	
	6453	Platform, wet, water, snow, ice	
	6454	Platform, fixed objects	
	6455	Platform, rough, broken, uneven	
	6456	Platform, openings in	
	6457	Platform, insecure, weak	
	6458	Platform, scrap, debris	
	6459	Platform, other	

Source of Injury or Illness (cont.)

<u>Major Group</u>	<u>SOI Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	6461	Sidewalk, condition unknown	
	6462	Sidewalk, oily	
	6463	Sidewalk, wet, water, snow, ice	
	6464	Sidewalk, fixed objects	
	6465	Sidewalk, rough broken, uneven	
	6466	Sidewalk, openings in	
	6467	Sidewalk, insecure, weak	
	6468	Sidewalk, scrap, debris	
	6469	Sidewalk, other	
	6471	Stairs, condition unknown	
	6472	Stairs, oily	
	6473	Stairs, wet, water, snow, ice	
	6474	Stairs, fixed objects	
	6475	Stairs, rough, broken, uneven	
	6476	Stairs, openings in	
	6477	Stairs, insecure, weak	
	6478	Stairs, scrap, debris	
	6479	Stairs, other	
	6481	Street, condition unknown	
	6482	Street, oily	
	6483	Street, wet, water, snow, ice	
	6484	Street, fixed objects	
	6485	Street, rough, broken, uneven	
	6486	Street, openings in	
	6487	Street, insecure, weak	
	6488	Street, scrap, debris	
	6489	Street, other	
	6491	Work surface NEC, condition unknown	
	6492	Work surface NEC, oily	
	6493	Work surface NEC, wet, water, snow, ice	

Source of Injury or Illness (cont.)

<u>Major Group</u>	<u>SOI Code</u>	<u>Title</u>	<u>Notes to Assist in Classifying Cases</u>
	6494	Work surface NEC, fixed objects	
	6495	Work surface NEC, rough, broken	
	6496	Work surface NEC, openings in	
	6497	Work surface NEC, insecure, weak	
	6498	Work surface NEC, scrap, debris	
	6499	Work surface NEC, other	
65		<u>Ice, snow (not working surface)</u>	
	6500	Ice, snow (not working surface)	Handling snow, such as shoveling or avalanches – a mass of snow, ice, earth or rock sliding down a mountainside.
88		<u>Miscellaneous, NEC</u>	
	8800	Miscellaneous, NEC	Includes lightning. Also, use for cases where prevention measures would have to be directed towards the entire work environment. Photographic gear, earplugs, sheetrock, tarps, toys, shingles, dentures, filters, signs, siding, prosthesis, laminations, foam, hot stick, tags, discs, culvert, vinyl, sand adapter, and safety belt lanyard (not attached to vehicle).
98		<u>Nonclassifiable, unknown</u>	
	9800	Nonclassifiable, unknown	Depression or stress.

UNS = Unspecified
NEC = Not Elsewhere Classified

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Hazardous Condition Codes

The **HAZARDOUS CONDITIONS CODE** identifies the hazardous physical condition or circumstance which contributed to the incident to occur. It is not the intent of using the Hazardous Condition code to assess blame for the injury. Use of Hazardous Condition codes assists in determining how an injury happened. This information can then be used to better train an employee, fix a mechanical problem, make sure a sidewalk is properly taken care of, etc., in an effort to reduce any future injuries. The Hazardous Condition code can be indicated on the Agency Claims Investigation form.

<u>Code</u>	<u>Hazardous Condition</u>
001	Defect, unsuitable materials
002	Defect, dull
003	Defect, improper construction
004	Defect, improper design
005	Defect, rough
006	Defect, sharp
007	Defect, slippery
008	Defect, worn, cracked, broken
009	Defect, other, NEC
020	Wet, slippery, spills
100	Dress/apparel hazard, UNS
110	Lack of personal protection equipment
113	Improper/inadequate clothing
119	Dress/apparel hazard, NEC
200	Environmental hazard, UNS
205	Excessive noise
208	Failure to place warning signs
210	Inadequate aisle, exits, etc.
220	Inadequate clearance
230	Inadequate traffic control
240	Inadequate ventilation
250	Insufficient work space
260	Improper illumination
299	Environmental hazard, NEC
300	Hazardous methods/procedure, UNC
310	Inherently haz. material/equipment
320	Inherently haz. method/procedure
330	Inadequate/improper tools/equipment
340	Inadequate help with lifting
350	Improper assignment of personnel
399	Hazardous method/procedure, NEC
400	Placement haz., material/equipment, UNC
410	Improperly piled
420	Improperly placed
430	Inadequately secured

Hazardous Condition Codes (cont.)

