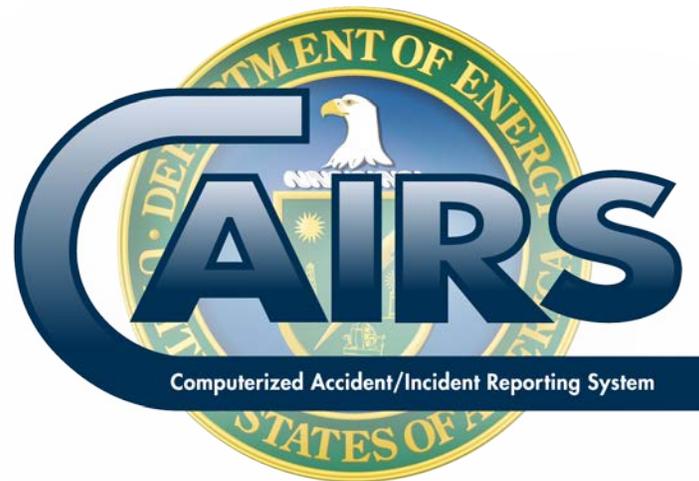


**CAIRS**  
**Direct Data Entry**  
**Coding Guide**



**August 2014**

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## Chapter A - Occupation Codes

The occupation code is a four-character code that identifies the generic occupation of the employee involved in the accident/incident. The occupation code divisions are arranged as follows:

<u>DIVISION</u>	<u>TITLE</u>
0	Managerial and Professional Specialty Occupations
1	Technical, Sales, and Administrative Support Occupations
2	Service Occupations
3	Farming, Forestry, and Fishing Occupations
4	Precision Production, Craft, and Repair Occupations
5	Operators, Fabricators, and Laborers
6	Military Occupations
7	Nonclassifiable

### RULES OF SELECTION:

1. The **JOB TITLE** field on the 5484.3 form should give a good indication of the generic occupation code. *Example: the generic occupation for **secretary** is 1301 (ADMIN. SUPPORT/CLERICAL EMPLOYEE) and the generic occupation for **security guard** is 2102 (SECURITY GUARD).*
2. If sufficient information is not provided in the **JOB TITLE** field on the 5484.3 form, it may be possible to derive the worker's occupation by reading the narrative. *Example: "The employee cut his leg on a barbed wire fence while performing security rounds." You could assume that the employee is a security guard (2102). Example: "The employee cut his finger on a knife while chopping vegetables for a salad." You could assume that the employee is a food service employee (2201).*
3. If information on the 5484.3 form is not sufficient to determine the generic occupation classification of the employee, code the occupation as non-classifiable (7101).

## 0 - Managerial and Professional Specialty Occupations

### 01 Executive, Administrative, and Managerial Occupations

0101 MANAGER/ADMINISTRATOR

### 02 Professional Specialty Occupations

0201 DOCTOR/NURSE

0202 ENGINEER

0203 HEALTH PHYSICIST

0204 SCIENTIST

0209 OTHER PROFESSIONAL

## **1 - Technical, Sales, and Administrative Support Occupations**

### **11 Technicians and Related Support Occupations**

- 1101 ENGINEERING TECHNICIAN
- 1102 HEALTH TECHNICIAN
- 1103 RADIATION MONITOR/TECHNICIAN
- 1104 SCIENCE TECHNICIAN
- 1109 OTHER TECHNICIAN

### **12 Sales Occupations**

- 1201 SALES WORKER

### **13 Administrative Support Occupations, including Clerical**

- 1301 ADMIN. SUPPORT/CLERICAL EMPLOYEE

## **2 - Service Occupations**

### **21 Protective Service Occupations**

- 2101 FIREFIGHTER
- 2102 SECURITY GUARD

### **22 Service Occupations, except Protective and Household**

- 2201 FOOD SERVICE EMPLOYEE
- 2202 JANITOR
- 2209 OTHER SERVICE EMPLOYEE

## **3 - Farming, Forestry, and Fishing Occupations**

### **31 Farming, Forestry, and Fishing Occupations**

- 3101 FOREST WORKER
- 3102 GROUNDSKEEPER
- 3109 OTHER AGRICULTURE/FORESTRY/FISHING EMPLOYEE

## **4 - Precision Production, Craft, and Repair Occupations**

### **41 Mechanics and Repairers**

- 4101 MECHANIC/REPAIRER

### **42 Construction Trades**

- 4201 CARPENTER
- 4202 ELECTRICIAN
- 4203 MASON
- 4204 PAINTER
- 4205 PIPE FITTER
- 4209 OTHER REPAIR/CONSTRUCTION EMPLOYEE

**43 Extractive Occupations**

4301 MINER/DRILLER

**44 Precision Production Occupations**

4401 MACHINIST

4402 OPERATOR, PLANT/SYSTEM/UTILITY

4403 SHEET METAL WORKER

4409 OTHER PRECISION/PRODUCTION EMPLOYEE

**5 - Operators, Fabricators, and Laborers**

**51 Machine Operators and Tenders, Except Precision**

5101 MACHINE SETUP/OPERATOR

**52 Fabricators, Assemblers, and Handworking Occupations**

5201 ASSEMBLERS

5202 WELDER

5209 OTHER HANDWORKING OCCUPATIONS

**53 Transportation and Material Moving Occupations**

5301 AIRCRAFT PILOT

5302 BUS DRIVER

5303 EQUIPMENT OPERATOR

5304 TRUCK DRIVER

5309 OTHER TRANSPORT EMPLOYEE

**54 Handlers, Equipment Cleaners, Helpers, and Laborers**

5401 HANDLER/LABORER/HELPER

**6 - Military Occupations**

**61 Military Occupations**

6101 MILITARY PERSONNEL

**7 - Nonclassifiable**

**71 Nonclassifiable**

7101 OCCUPATION (UNK)

7102 MISC EMPLOYEE

## Chapter B - Body Part Codes

The body part code is a four-character code that identifies the part of the body that was directly affected by the injury or illness. The body part code divisions are arranged as follows:

<u>DIVISION</u>	<u>TITLE</u>
0	Head
1	Neck, including Throat
2	Trunk
3	Upper Extremities
4	Lower Extremities
5	Systems
6	Multiple Body Parts
7	Other Body Parts

### RULES OF SELECTION:

1. Name the body part indicated on the source document. The **EVENT** narrative on the 5484.3 form should describe the body part affected.
2. When the injury or illness involves a single part, choose that part. Example: *For fractures jaw, choose code 0307 (Jaw).*
3. Traumatic Injuries and Disorders are generally coded to the external part or location, including specific locations for the face or back. Example: *For lumbar sprain, choose code 2303 (Lower back).* Exceptions are noted below.
  - When intracranial injury (nature code 0060) is identified, choose 0101 (Brain) as the body part code.
  - When the injury or illness affects an entire body system, rather than a particular part, choose 5001 (Body Systems) as the body part code. Example: *For hypothermia, choose code 5001 (Body Systems).*
4. Internal body parts should be named when a disease, disorder, or condition originated at, or is limited to, that internal part. Example: *For hepatitis, choose code 2202 (Chest); for lung cancer, choose code 2401 (Abdomen).*
5. When the injury is an amputation (nature code 0031), choose the body part code that represents the nearest part of body lost. Example: *For amputation at knee, choose code 4103 (Lower leg).*
6. When the injury or illness involves two or more body parts within the same division, select the multiple classification code that includes those parts. Example: *If lower leg, foot, and ankle are burned, choose code 4501 (Multiple lower extremities).*

7. When the previously named injury or illness involves parts from two or more divisions, select 6001 (Multiple body parts). Example: *For dislocated shoulder and fractured upper arm, choose code 6001 (Multiple body parts).*

## **0 - Head**

This division classifies the uppermost parts of the body. This region consists of the skull, its contents, and related external structures.

### **0001 HEAD**

If the nature of injury or illness named is amputation (nature code 0031) and decapitation occurred, select this code.

### **0100 Cranial region, including skull**

This group classifies the region that is bordered by the face in front and the neck below.

*Includes:* Brain and brain stem; hair; occipital, parietal, and temporal bones; skin; subcutaneous connective tissue; cartilage; and muscles.

#### 0101 BRAIN

Select this code when intracranial injuries (nature code 0060) is named as the nature of the injury.

#### 0102 HAIR

#### 0103 SCALP

#### 0104 SKULL

Select this code when a nonfatal fracture (included in nature code - 0012) is the nature of injury.

#### 0199 MULTIPLE CRANIAL REGION LOCATIONS

### **0200 Ear(s)**

This group classifies the sense or receptor organs located on either side of the head. This code can be used when either on or both ears are affected.

*Includes:* Anvil, auditory nerve, auricle or pinna, cochlea, concha, eardrum, eustachian tube, hammer, helix, lobule, middle ear or tympanic cavity, outer ear canal, scapha, semicircular canals, stirrup (stapes), and tragus

0201 EAR(S)

**0300 Face**

This group classifies the anterior or frontal portion of the head, which is bounded by the cranial region to the top and back (hairline) and by the neck below.