<u>Code</u>	<u>Hazardous Condition</u>
500	Inadequately guarded, UNC
510	Unguarded
520	Inadequately guarded
530	Lack of shoring
540	Ungrounded (electrical)
550	Uninsulated (electrical)
560	Uncovered connections (electrical)
570	Unshielded (radiation)
580	Inadequate shield (radiation)
590	Unlabeled/inadequate label
599	Inadequate guarding, NEC
600	Outside work hazard, UNS
610	Defective premises
620	Defective material/equipment, others
630	Other property hazard
640	Natural hazard
700	Public hazards, UNS
710	Public transportation hazards
720	Traffic hazard
780	Other public hazard
980	Hazardous conditions, NEC
990	Undetermined
997	Unknown
999	No hazardous condition

Unsafe Act Codes

The **UNSAFE ACT CODE** identifies the circumstance which contributed to the incident. It is not the intent of using the Unsafe Act code to assess blame for the injury. Use of Unsafe Act codes assists in determining how an injury happened. This information can then be used to better train an employee, incorporate better safety procedures, improve the access to safety equipment, etc., in an effort to reduce any future injuries. An Unsafe Act code can be indicated on the Agency Claim's Investigation form.

<u>Code</u>	<u>Unsafe Act</u>
051	Caulking, packing under pressure
052	Clean, oil, adjust moving equipment
056	Weld, repair without clearance
057	Work on energized equipment
059	Unsupervised actions, NEC
100	No personal protection equipment used
150	Unsafe personal attire
200	Failure to secure/warn, UNC
201	Fail to lock/block
202	Fail to shut off equipment
203	Fail to place warning signs
207	Start/stop equipment without warning
209	Fail to warn, NEC
250	Horseplay
300	Improper use of equipment, UNC
301	Equipment use improper manner
305	Overloading equipment
309	Improper use of equipment, NEC
350	Improper use of body parts, UNC
353	Insecure grip
355	Improper hold of object
356	Use of hand instead of tool
359	Improper use of equipment, NEC
400	Inattention to footing/surroundings
450	Make safety device inoperative
452	Block, plug, tye safety device
453	Disconnect/remove safety device
454	Misadjust safety device
456	Improper replacement of device
459	Inoperative safety device, NEC
500	Working at unsafe speed, UNC
502	Feed/supply to rapidly
503	Jump from elevation
505	Operate vehicle unsafe speed
506	Running
508	Throwing materials

Unsafe Act Codes (cont.)

<u>Code</u>	<u>Unsafe Act</u>
509	Unsafe speed, NEC
550	Unsafe posture/position, UNC
552	Confined space violations
555	Ride in unsafe position
556	Exposure to suspended load
557	Exposure to swinging load
558	Exposure to moving material
559	Unsafe posture/position, NEC
600	Driving errors, public road, UNS
601	Too fast/slow
602	Enter/leave on vehicle traffic side
603	Failure to signal turn, stop, backup
604	Failure to yield right-of-way
606	Following too closely
607	Improper passing
608	Turn from wrong lane
609	Driving errors, public road, NEC
650	Unsafe placing, mix, combine, UNC
653	Combining resulting in fire/exp.
655	Unsafe placing of vehicle/equipment
657	Unsafe placement of tools, scrap
659	Unsafe placement, NEC
750	Use of unsafe equipment, UNS
900	Unsafe act, NEC
997	Unknown
998	No unsafe act
999	Unclassifiable

SIC/NAICS Code Definitions

The following is a list of the SIC codes, NAICS code's and the definitions for the codes. It can assist you in determining the correct SIC code to enter in iRISK when entering an FRI. Admin uses the NAICS coding system in iRISK. The NAICS codes are listed in the iRISK Location Code table. The codes are assigned by Admin according to information from the agency and/or DEED.

SIC	NAICS	NAICS Defined
8741	237310	Highway, Street, and Bridge Construction
7829	519120	Libraries and Archives
6111	522292	Real Estate Credit
6371	525110	Pension Funds
6733	525190	Other Insurance Funds
8721	541211	Offices of Certified Public Accountants
7389	561591	Convention and Visitors Bureaus
8211	611110	Elementary and Secondary Schools
8222	611210	Junior Colleges
8221	611310	Colleges, Universities, and Professional Schools
8299	611699	All Other Miscellaneous Schools and Instruction
8063	622210	Psychiatric and Substance Abuse Hospitals
8051	623110	Nursing Care Facilities (Skilled Nursing Facilities)
8361	623210	Residential Intellectual and Developmental Disability Facilities
8051	623311	Continuing Care Retirement Communities
8412	712110	Museums
8422	712130	Zoos and Botanical Gardens
7996	713110	Amusement and Theme Parks
8399	813319	Other Social Advocacy Organizations
9111	921110	Executive Offices
9121	921120	Legislative Bodies
9311	921130	Public Finance Activities
9199	921190	Other General Government Support
9211	922110	Courts
9221	922120	Police Protection
9222	922130	Legal Counsel and Prosecution
9223	922140	Correctional Institutions
9229	922190	Other Justice, Public Order, and Safety Activities
9411	923110	Administration of Education Programs
9431	923120	Administration of Public Health Programs
9441	923130	Administration of Human Resource Programs (except Education, Public Health, and Veteran's Affairs Programs)
9511	924110	Administration of Air and Water Resource and Solid Waste Management Programs
9512	924120	Administration of Conservation Programs
9532	925120	Administration of Urban Planning and Community and Rural Development
9611	926110	Administration of General Economic Programs
9621	926120	Regulation and Administration of Transportation Programs
9631	926130	Regulation and Administration of Communications, Electric, Gas, and Other Utilities
9641	926140	Regulation of Agriculture Marketing and Commodities
9651	926150	Regulation, Licensing, and Inspection of Miscellaneous Commercial Sectors
9711	928110	National Security

North American Industry Classification System (NAICS) Code Assignments

Effective August 2002 the NAICS codes below were assigned to every claim based upon the employee's employer.

AGENCY NAME	NAICS
ADMIN-ADMINISTRATIVE SERVICES	921190
AGRICULTURE	926140
AMATEUR SPORTS COMMISSION	921190
ANIMAL HEALTH BD	926140
ASIAN/PACIFIC MINNESOTANS	923130
ATTORNEY GENERAL	922130
BEHAVIORAL HEALTH & THERAPY BD	926150
BLACK MINNESOTANS COUNCIL	923130
BOARD OF ACCOUNTANCY	926150
BOARD OF ARCHITECTS	926150
BOARD OF BARBER EXAMINERS	926150
BOARD OF CHIROPRACTIC	926150
BOARD OF COSMETOLOGISTS EXAMINERS	926150
BOARD OF DENTISTRY	926150
BOARD OF MARRIAGE & FAMILY	926150
BOARD OF MEDICAL PRACTICES	926150
BOARD OF NURSING	926150
BOARD OF NURSING HOMES	926150
BOARD OF OPTOMETRY	926150
BOARD OF PEACE OFFICERS	926150
BOARD OF PHARMACY	926150
BOARD OF PHYSICAL THERAPY	926150
BOARD OF PODIATRY	926150
BOARD OF PSYCHOLOGY	926150
BOARD OF SOCIAL WORK	926150
BOARD OF VET MEDICINE	926140
CAMPAIGN FINANCE AND PUBLIC DISCLOSURE BD	921190
CAPITOL AREA ARCHITECT BD	925120
CHICANO LATINO AFFAIRS COUNCIL	923130
COMBATIVE SPORTS COMMISION	926150
COMMERCE	926150
COMMERCE-WEIGHTS & MEASURES	926130
CONSERVATION CORP	611699
CORRECTIONS (MCF)	922140
COURT OF APPEALS	922110

DIETETICS AND NUTRITION PRACTICE	926150
DISABILITY COUNCIL	923130
DOT-BAXTER/ST CLOUD	237310
DOT-BEMIDJI/CROOKSTON	237310
DOT-CENTRAL OFFICE	926120
DOT-DETROIT LKS/MORRIS	237310
DOT-DULUTH/VIRGINIA	237310
DOT-MANKATO/WINDOM	237310
DOT-METRO	237310
DOT-ROCHESTER/OWATONNA	237310
DOT-WILLMAR	237310
EDUCATION, DEPT. OF	923110
EMERGENCY MEDICAL SVS REG	926150
EMPLOYMENT AND ECONOMIC DEVELOPMENT	926110
EXPLORE MN TOURISM	561591
GAMBLING CONTROL BOARD	921130
GOVERNORS OFFICE	921110
HEALTH	923120
HIGHER ED FACILITY	923110
HIGHER EDUCATION SERVICES OFFICE	923110
HISTORICAL SOCIETY	712110
HOUSE OF REPRESENTATIVES	921120
HOUSING FINANCE	522292
HUMAN RIGHTS	923130
HUMAN SVS-AMRTC	622210
HUMAN SVS-AHGWAHCHING	623110
HUMAN SVS-BRAINERD	622210
HUMAN SVS-CAMBRIDGE	623210
HUMAN SVS-CARE	622210
HUMAN SVS-CBHH	622210
HUMAN SVS-CENTRAL OFFICE	923130
HUMAN SVS-CHILD	622210
HUMAN SVS-FARIBAULT	623210
HUMAN SVS-FERGUS FALLS	623210
HUMAN SVS-HASTINGS	623210
HUMAN SVS-MN SPECIALTY HEALTH SYSTEM	623210
HUMAN SVS-MSOCS GROUP HOME	623210
HUMAN SVS-MSOP	622210
HUMAN SVS-MANKATO	622210
HUMAN SVS-METO	623210
HUMAN SVS-NNESOS MOOSE LAKE	623210
HUMAN SVS-OAK TERRACE	623110
HUMAN SVS-ROCHESTER	623210