*Includes:* Bony structures, cartilage, muscle, skin, subcutaneous tissue, underside of the jaw/chin, and veins and arteries

0302 CHIN

0303 EYE(S)

This code classifies the sense organs of sight located in the frontal portion of the head. The code can be used for either one or both eyes and when loss or impairment of sight is involved.

*Includes:* Conjunctiva, cornea, eyeball, iris, lacrimal glands, lens, optic nerve, orbit, retina

*Excludes:* Inside and outside of eyelids (0304), upper and lower eyelashes (0304).

0304 EYELID(S)

*Includes:* Inside and outside of eyelids, upper and lower eyelashes

0305 FACE

*Includes:* Cheeks, unspecified facial locations

0306 FOREHEAD

*Includes:* Eyebrows

0307 JAW

0308 LIPS

0309 MOUTH

This code classifies the opening of the alimentary canal, which is bounded by the lips, and includes the cavity that houses the tongue and teeth.

*Includes:* Gum, tongue

*Excludes:* Lips (0308), tooth/teeth (0311)

0310 NOSE

This code classifies the prominent sensory organ in the center of the face that functions as the organ of smell and as part of the respiratory system.

*Includes:* Nose--external locations; Nose--internal locations such as nasopharynx, nasal passages, and sinuses.

0311 TOOTH/TEETH

0399 MULTIPLE FACE LOCATIONS

**0400 Multiple head locations**

This major group classifies combinations of differing parts of the body within this division.

0401 MULTIPLE HEAD LOCATIONS

## **1 - Neck, including Throat**

This division classifies that portion of the body that connects the head to the torso or trunk. This region is bounded by the jaw/chin and cranial region to the top and the shoulder to the bottom.

If the nature of injury or illness named is amputation (nature code 0031), and the point of amputation is neck, select body part code 0001 (Head).

1001 NECK

This code classifies the external portion of the neck including the uppermost portion of the vertebra. Generally, select this code when the nature of injury or illness named is a member of Division 0 of the Nature of Injury of Illness structure.

*Includes:* bony structures (cervical vertebrae), cartilage, muscle, skin, subcutaneous tissue, and veins and arteries

*Excludes:* Internal neck locations (1002)

1002 THROAT (Internal neck locations)

This code classifies the underlying visceral structures of the neck. Generally, this code should be chosen when the nature of injury or illness named is a member of Division 1 through 5 of the Nature of Injury or Illness structure.

*Includes:* Larynx, laryngopharynx, pharynx, trachea, vocal cords  
*Excludes:* External neck locations (1001)

## **2 - Trunk**

This division classifies the main part of the body, where the head and limbs are attached. The area is bounded by the neck, arms, and legs.

### **2001 TRUNK**

*Includes:* Unspecified trunk locations

### **2100 Shoulder, including clavicle, scapula**

This group classifies the region where the arms join the trunk.

If the nature of injury or illness named is amputation (nature code 0031), and the point of amputation is the shoulder, select body part code 3104 (Upper arm).

*Includes:* Clavicle/collar bone, humerus, scapula/shoulder blade, and shoulder girdle

#### **2101 SHOULDER(S)**

### **2200 Chest, including ribs, internal organs**

This group classifies the frontal region of the body or thorax. It is bounded by the respiratory diaphragm or abdomen below, the shoulder above, and the back in the rear.

#### **2201 BREAST(S)**

#### **2202 CHEST**

#### **2203 INTERNAL ORGANS**

This code classifies the underlying visceral structures of the chest. Generally, these codes should be chosen when the nature of injury or illness named is a member of Division 1 through 5 of the Nature of Injury or Illness Structure.

*Includes:* Bronchus, esophagus, heart, lungs, pleura

#### **2204 RIB(S)**

## **2300 Back, including spine, spinal cord**

This group classifies the posterior part of the trunk that is bounded by the neck and the pelvis.

*Includes:* Cartilage, muscles, nerves and neuroglia, spine, spinal cord, tendons, veins and arteries, vertebra (backbone)

### **2301 BACK**

*Includes:* Sacral region of the back (middle back), sacrum, unspecified back locations

### **2302 COCCYX (Coccygeal region)**

This code classifies the region of the back that is bounded by the lower extremities.

### **2303 LOWER BACK**

This code classifies the region of the back, which includes 5 vertebrae on the spinal column, and is located in the lower portion of the back (lumbar region). Select this code when low back pain or lumbago (included in nature code 1069) is named as the nature of injury or illness.

### **2304 SPINE**

### **2305 SPINAL CORD**

### **2306 UPPER BACK**

This code classifies the region of the back, which includes 12 vertebrae on the spinal column, and is located just below the cervical vertebrae of the neck (thoracic region).

### **2399 MULTIPLE BACK REGIONS**

## **2400 Abdomen**

This group classifies that portion of the body that lies between the thorax and the pelvis.

*Includes:* Bladder, external abdominal locations, gallbladder, internal abdominal locations, kidneys, large intestine/colon, liver, pancreas, peritoneum, rectum, small intestine, spleen, stomach organ

### **2401 ABDOMEN**

2402 DIGESTIVE ORGANS

2403 EXCRETORY ORGANS

2405 RECTUM

**2500 Pelvic region**

This group classifies the lower portion of the trunk or torso that supports the lower extremities. This region is bounded by the coccyx of the vertebral column, the abdomen and the legs.

*Includes:* Sacroiliac

*Excludes:* Intestines (2400)

2501 BUTTOCK(S)

2502 GENITALS (Reproductive structures)

This code includes both internal and external reproductive tract structures.

*Includes:* External female genital region, ovaries, penis, scrotum, prostate, testes, uterus

2503 GROIN

When inguinal hernia (included in nature code 1051) is the nature of injury or illness, select this code as the body part.

2504 HIP(S)

If the nature of injury or illness named is amputation (nature code 0031), and the point of amputation is hip, select code 4104 (Thigh) as the body part code.

2505 PELVIS

2599 MULTIPLE PELVIC REGIONS

**2600 Multiple Trunk Locations**

This major group classifies combinations of differing parts of the body within this division.

2601 MULTIPLE TRUNK LOCATIONS

**3 - Upper Extremities**

This division classifies the extremities that are bounded by the shoulder at the top with the fingers as the lowermost part included.

*Includes:* Bones, cartilage, muscles, skin, subcutaneous tissue, veins and arteries

**3100 Arm(s)**

This group classifies the upper extremities from the area above the wrist up to the shoulder.

3101 ARM(S)

*Includes:* Multiple arm locations, unspecified arm locations

3102 ELBOW

3103 FOREARM

If the nature of injury named is amputation (nature code 0031), and the point of amputation is the elbow, select this code.

3104 UPPER ARM

**3200 Wrist(s)**

This group classifies the region between the forearm and the hand.

When the nature of injury or illness is named as carpal tunnel syndrome (nature code 1021), select this code.

If the nature of injury or illness named is amputation (nature code 0031), and the point of amputation is the wrist, select 3300 (Hands) as the body part code.

3201 WRIST(S)

**3300 Hand(s), except finger(s)**

This group classifies the part of the upper extremity at the end of the forearm.

*Excludes:* Fingers (3401), wrists (3201)

3301 HAND(S)

If the nature of injury or illness named is amputation (nature code 0031), and the point of amputation is hand or wrist, select this code.

3302 KNUCKLE(S)

3303 PALM(S)

**3400 Finger(s), fingernail(s)**

This group classifies the digits of the hand.

3401 FINGER(S)

3402 FINGERNAIL(S)

3403 THUMB(S)

**3500 Multiple Upper Extremities**

This major group classifies combinations of differing parts of the body within this division.

3501 MULTIPLE UPPER EXTREMITIES

## **4 - Lower Extremities**

This division classifies the appendages that are bounded by the hip to the top with the toes as the lowermost part included.

*Includes:* Bones, cartilage, muscles, skin, subcutaneous tissue, veins and arteries

**4100 Leg(s)**

This group classifies the lower extremities between the hip and the ankle.

4101 KNEE(S)

If the nature of injury or illness named is amputation (nature code 0031), and the point of amputation is the knee, select 4103 (Lower leg) as the body part code.

4102 LEG(S)

*Includes:* Multiple leg locations, unspecified leg location

4103 LOWER LEG

If the nature of injury or illness named is amputation (nature code 0031), and the point of amputation is the knee, select this code.

4104 THIGH(S)

**4200 Ankle(s)**

This group classifies the hinge joint area between the foot and the lower leg.

If the nature of injury or illness named is amputation (nature code 0031), and the point of amputation is the ankle, select 4301 (Foot) as the body part code.

4201 ANKLE(S)

**4300 Foot(feet), except toe(s)**

This group classifies the final or lowest extremity of the leg.

*Includes:* Areas between the toes

4301 FOOT/FEET

If the nature of injury or illness named is amputation (nature code 0031), and the point of amputation is foot or ankle, select this code.

4302 HEEL(S)

4303 INSTEP

4304 SOLE(S)

*Includes:* Arches, balls, multiple sole locations

*Excludes:* Heel

**4400 Toe(s), toenail(s)**

This group classifies the digits of the foot.

4401 TOE(S)

**4500 Multiple Lower Extremities**

This group classifies combinations of differing parts of the body within this division.

4501 MULTIPLE LOWER EXTREMITIES

## **5 - Systems**

This division classifies the various systems of the body. This code applies when the functioning of an entire body system has been affected without specific injury to any other part of the body. It does not apply when the systemic damage results from an external injury affecting an external part such as a back injury that includes damage to the nerves of the spinal cord. Nor does it apply when the injury or illness is localized and affects a particular internal organ. If the nature of injury or illness selected is a subset of the Systemic Diseases or Disorders (Division 1), the part of body affected is not necessarily body systems. Generally neoplasms will be coded to the individual body part (or organ) rather than body systems.

5001 BODY SYSTEMS

## **6 - Multiple Body Parts**

This division classifies multiple body parts from two or more divisions.

6001 MULTIPLE BODY PARTS

## **7 - Other Body Parts**

This division classifies any parts of the body that are not classified or listed under any other division.

7001 BLOOD

Select this code only when information for a specific body part is not included in the source document.

7002 BODY PART NOT OTHERWISE SPECIFIED

This code is used to classify any other human parts of the body which are not classified under any other code.

7003 BONE(S)

Select this code only when information for a specific body part is not included in the source document.

7005 JOINT(S)

Select this code only when information for a specific body part is not included in the source document.

7006 MUSCLE/TENDON(S)

Select this code only when information for a specific body part is not included in the source document.

7009 PROSTHETIC DEVICES

This code classifies synthetic, mechanical, and otherwise artificial devices that replace or enhance missing or malfunctioning human body parts. Select this code only when a prosthetic device is involved; otherwise, select the human part of body affected.

*Includes:* Corrective lenses, dentures, artificial eyes, hearing aids, and artificial limbs

7011 SKIN

Select this code only when information for a specific body part is not included in the source document.

## Chapter C - Nature of Injury/Illness Codes

The injury/illness type code is a four-character code that identifies the principal physical characteristic of the injury or illness. The nature of injury/illness code divisions are arranged as follows:

<u>DIVISION</u>	<u>TITLE</u>
0	Traumatic Injuries and Disorders
1	Systemic Diseases and Disorders
2	Infectious and Parasitic Diseases
3	Neoplasms, Tumors, and Cancers
4	Symptoms, Signs, and Ill-defined Conditions
5	Other Diseases, Conditions, and Disorders
6	Multiple Diseases, Conditions, and Disorders

### RULES OF SELECTION:

1. Name the injury or illness indicated on the source document. The **EVENT** narrative on the 5484.3 form should describe the nature of the injury or illness.
2. When two or more injuries or illnesses are indicated, and one is a sequela, after-effect, or complication due to medical treatment, choose the initial injury or illness. Example: *If a laceration became infected developing into septicemia, choose **Cuts, lacerations**.*
3. When two or more injuries or illnesses are indicated, and one is more severe than the other(s), select the more severe injury or illness. Example: *If sprained finger and fractured wrist, choose **Fractures**.*

Similarly, when a single event or exposure produces an injury and transmits a disease simultaneously, and one is more severe than the other(s), select the more severe injury or disease. Example: *If a needle stick produces a puncture wound and transmits an infectious disease, serum hepatitis, choose **serum hepatitis**.*

4. When two or more injuries or illnesses are indicated but no one can be determined as being more severe than the others, select the appropriate multiple injuries or illnesses classification code.

### 0 - Traumatic Injuries and Disorders

This division classifies traumatic injuries and disorders, effects of external agents, and poisoning. Generally, a traumatic injury or disorder is the result of a single incident, event, or exposure.

#### 0001 INJURY (UNSPECIFIED)

This group classifies traumatic injuries and disorders when the only information available describes the incident as traumatic. For example, employee was hurt in car accident.

## **0010 Traumatic injuries to bones, nerves, and spinal cord**

This group classifies traumatic injuries to the bones, nerves, or spinal cord, which include breaking and dislocating bones and cartilage and traumatic injury to the brain, spinal cord, and nerves.

### **0011 DISLOCATION**

This nature code classifies displacement or dislocation of bone or cartilage.

*Includes:* Subluxations; partial displacement; and fractured, torn, or broken cartilage

*Excludes:* Slipped, ruptured, or herniated disc (0014).

### **0012 FRACTURE**

This nature code classifies traumatic injuries that result in fractures of bones.

*Includes:* Closed fractures for which no open wound exists; open fractures for which there is an accompanying open wound; comminuted, compound, depressed, elevated, fissured, greenstick, impacted, linear, march, simple, and spiral fracture; and slipped epiphysis

*Excludes:* Fatal fracture of the back (0019), neck (0019), rib (0089), or skull (0068); fracture of cartilage (0011); malunion (1060); nonunion (1060); pathological or spontaneous fracture (1060); fractured/chipped tooth (0015)

### **0013 TRAUMATIC INJURIES TO NERVES, EXCEPT THE SPINAL CORD**

This nature code classifies traumatic injuries to nerves other than the spinal cord. Cranial nerves, peripheral nerve of the shoulder or pelvic girdle, and nerves of the limb are possible locations for injuries under this nature code. Diseases or disorders of the nervous system that occur over time as a result of repetitive activity, such as carpal tunnel syndrome, are classified in group 1020.

*Includes:* Division of nerve, lesion of continuity, traumatic neuroma, pinched nerve

*Excludes:* Diseases or disorders affecting the nervous system (1020), diseases or disorders affecting the sense organs (1020),

carpal tunnel syndrome (1021), hearing loss (1025), loss of vision (1029), traumatic transient paralysis (0018), and severed spinal cord (0018)

**0014 RUPTURED DISK**

This nature code classifies traumatic injuries that result in slipped, ruptured, or herniated disks.

**0015 FRACTURED/CHIPPED TOOTH**

This nature code classifies traumatic injuries that result in fractured or chipped teeth.

**0018 OTHER TRAUMATIC INJURIES TO THE BONES, NERVES, AND SPINAL CORD**

This nature code classifies traumatic injuries to the bones, nerves, and spinal cord that are not elsewhere classified or are not specified.

*Includes:* Severed spinal cord, nonfatal severed spinal cord resulting from a gunshot wound, traumatic transient paralysis, anterior cord syndrome, lesion of spinal cord, central cord syndrome

*Excludes:* Spinal bone injury (0011, 0012, 0014, and 0019)

**0019 MULTIPLE TRAUMATIC INJURIES TO BONES, NERVES, AND SPINAL CORD**

This code classifies multiple injuries and disorders of equal severity within the Traumatic injuries to bones, nerves, and spinal cord group.

*Includes:* Fatal fracture to back or neck.

**0020 Traumatic injuries to muscles, tendons, ligaments, joints, etc.**

This nature group classifies traumatic injuries that affect the muscles, tendons, ligaments, or joints. Diseases or disorders affecting the musculoskeletal system, including tendonitis and bursitis, which generally occur over time as a result of repetitive activity should be coded in Musculoskeletal system and connective tissue diseases and disorders (1060).

*Includes:* Avulsion, hemarthrosis, “pull”, rupture, strain, sprain, or tear of joint capsule, ligament, muscle, or tendon

*Excludes:* Joint fractures (0012); cartilage fracture (0011); torn cartilage (0011); hernia (1051); lacerations of tendons in open wounds (0035)

**0021 SPRAIN**

0022 STRAIN

0029 OTHER TRAUMATIC INJURIES TO MUSCLES, TENDONS,  
LIGAMENTS, JOINTS, ETC.

This nature code classifies traumatic injuries to the muscles, tendons, ligaments, joints that are not elsewhere classified or are not specified.

### 0030 Open wounds

This group classifies traumatic injuries involving open wounds--broken skin or outward opening, beyond the superficial skin surface.

*Excludes:* Abrasions and scratches (0041), burns (0050)

0031 AMPUTATION

This code classifies the traumatic loss of a limb or other external body part. For an injury to be classified in this nature group, bone must be lost.

*Includes:* Decapitation, nonfatal amputations resulting from a gunshot wound, medical amputations due to irreparable traumatic injuries

*Excludes:* Traumatic injury without bone loss (0033), enucleation--eye removal (0038)

0032 ANIMAL BITE, NON-VENOMOUS

This code classifies nonvenomous traumatic injuries sustained from an animal bite, such as human, snake, dog and rodent bites. This code excludes snake bites (0037). If an animal bite simultaneously produces a parasitic or infectious disease or disorder, select a code within Infectious and Parasitic Diseases (2). If the manifestations of the animal bite are the result of the venom or poison, select the code for venomous animal bite (0091).