HUMAN SVS-ST PETER	623210
HUMAN SVS-ST PETER MSH	622210
HUMAN SVS-WILLMAR	622210
INDIAN AFFAIRS	923130
INVESTMENT BOARD	926150
IRRRB	926110
JUDICIAL STANDARDS BOARD	922190
JUDICIAL-ADMINISTRATION	922110
LABOR & INDUSTRY	923130
LEG REF LIBRARY-LEG COORD	519120
LEGISLATIVE AUDITOR	921190
LEGISLATIVE COORDINATING	519120
LOTTERY	921130
MEDIATION SERVICES	926150
MILITARY AFFAIRS	928110
MILITARY AFFAIRS – NATIONAL GUARD	928110
MINNESOTA STATE FAIR	713110
MINNESOTA STATE RETIREMENT SYSTEM	525110
MINNESOTA ZOO	712130
MN MANAGEMENT AND BUDGET	921130
MN STATE ACADEMIES	611110
MN.IT SERVICES	921190
MNSCU-TECHNICAL COLLEGE	611210
MNSCU-COMMUNITY COLLEGE	611210
MNSCU-STATE UNIVERSITY	611310
MNSCU-SYSTEM OFFICE	611310
MNSCU-STUDENT WORKERS COMMUNITY COLLEGE	611310
MNSCU-STUDENT WORKERS TECHNICAL COLLEGE	611310
MNSCU-STUDENT WORKERS STATE UNIVERSITIES	611310
MNSURE	525190
NATURAL RESOURCES	924110
OFFICE OF ADMIN HEARINGS	926150
OFFICE OF ENTERPRISE TECH	921190
OMBUDSMAN-MH & DD	813319
OMBUDSPERSON FOR FAMILIES	813319
PERPICH CENTER FOR ARTS EDUCATION	611110
POLLUTION CONTROL	924110
PRIVATE DETECTIVE, BOARD	926150
PUBLIC DEFENSE BOARD	922130
PUBLIC EMPLOYEE RETIREMENT ASSOCIATION	525110
PUBLIC SAFETY-ADMIN	922190
PUBLIC SAFETY-ADM FINANCE	922190
PUBLIC SAFETY-ADM HR	922190

PUBLIC SAFETY-ALC & GAMB	922190
PUBLIC SAFETY-CRIMINAL	922190
PUBLIC SAFETY-DRI & VEH	922190
PUBLIC SAFETY ECN	922190
PUBLIC SAFETY-EMERGENCY	922190
PUBLIC SAFETY-FIRE MARS	922190
PUBLIC SAFETY JUSTICE PROGRAM	922190
PUBLIC SAFETY-LIC PLATE	922190
PUBLIC SAFETY-PATROL	922120
PUBLIC SAFETY PIPELINE SAFETY	922190
PUBLIC SAFETY-SECURITY	922120
PUBLIC SAFETY-SPECIALTY DIVISION	922190
PUBLIC SAFETY TRAF SAF	922190
PUBLIC UTILITIES COMMISSION	926130
RACING COMMISSION	921130
REVENUE	921130
REVISOR OF STATUTES	921190
SECRETARY OF STATE	921190
SENTENCING GUIDELINES COMMISSION	922190
STATE ARTS BOARD	926150
STATE AUDITOR	541211
STATE GUARDIAN AD LITEM	922110
STATE SENATE	921120
TAX COURT	922110
TEACHERS RETIREMENT ASSOCIATION	525110
TRIAL COURTS	922110
VETERANS AFFAIRS	623311
WATER & SOIL RESOURCES BD	924120
WORK COMP APPEALS	922110