0033 AVULSION

This code classifies traumatic injuries that involve the ripping or tearing away of a body part or a nerve, such as the severing of the tip of the toe without bone loss.

*Includes:* Injury without bone loss, loss of fingertip without bone loss

*Excludes:* Amputation (0031); avulsion of joint capsule, ligament, muscles, or tendon (0020).

0034 INSECT STING/BITE

This code classifies nonvenomous traumatic injuries sustained from an insect sting or bite. If an insect bite simultaneously produces a parasitic or infectious disease or disorder, select a code within Infectious and Parasitic Diseases (2). If the manifestations of the insect bite are the result of the venom or poison, select the code for venomous animal bite (0091).

0035 LACERATION/CUTS

0036 PUNCTURE (except bites)

This nature group classifies traumatic injuries that are the result of piercing or puncturing the body surface.

*Includes:* Embedded foreign body, stab wounds, and impaling wounds

*Excludes:* Animal or insect bites (0032, 0034, 0037, 0091)

0037 SNAKE BITE

This code classifies nonvenomous traumatic injuries sustained from a snake bite. If a snake bite simultaneously produces a parasitic or infectious disease or disorder, select a code within Infectious and Parasitic Diseases (2). If the manifestations of the snake bite are the result of the venom or poison, select the code for venomous animal bite (0091).

0038 OTHER OPEN WOUNDS

This nature group classifies **all gunshot wounds** regardless of severity or location, except when a nonfatal amputation, paralysis, or nonfatal severed spine results.

In addition, this nature code classifies open wounds that are not elsewhere classified or are not specified.

*Includes:* Gunshot wounds, enucleations (traumatic removal or organ), open wounds not elsewhere classified

*Excludes:* Nonfatal amputation resulting from a gunshot wound (0031); paralysis or nonfatal severed spine resulting from a gunshot wound (0018)

0039 MULTIPLE OPEN WOUNDS

This nature code classifies multiple injuries and disorders of equal severity within the Open wounds group.

**0040 Surface wounds and bruises**

This group classifies traumatic bruises and other injuries that occur to the surface of the

body and generally do not involve open wounds.

**0041 ABRASION/SCRATCHES**

This nature code classifies traumatic injuries where the skin, mucous membrane, or superficial epithelium have been removed or marked, usually as a result of rubbing, scratching, or scraping.

**0042 BLISTERS**

This nature code classifies the localized collection of fluid in the epidermis associated with friction or impact.

*Includes:* Blood blisters and friction blisters

*Excludes:* Blisters associated with burns (0048, 0050); allergic reaction, or reactions associated with other diseases, disorders, or injuries

**0043 CONTUSIONS/BRUISES**

This nature code classifies injuries that produce capillary hemorrhaging with the skin remaining intact.

*Includes:* Hematoma, black eye

*Excludes:* Concussion (0062); hemarthrosis (0020); nontraumatic cerebral hemorrhage (1030); traumatic cerebral hemorrhage (0060)

**0048 OTHER SURFACE WOUNDS AND BRUISES**

This nature group classifies friction burns and superficial surface wounds due to foreign bodies (splinters, chips).

In addition, this nature code classifies surface wounds and bruises that are not elsewhere classified or are not specified.

*Includes:* Friction burns, foreign body without mention of penetration depth

*Excludes:* Embedded foreign body (0036); chemical burns (0051); heat burns (0058); scalds (0058); electrical burns (0052), and unspecified burns (0058)

**0049 MULTIPLE SURFACE WOUNDS AND BRUISES**

This nature code classifies multiple injuries and disorders of equal severity within the Surface wounds and bruises group.

**0050 Burns**

This group classifies burns (tissue damage) resulting from a variety of sources including

heat, flames, hot substance, lightning, radiation, the corrosive action of chemicals, chemical compounds or fumes, heat, extremely cold objects, and electricity.

*Includes:* First, second, and third degree burns, lightning burns, radiation burns

*Excludes:* Friction burns (0048); frostbite (0072); sunburn (1074), and welder's flash effect (1026)

0051 CHEMICAL BURN(S)

0052 ELECTRICAL BURN(S)

*Includes:* Lightning burns

0053 FLASH BURN

*Excludes:* Welder's flash effect (1026)

0058 OTHER BURN(S)

This nature code classifies burns that are not elsewhere classified or are not specified.

*Includes:* Radiation burns, heat burns, scalds, burns from extremely cold objects

0059 MULTIPLE BURN(S)

This nature code classifies multiple injuries and disorders of equal severity within the Burns group.

## **0060 Intracranial injuries**

This group classifies traumatic injuries to the cranium or skull and the structures within.

*Includes:* Cerebral hemorrhage with no mention of an underlying cause, crushed head, fatal skull fractures, nonspecific crushing injuries to the head

*Excludes:* Cerebral hemorrhage or strokes resulting from cerebrovascular disease (1030); cerebrovascular disease (1030); intracranial nerve damage (0013); nondescript loss of consciousness (4003); nonfatal skull fractures (0012)

0061 BRAIN DAMAGE

*Includes:* Crushing injuries to the head

0062 CONCUSSIONS

0068 OTHER INTRACRANIAL INJURIES  
This nature code classifies intracranial injuries that are not elsewhere classified or are not specified.

*Includes:* Fatal skull fractures

0069 MULTIPLE INTRACRANIAL INJURIES  
This nature code classifies multiple injuries and disorders of equal severity within the Intracranial injuries group.

## **0070 Effects of environmental conditions**

This group classifies injuries or disorders that are a result of adverse environmental conditions.

*Includes:* Effects of reduced temperature, general heat, light, and air pressure

*Excludes:* Injuries or disorders associated with fire or flame

0071 EFFECTS OF AIR PRESSURE  
This nature code classifies injuries or disorders resulting from effects of high, low, or changes in air pressure. Included are effects of high altitude or compressed air.

*Includes:* Aero-otitis media, aerosinusitis, barosinusitis, barotitis, bends, caisson disease, divers' palsy, otitic barotrauma, sinus barotrauma

0072 FROSTBITE/OTHER LOW TEMP EFFECTS  
This nature code classifies injuries or disorders resulting from abnormally reduced body temperature which affects body tissues, or the functioning of the central nervous system, circulatory system, or the endocrine system.

*Includes:* Chilblains, erythema pernio, frostbite, hypothermia, pernio, trench foot

*Excludes:* Burns from extremely cold objects

0073 HEAT STROKE/OTHER HIGH TEMP EFFECT  
This nature code classifies injuries or disorders caused by the effects of heat and light.

*Includes:* Heat apoplexy, heat edema, heat exhaustion, heat fatigue, heat pyrexia, heat stroke, heat syncope, ictus solaris, loss of consciousness associated with heat, siriasis, sunstroke, and thermoplegia

*Excludes:* Loss of consciousness without reference to heat (4003); sunburn (1074); heat burns (0058)

0078 OTHER EFFECTS OF ENVIRONMENTAL CONDITIONS

This nature code classifies other effects of environmental conditions that are not elsewhere classified or are not specified.

0079 MULTIPLE EFFECTS OF ENVIRONMENTAL CONDITIONS

This nature code classifies multiple injuries and disorders of equal severity within the Effects of environmental conditions group.

**0080 Other traumatic injuries and disorders**

This group classifies other traumatic injuries or disorders that are not assigned to the other major groups in Division 0.

0081 ASPHYXIA (STRANGULATIONS and SUFFOCATIONS)

This nature code classifies fatal and nonfatal injuries that involve the lack of oxygen, stopping of the respiration process, or obstruction to breathing.

*Includes:* Inhaling or choking on food or other substances, and traumatic asphyxiations

*Excludes:* Drownings (0082); strangulated hernia (1051); asphyxia from gas fumes and vapors (0099)

0082 DROWNING

This nature code classifies fatal suffocations as a result of submersion in liquid, especially in water.

0083 ELECTRIC SHOCK

This nature code classifies nonfatal traumatic injuries that result from contact with electric current.

*Includes:* Lightning shock

*Excludes:* Electric burns (0052)

0084 ELECTROCUTION

This nature code classifies fatal traumatic injuries that result from contact with electric current.

0089 OTHER TRAUMATIC INJURIES AND DISORDERS

This nature code includes traumatic injuries that involve internal organs or the blood vessels which are not classified under any other code through the nature of injury or illness structure.

This code also includes nonspecified traumatic injuries and disorders

where some description of the manifestation of the trauma is provided and generally where the part of body has been identified. For example sore neck, hurt arm, or pain in shoulder.

In addition, this code classifies traumatic injuries or disorders than can be identified as belonging in this group, but not enough information is available to determine which code.

*Includes:* Arterial hematoma, backache, crushing injuries, hurt back, internal injuries, low back pain, traumatic rupturing of blood vessels, fatal crushing injury to trunk--abdomen, chest, or pelvis, and traumatic aneurysm or fistula

*Excludes:* Nosebleeds (4004); bruises and contusions (0043); blood blisters (0042); crushing injuries to the head (0061)

### **0090 Other poisonings and toxic effects**

This nature group classified cases of poisoning or the toxic effects resulting from medicinals, drugs, chemicals (venoms), and other substances.

*Includes:* Asphyxia from gas, fumes and vapors, carbon monoxide poisoning, toxic effects of food contaminants or noxious food stuffs--non-viral and non-bacterial, and lead poisoning

*Excludes:* Parasitic or infectious poisonings (2000), animal or insect bites that simultaneously produce a parasitic or infectious diseases or disorder (2000), other manifestations from animal or insect bites that are not the result of the venom or poison (0030), blood poisoning (2001).

0091 ANIMAL BITE (VENOMOUS)

0092 CHEMICAL REACTION

0093 INSULIN REACTION

0094 INTERNAL DEPOSITION

0095 IONIZING RADIATION EFFECTS

0096 RADIATION EXPOSURE

0099 OTHER POISONING OR TOXIC EFFECTS

This nature code classifies other poisonings and toxic effects that are not elsewhere classified or are not specified.

### **0100 Traumatic complications**

This nature group classifies complications peculiar to medical or surgical procedures or certain medical complications following traumatic injuries and should be used only when the circumstances of the initial injury is unknown.

*Includes:* Anaphylactic shock with no mention of the underlying injury or illness, embolism (air or fat), traumatic shock, and unspecified reactions to injections such as tetanus or flu shots

*Excludes:* Electric shock and lightning shock (0083)

0101 BLOOD CLOT

0102 COMPLICATIONS PECULIAR TO MEDICAL CARE

0109 OTHER TRAUMATIC COMPLICATIONS

### **0110 Multiple traumatic injuries and disorders**

This group classifies combinations of multiple traumatic injuries or disorders from more than one subgroup within this division. For example, an incident which involved a burn and a fracture, *of equal severity*, would be coded here. Combinations involving equally severe cuts and bruises, cuts and abrasions, or cuts, abrasions, and bruises are also coded here.

*Excludes:* Abrasions and bruises of equal severity (0049)

0111 MULTIPLE INJURIES, INTERNAL AND EXTERNAL

## **1 - Systemic Diseases and Disorders**

This division classified toxic and non-toxic diseases or disorders affecting systems of the body. Diseases or disorders included may affect the whole named body system, or more commonly, affect only a part of the named body systems at the time of diagnosis.

*Excludes:* Traumatic injuries and disorders (0); infectious and parasitic diseases (2); neoplasms, cancers, and tumors (3)

### **1010 Diseases of the blood and blood forming organs**

This group classifies toxic and non-toxic diseases of the blood and blood forming organs.

*Includes:* Agranulocytosis, anemias, aplasia, aplastic anemia, chronic lymphadenitis, coagulation defects, enzyme deficiency and hemoglobinuria due to hemolysis from external causes, Evans' syndrome, hemolytic anemia, hemolytic-uremic syndrome, Kostmann's syndrome, methemoglobinemia,

neutropenia, pancytopenia, polycythemia, pupura and other hemorrhagic conditions, qualitative platelet defects, sickle-cell anemia, thalassemias, thrombasthenia, thrombocytasthenia, thrombocytopenia, toxic (paralytic) anemia, diseases of white blood cells

*Excludes:* Leukemia (3002)

## 1011 DISEASES OF BLOOD

### 1020 Nervous system and sense organs diseases

This group classified inflammatory, generative and other disorders of the central and peripheral nervous system. Also classified are disorders of the sense organs of sight and hearing.

#### 1021 CARPAL TUNNEL SYNDROME

#### 1022 CONJUNCTIVITIS

This nature code includes non-viral conjunctivitis.

*Excludes:* Viral conjunctivitis (2001)

#### 1023 DISEASE/DISORDERS OF CENTRAL NERVOUS SYSTEM

This code includes inflammatory diseases or disorders of the nerves and ganglia of the brain and spinal cord, degenerative diseases of the central nervous system, and demyelinating diseases and paralytic syndromes of the central nervous system.

*Includes:* Anoxic brain damage, anterior horn cell disease, cerebellar ataxia, encephalitis, epilepsy, intracranial and intraspinal abscess, meningitis, migraine, multiple sclerosis, paralytic syndromes without additional information, phlebitis and thrombophlebitis of intracranial venous sinuses, other myelopathies of the spinal cord, other spinocerebellar diseases, Parkinson's disease, Reye's syndrome, spinocerebellar disease, vascular myelopathies

*Excludes:* Traumatic injuries or disorders affecting the central nervous system (0010); traumatic intracranial injuries (0060);

#### 1024 HEARING IMPAIRMENT

This nature code includes both traumatic and nontraumatic hearing impairment.

*Includes:* Hearing impairment sustained from sudden or repeated noise

*Excludes:* Deafness (1025)

**1025 HEARING LOSS (DEAFNESS)**

This nature code includes both traumatic and nontraumatic hearing loss/deafness.

*Includes:* Complete hearing loss sustained from sudden or repeated noise

*Excludes:* Hearing impairment (1024)

**1026 WELDER'S FLASH EFFECT**

**1029 OTHER NERVOUS SYSTEM AND SENSE ORGANS DISEASES**

This nature code includes disorders of the peripheral nervous system that are not elsewhere classified; disorders of the eye, adnexa, and vision that are not elsewhere classified; and disorders of the ear, mastoid process, and hearing that are not elsewhere classified

*Includes:* Bell's palsy, blindness or low vision, cataracts, chorioretinal inflammations, disorders of choroid, disorders of the eyelid and other parts of the eye, disorders of the iris and ciliary body, disorders of the globe of the eye; glaucoma, keratitis, mastoiditis, muscular dystrophies, nontraumatic lesions of the median, nontraumatic retinal detachments, nontraumatic visual disturbances, otalgia, other mononeuritis of the extremities, otitis externa, otitis media (except aero), otosclerosis, solar retinopathy, tarsal tunnel syndrome, tinnitus, traumatic and nontraumatic loss of vision, ulnar and radial nerves, ultraviolet keratoconjunctivitis, visual disturbances

*Excludes:* Aero-otitis media (0071); carpal tunnel syndrome (1021); chemical burns to the eye (0051); conjunctivitis (1022 and 2001); earache without further description (4009); eye strain (4009); foreign body in eye (0048); traumatic injury affecting the peripheral nervous system (0013); traumatic injury to the eye and adnexa of the eye (0); welder's flash effect (1026);

**1030 Diseases of the heart or circulatory system**

This group classifies diseases or disorders of the circulatory system.

*Excludes:* Traumatic intracranial injuries (0060); traumatic bruises and contusions

(0043); traumatic internal injuries to organs and blood vessels of the trunk (0089)

1031 DISEASES OF THE VEINS OR ARTERIES

*Includes:* Acute cor pulmonale, acute pericarditis, acute and subacute endocarditis, acute myocarditis, angina pectoris, aortic and other nontraumatic aneurysms, atherosclerosis, Buerger's disease, cardiac dysrhythmias, cerebrovascular disease, chronic rheumatic heart disease and acute rheumatic fever, disease of arteries and capillaries, coronary atherosclerosis, disease of pulmonary circulations, diseases of veins and lymphatics, Goodpasture's syndrome, hemorrhoids, hypertensive heart disease, hypertensive renal disease, ill-defined descriptions and complications of heart disease, ischemic heart disease, kyphoscoliotic heart disease, nontraumatic arterial embolism and thrombosis, occlusion and stenosis of precerebral arteries including embolism and thrombosis, occlusion of cerebral arteries, peripheral vascular disease, phlebitis, primary pulmonary hypertension, Prinzmetal angina, Raynaud's syndrome, thrombophlebitis, thrombosis and embolism of veins, toxic and non-toxic cardiomyopathy, toxic myocarditis, transient cerebral ischemia, varicose veins

1032 HEART ATTACK

*Includes:* Cardiac infarction; coronary (artery) embolism, occlusion, rupture, or thrombosis; heart attacks resulting from atherosclerosis or coronary artery disease; infarction of heart, myocardium, or ventricle

1033 STROKE

*Includes:* Strokes resulting from diseases of the veins or arteries

1039 OTHER DISEASES OF THE HEART OR CIRCULATORY SYSTEM

This nature code classifies diseases of the heart and circulatory system that are not elsewhere classified or are not specified.

**1040 Respiratory system diseases**

This group consists of diseases of the respiratory system.

*Includes:* Acute and chronic diseases of the upper respiratory tract, allergic rhinitis, aluminosis, anthracosis, atelectasis or collapsed lung, bagassosis, black lung, bauxite fibrosis, bronchitis, bronchiolitis, brown lung, byssinosis, chronic diseases of tonsils and adenoids, chronic obstructive pulmonary diseases, cotton-dust asthma, cotton-mill fever, emphysema, empyema, extrinsic asthma, extrinsic allergic alveolitis, farmers' lung, graphic fibrosis, humidifier fever, influenza, laryngitis, metal fume fever, mill fever, miner's asthma, Monday fever, intrinsic asthma, laryngotracheitis, Legionnaires' disease, nasal polyps, nasopharyngitis, peritonsillar abscess, pharyngitis, pleurisy, pneumonia, pneumonitis, pneumoconioses, pneumoconiosis with tuberculosis, pneumonopathy, pulmonary edema, pulmonary fibrosis, siderosis, silicosis, sinusitis, spontaneous pneumothorax, stannosis, stripper's asthma, talcosis, tonsillitis, tracheitis

1041 ASBESTOSIS

1042 BERYLLIOSIS

1043 UPPER RESPIRATORY CONDITION/DISEASE

1049 OTHER RESPIRATORY SYSTEM DISEASES

This nature code classifies respiratory system diseases that are not elsewhere classified or are not specified.

## **1050 Digestive system diseases and disorders**

This group classifies diseases of the digestive system and includes diseases of the oral cavity, salivary glands, and jaws; diseases of the esophagus, stomach, and duodenum; hernias of the abdominal cavity; noninfectious enteritis and colitis.

*Includes:* Cirrhosis of the liver, duodenal ulcer, duodenitis, esophageal hernia, femoral hernia, gastric ulcer, gastritis, gastrojejunal ulcer, hiatal hernia, ileitis, inguinal hernia, noninfectious colitis, noninfectious enteritis, pancreatitis, paraesophageal hernia, peptic ulcer, scrotal hernia, toxic hepatitis--noninfective, umbilical hernia, ventral hernia

*Excludes:* Herniated disk (0014); herniated brain (1023); infectious or viral hepatitis (2003); strangulations (0081)

1051 HERNIA

1052 ULCER

1053 TOXIC HEPATITIS

1059 OTHER DIGESTIVE SYSTEM DISEASES

This nature code classifies digestive system diseases that are not elsewhere classified or are not specified.

**1060 Musculoskeletal system and connective tissue diseases and disorders**

This group classifies diseases of the musculoskeletal system and connective tissue.

*Includes:* Acquired musculoskeletal deformities, ankylosis of the joint, arthritis, arthropathies, bone infections, chondropathies, curvature of the spine, dorsopathies, ganglion/cystic tumor, intervertebral disc disorders, lumbago, myositis, nontraumatic backaches, periostitis, polyarthritis, osteopathies, rheumatism, rotary cuff syndrome, rupture of synovium, sciatica, spondylitis, spondylosis of the spine, trigger finger

*Excludes:* Dislocated disc (0014); fractured spine (0012); gouty arthropathy (1080), herniated disk (0014); rheumatic fever with heart involvement (1039); ruptured disk (0014); sprains (0021); strains (0022); traumatic back pain or backache (0089); traumatic injuries to muscles, tendons, ligaments, or joints (0029)

1061 BURSITIS

1062 SYNOVITIS

1063 TENDONITIS

1064 TENOSYNOVITIS

1069 OTHER MUSCULOSKELETAL SYSTEM DISEASES

This nature code classifies musculoskeletal system diseases that are not elsewhere classified or are not specified.

**1070 Disorders of the skin and subcutaneous tissue**

This group classifies diseases and disorders of the skin and subcutaneous tissue.

*Includes:* Abscess, acne, acute lymphadenitis, asteatosis--cutis, atheroma, boils, callosities, carbuncle, cellulitis, chronic skin ulcers, contact dermatitis, corns, dandruff, dermatitis, dermatitis due to substances taken internally, dermatoses, diseases of the hair, diseases of the nail, disorders of sweat glands, eczema, erythematous conditions, folliculitis, furuncle, hives, impetigo, ingrown nail, keratin, lichen, parakeratosis, pilonidal cyst,

*Excludes:* pityriasis, prickly heat, pruritus, psoriasis, pyoderma, rosacea, sebaceous cyst, urticaria, uticaria, vitiligo, wen, xerosis cutis  
Blisters (0042), bruises and contusions (0043), burns (0050), erysipelas (2000), erysipeloid of Rosenbach (2000), effects of environmental conditions (0070), friction burns (0048), herpes simplex (2000), herpes zoster (2000), lacerations (0035), molluscum cantagiosum (2000), puncture wounds (0036), traumatic disorders of the skin (0), viral warts (2000)

- 1071 ALLERGENIC DERMATITIS
- 1072 CONTACT DERMATITIS
- 1073 DERMATITIS
- 1074 SUNBURN
- 1079 OTHER SKIN CONDITIONS

## **1080 Other systemic diseases and disorders**

This group includes diseases and disorders of the genitourinary system.

This group also classifies systemic diseases or disorders not elsewhere classified.

*Includes:* Abscess of breast, adrenal gland disorders, benign mammary dysplasias, cystic fibrosis, cystitis, diabetes, diseases and disorders of the genital tract, endocrine disorders, goiter, gout, hydronephrosis, immunity disorders, mastitis of the breast, metabolic disorders, nephritis, nephrotic syndrome, nephrosis, nutrient transport disorders, nutritional disorders, ovarian dysfunction, parathyroid disorders, pituitary disorders, renal failure, spontaneous abortion (miscarriage), testicular dysfunction, thymus disorders, thyroid gland disorders, thyroiditis, urethral stricture, urethritis, vitamin or mineral deficiencies

*Excludes:* Breast cancer (3002), HIV infection (2000)

- 1081 OTHER SYSTEMIC DISEASES AND DISORDERS

## **2 - Infectious and Parasitic Diseases**

This division classifies infections: bacterial, viral, rickettsial, fungal, and parasitic. These infectious agents are transmitted to a person through inhalation, ingestion, or contact with the skin. These diseases are generally recognized as communicable or transmissible, with a few of unknown but possibly infectious origin.

*Excludes:* Inflammation diseases of the central nervous system due to viral, bacterial, fungal and other organisms (1023); pneumonia and influenza due to viral and bacterial agents (1040)

## 2001 INFECTION

This nature code classifies bacterial and viral diseases not elsewhere classified. This code specifically excludes arthropod-borne diseases, diseases caused by fungi, diseases caused by parasitic worms, and infectious diseases peculiar to the intestines (2009).

*Includes:* BACTERIAL: Anthrax, actinomycotic infections, blood poisoning, brucellosis, dengue, diphtheria, erysipelas, glanders, gonorrhea, leprosy, leptospirosis, melioidosis, meningococcal infection, pinta, plague, rat-bite fever, scarlatina, septicemia, streptococcal sore throat, syphilis, tularemia, venereal diseases, Vincent's angina, whooping cough, yaws, zoonotic bacterial diseases  
VIRAL: Abacterial meningitis, acute poliomyelitis, acquired immune deficiency syndrome (AIDS), AIDS-related complex (ARC), aseptic meningitis, cat scratch disease, chickenpox, cowpox, diseases due to Cocksackie virus, enterovirus diseases, foot and mouth disease, hemorrhagic fever, herpes simplex, herpes zoster, human immunodeficiency virus (HIV) infection, measles, meningitis due to enterovirus, mononucleosis (infectious), mumps, ornithosis, paravaccinia, parrot fever, psittacosis, rabies, rubella/german measles, smallpox, trachoma, viral conjunctivitis, viral encephalitis, viral infection of the central nervous system, viral meningitis, yellow fever

*Excludes:* Arthropod-borne diseases (2009); diseases caused by fungi (2009); diseases caused by parasitic worms (2009); infectious diseases peculiar to the intestines (2009); lyme disease (2009); non-viral disorders of the conjunctiva (1022)--if the source document only specifies conjunctivitis, select code 1022,;

## 2003 HEPATITIS

*Includes:* Type A viral hepatitis (infectious hepatitis), Type B viral hepatitis (serum hepatitis), Non Type A or Type B viral hepatitis

## 2004 TETANUS

## 2005 TUBERCULOSES

*Includes:* Primary tuberculous infection, pulmonary tuberculosis, miliary

## tuberculosis

### 2009 OTHER CONTAGIOUS OR INFECTIOUS DISEASE

This nature code classifies contagious or infectious diseases that are not elsewhere classified or are not specified, including arthropod-borne diseases, diseases caused by fungi, diseases caused by parasitic worms, and infectious diseases peculiar to the intestines.

*Includes:* Acariasis, ainhum, allescheriosis, amebiasis, ancylostomiasis, anisakiasis, ascariasis, aspergillosis, athlete's foot, balantidiasis, bartonellosis, Behcet's syndrome, bilharziasis, blastomycotic infection, Brill-Zinsser disease, candidiasis, capillariasis, Carrion's disease, cestode infection, Chagas' disease, chiggers, cholera, chromoblastomycosis, coccidioidomycosis, coccidiosis, colitis, cryptococcosis, dermatophytosis, dermatomycosis, dracontiasis, dysentery, echinococcosis, enterobiasis, filarial infection, fluke, food poisoning, giardiasis, helminthiasis, histoplasmosis, infectious enteritis, jigger disease, Q fever, leeches, leishmaniasis, lice infestation, louse or flea borne typhus, lyme disease, maggots, malaria, mites, mycoses, mycotic mycetomata, necatoriasis, oroya fever, paracoccidioidomycosis, pediculosis and phthirus infestation, pneumocystosis, psorospermiasis, rhinosporidiosis, salmonella infections, sarcoidosis, sarcosporidiosis, scabies, schistosomiasis, scrub or tropical typhus, shigellosis, sleeping sickness, sporotichosis, spotted fevers, strongliodiasis, relapsing fever, rickettsioses diseases, tapeworm, tick-borne rickettsioses, tick typhus, tinea, toxoplasmosis, trematode infection, trench fever, trichomoniasis, trichinosis, trichostrongyliasis, trichuriasis, trypanosomiasis, typhoid and paratyphoid fevers, typhus, verruga peruana, zygomycosis

*Excludes:* toxic effects of food contaminants (0099)

### 3 - Neoplasms, Tumors, and Cancers

This division classifies diseases or conditions related to tumors, or neoplasms: the new growth of tissue in which the multiplication of cells is uncontrolled and progressive. The behavior of tumors or neoplasms may be benign, cancerous, or of uncertain behavior at the time of diagnosis.

#### 3001 BENIGN AND UNSPECIFIED NEOPLASM

This code classifies non-cancerous neoplasms and tumors of the bone, connective tissue, the skin, and internal organs. It also classifies neoplasms and tumors of unknown properties, uncertain behavior, unspecified nature, or unspecified morphology.

*Includes:* Benign neoplasms of bone and articular cartilage, benign neoplasms of the skin, lipoma (fatty tumor), benign neoplasms of other sites, hemangioma, lymphangioma, multiple benign neoplasms, neoplasms of unknown properties

#### 3002 MALIGNANT NEOPLASM

This code classifies cancers that are grouped by location or site. Malignant neoplasms, or tumors, are divided into two broad categories of carcinoma and sarcoma; both are included in this major group.

*Includes:* Cancers of the bone and articular cartilage; cancers of the connective and other soft tissue; melanocarcinoma, squamous, basal cell, and multiple malignant neoplasms and tumors of the skin; cancers of the lymphatic and hematopoietic tissue; Di Guglielmo's disease; erythremic myelosis; Heilmeyer-Schoner disease; Hodgkin's disease; Kahler's disease; leukemia; lymphoid; lymphoma; malignancy of the digestive organs and peritoneum; malignancy of the intrathoracic organs; malignancy of the genitourinary organs; malignancy of the brain; malignancy of the eyeball; malignancy of the endocrine glands; malignancy of the oral cavity pharynx; monocytic; multiple malignant neoplasms and tumors; multiple myeloid; myeloma; myelomatosis; nodular sclerosis; reticulum cell sarcoma;

### 4 - Symptoms, Signs, and Ill-defined Conditions

This division classifies symptoms, signs, or abnormal results from laboratory or investigative medical tests or procedures. It includes those ill-defined conditions that can not be classified elsewhere, such as:

- Symptoms of conditions that accompany a disease or illness--where no other diagnosis is available and another classification cannot be inferred from the report.
- Abnormal results from laboratory or investigative medical testing or procedures when no specific diagnosis or symptoms are reported on the report.

Codes from this division should be used when no specific diagnosis is named and cannot be inferred from information found on the source document.

*Includes:* Abdominal pain--unspecified, abnormal blood gas level, abnormal blood level of lead, abnormal blood level of substances, abnormal electrocardiogram (ECG, EKG), abnormal electroencephalogram (EEG), abnormal electroretinogram (ERG), abnormal involuntary movements, abnormal karyotype, abnormal mammogram results, abnormal reflex, abnormal sputum, abnormality of gait,

acetonuria, anisocytosis, anuria, aphasia, ascites, biliuria, changes in skin texture, chest pain, chills, chyluria, coin lesion, convulsions, cough with hemorrhage, crystalluria, cyanosis, difficulty in swallowing, disturbances of skin sensation, dizziness, dysphagia, dysuria, earache, edema (including dropsy), elevated blood pressure (without diagnosis of hypertension), enlargement of lymph nodes, epistaxis, eye strain, excessive sweating, fatigue, frequency of urination, gangrene, general symptoms, hallucinations, headache (except migraine), heartburn, hemoglobinuria, hemoptysis, hepatomegaly, hyperhidrosis, hyperventilation, lack of coordination, loss of consciousness--not heat related, low blood pressure, malaise, meningismus, myoglobinuria, nausea and vomiting, non-specified allergic reaction, oliguria, orthopnea, pallor and flushing, poikilocytosis, positive culture findings, raised levels of immunoglobulins, rapid heart beat, reaction to tuberculin test, renal colic, seizures, shadow of lung, shortness of breath, sleep disturbances, spasms, splenomegaly, stridor, stupor, tachypnea, tenesmus, tetany, throat pain, tremors, unspecified bacteremia and viremia, unspecified jaundice, unspecified tachycardia, voice disturbances, wheezing

4001 INFLAMMATION

4002 IRRITATION

4003 LOSS OF CONSCIOUSNESS

*Excludes:* Heat related loss of consciousness (0073)

4004 NOSEBLEED

*Includes:* Epistaxis

4009 OTHER SYMPTOMS, SIGNS, AND ILL-DEFINED CONDITIONS

## **5 - Other Diseases, Conditions, and Disorders**

This division classifies physical characteristics for which there is sufficient information for coding purposes, but no specific code exists in previous divisions.

5001 DAMAGE TO PROSTHETIC DEVICE

This nature code classifies injuries or illnesses sustained to a prosthetic device only. If the incident involves a part of the body, code for the specific injury or illness names.

5002 MENTAL DISORDERS OR SYNDROMES

This nature code is comprised of neurotic, psychotic, and organic mental disorders or syndromes.

When mental disorders or syndromes are described as sequelae or aftereffect of a traumatic injury or disorder, the initial or underlying condition should be coded. For example, if the individual is experiencing acute depression as a result of chronic pain from a back injury, code the back injury. However, if a mental disorder is secondary to a traumatic incident--witnessing a traumatic amputation of another person--code the mental disorder.

*Includes:* Job-related stress, neurotic reaction to stress, organic affective syndrome, panic disorder, post-traumatic anxiety, substance induced mental disorder

#### 5009 OTHER DISEASES, CONDITIONS, AND DISORDERS

This nature code includes all other diseases, conditions, and disorders which are not classified under any other code through the nature of injury or illness structure.

### **6 - Multiple Diseases, Conditions, and Disorders**

This division classifies multiple physical characteristics whose individual codes are found in two or more of the following divisions: Systemic Diseases and Disorders (1); Infectious and Parasitic Diseases (2); Neoplasms, Tumors, and Cancers (3); Symptoms, Signs and Ill-defined Conditions (4); and Other Diseases, Conditions, and Disorders (5).

#### 6001 MULTIPLE DISEASES, CONDITIONS, AND DISORDERS

## Chapter D - Source, Target, and Other Equipment Codes

**Source** - For injury/illness events, this field identifies the object, substance, bodily motion, or exposure that produced or inflicted the injury/illness.

**Target** - For property damage events, this field identifies the item, equipment, or system that was damaged by the accident/incident.

**Other Equipment** - For injury or illness events, this field identifies the object or substance that generated the source of injury or illness or that contributed to the event or exposure. For property damage and vehicle accident events, this field identifies the object or substance that primarily caused to the accident and identifies objects or substances that contributed to the event or exposure.

The source, target, and other equipment code divisions are arranged as follows:

<u>DIVISION</u>	<u>TITLE</u>
0	Chemicals and Chemical Products
1	Containers
2	Furniture and Fixtures
3	Machinery
4	Parts and Materials
5	Persons, Plants, Animals, and Minerals
6	Structures and Surfaces
7	Tools, Instruments, and Equipment
8	Vehicles
9	Other

### RULES OF SELECTION FOR SOURCE:

1. Name as the source the object, substance, element, or bodily motion which *directly produced the injury/illness previously identified* in the nature of injury or illness classification. Generally, this is found on the equipment #1 field of the 5484.3 form. However, you should read the narrative to verify that the correct source object, substance, element, or bodily motion was listed in the equipment #1 field.
2. If the injury or illness was inflicted by a specific **part** of a **machine, tool, or vehicle**, name the **whole** machine, tool, or vehicle as the source of injury Except when the part is separated from or was independent of the “whole.” In these instances, code that **part** as source.
3. If the injury or illness was inflicted by a specific **part** of a **structure** (window, door, stairs) name that **part** as the source.

4. When an injury or illness was produced by a filled **container**, name the container, not the contents, as the source unless the injury or illness was directly inflicted by the contents, such as hot liquids or chemicals.

5. Coding **bodily motion or position** (bodily motion or position is included under **injured or ill person--5801**) as the source of injury or illness:

Name bodily motion or position 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 or position 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 does not result in a fall or in forcible contact with an object above the working surface.

Do **not** name **bodily motion or position** as the source of injury or illness if the injury or illness resulted from any of the following:

- a) falling
- b) bumping into or striking an external object
- c) nonrepetitive lifting, pushing, pulling, wielding, or throwing an external object.

For injuries or illnesses in which either **repetitive motion** or **sustained viewing** is coded as the event, select bodily motion or position as the source of injury or illness.

6. If, as the result of a **transportation accident**, a person who was in or on a **vehicle or mobile equipment** is injured, name the vehicle or mobile equipment as the source of injury.

7. Selecting source from **multiple objects or substances**:

When an injury results from forcible contact with two or more objects, either simultaneously or in rapid sequence, and it is impossible to determine which object directly produced the injury, select the source as follows:

a) When the choice is between a moving object and a stationary object, select the moving object. *Example: If a person is struck by a moving vehicle and thrown against a post, name the vehicle as the source of injury.*

b) When the choice is between two moving objects or between two stationary objects, select that which was contacted last. *Example: If a person falls from an elevator, striking one or more objects in the course of his fall, but finally striking the floor, name the floor surface as the source of injury.*

When an injury or illness results from two or more different objects or substances, all of which contributed to producing the injury or illness, select the source code as follows:

- a) When there are two substances from the Chemical Division, select the appropriate “Multiple” code for that combination of chemicals.
  - b) When the two objects or substances are in the same group, select the other code for that grouping.
  - c) When the two objects or substances are not in the same group, use the code for OTHER, NOT ELSEWHERE CLASSIFIED (9899).
8. Select **atmospheric and environmental conditions** or geological events--**rain, earthquakes, wind**--as the source of injury or illness when that is the only possible source identified. *Example: If a worker sustained multiple injuries in an earthquake, and no other source could be determined, select earthquake as the source of injury. However, if an employee were driving in a rainstorm and had an automobile accident resulting in injury, select vehicle as the source.*

**RULES OF SELECTION FOR OTHER EQUIPMENT (SECONDARY SOURCE) FOR INJURY/ILLNESS CASES:**

1. Name as the source the object, substance, element, or bodily motion which *contributed to the injury/illness previously identified* in the nature of injury or illness classification. Generally, this is found on the equipment #2 field of the 5484.3 form. However, you should read the narrative to verify that the correct source object, substance, element, or bodily motion was listed in the equipment #2 field.
2. When the source of injury or illness is a **moving object or harmful substances**, name the machine, tool or equipment which generated the source or which propelled it. If none, name the work object from which the source originated, such as the steel plate from which a metal chip fell. Exceptions to this rule for Fires, Explosions, Assaults, and Transportation Accidents are noted below.

When the source is an infectious agent, name the object or person through which the agent was transmitted.

3. When an **involuntary motion** leads to an injury or illness--**such as when a worker slips, trips, or is pushed or pulled into an object**--name the object or substance, other than source, which contributed to the involuntary motion. *Examples of objects and substances that could contribute to involuntary motion include clothing, jewelry, or cleaning cloths that pulled the worker into a machine, and substances such as ice, water, or grease that a worker slipped on.*

If no other contributing factor is named for incidents involving falls to lower levels, name the surface or object from which the worker fell.

4. If the event is **fires** or **explosions**, name the flammable substance, other than the source, that ignited or exploded. If none is noted, name the machine, equipment, or object, other than the source, that caught fire or exploded.
5. If the event is **assaults and violent acts**, name the person, if not the source, who committed the act.
6. If the event is **repetitive motion** or **sustained viewing**, name the machine, tool, or equipment that was being used or handled.
7. If the event is a **transportation accident** involving a collision, name the vehicle, machine, or object with which the source collided.
8. In the absence of a specific rule above, if **two object or substances** contributed to an event, name the object, or substance which was not selected as the source. If more than two objects, substances, other than source, are involved, select:
  - powered or energized objects over nonpowered objects.
  - moving objects over nonmoving objects.
  - objects actively contributing to the event over passive objects.
9. Select **atmospheric and environmental conditions** or geological events--**rain, earthquakes, wind**--as the secondary source of injury or illness when that is the only possible secondary source identified. *Example: If a worker sustained multiple injuries when struck by an object in an earthquake, select earthquake as the secondary source.*
10. If **no object, substance, or person** is determined to meet the definition and rules listed above, no secondary source is selected.

#### RULES FOR SELECTION OF OTHER EQUIPMENT FOR PROPERTY AND VEHICLE CASES:

These rules are basically the same as the source and other equipment rules for injury and illness. In this field, source should be listed first, followed by other equipment(s). The codes are separated by a comma.

#### RULES OF SELECTION FOR TARGET:

1. Name as the target the object, substance, element, or bodily motion which was damaged in the accident. You should read the 5484.3 form narrative to identify the target.
1. If the damage occurred to a specific **part** of a **machine, tool, or vehicle**, name the **whole** machine, tool, or vehicle as the target Except when the part separated from or was independent of the “whole.” In these instances, code that **part** as the target.

2. If the damage occurred to a specific **part** of a **structure** (window, door, stairs) name that **part** as the target.
3. When damage occurred to two or more different objects, select the target code as follows:
  - a) When the two objects are in the same group, select the other code for that grouping.
  - b) When the two objects are not in the same group, use the code for OTHER, NOT ELSEWHERE CLASSIFIED (9899).

## 0 - Chemicals and Chemical Products

This division includes chemicals and chemical products in various states-liquids, gas, fumes, vapors, and solids. In general, the specific chemical code (groups 01-05, 08, and 09) should be used when the specific chemical or type of chemical is known. When only the type of product is known, the appropriate code for the product (groups 06 and 07) should be used.

Carbon monoxide resulting from the incomplete combustion of fuels or contained in motor vehicle exhaust gas, blast furnace gas, or kiln vapor is coded 0905, carbon monoxide.

*Includes:* Acids; alkalies; aromatics and hydrocarbons derivatives; halogens and their compounds; metallic dusts, powders and fumes; agricultural chemicals and pesticides; coal, natural gas, petroleum fuels and products; and other chemicals and chemical products.

*Excludes:* Tars and sealants (47); metallic minerals (55); nonmetallic minerals, except fuels (56); smoke and fire gases (93); scrap, waste, debris (95) unless specified as chemical; and nonchemical steam and vapors (96).

### 01 Acids

This group includes acids of various types.

*Includes:* Acid gases; inorganic acids; and organic acids.

*Excludes:* Benzoic and phenylacetic acids (as herbicides) (0602); LSD (0706).

0101	HYDROCHLORIC ACID <i>Muriatic acid</i>
0102	HYDROFLUORIC ACID
0103	HYDROGEN BROMIDE
0104	HYDROGEN CHLORIDE GAS
0105	NITRIC ACID <i>Aqua fortis</i>
0106	SULFURIC ACID <i>Battery acid</i>

0199	OTHER ACID	
	<i>Acetic acid, vinegar</i>	<i>Peracetic acid</i>
	<i>Acrylic acid</i>	<i>Phenol</i>
	<i>Chlorine-containing oxyacids</i>	<i>Phosphoric acid</i>
	<i>Hydrocyanic acid</i>	<i>Picric acid</i>
	<i>Hydrogen iodide</i>	<i>Unspecified</i>
	<i>Other, not elsewhere specified</i>	

## 02 Alkalies

This group includes chemicals commonly known as alkalies, bases, or caustics, which includes wet and dry cement mix, mortar, lime (except chlorinated lime), lye, products that contain lye (e.g., drain and oven cleaners), and limestone.

*Includes:* Calcium hydroxides, calcium oxides, calcium and sodium carbonates, dry/wet cement, lime, lithium hydroxide, sodium and potassium hydroxide, potassium carbonate.

*Excludes:* Chlorinated lime (0404); nonlye oven cleaners.

0201	CEMENT	
	<i>Mortar mix</i>	
0202	SODA ASH	
	<i>Sodium carbonate</i>	
0203	SODIUM	
0205	SODIUM HYDROXIDE	
0299	OTHER ALKALI	
	<i>Calcium hydroxide</i>	<i>Lye</i>
	<i>Calcium oxide</i>	<i>Potassium carbonate</i>
	<i>Calx</i>	<i>Potassium hydroxide</i>
	<i>Caustic potash</i>	<i>Sodium bicarbonate</i>
	<i>Caustic soda</i>	<i>(or baking soda)</i>
	<i>Lime</i>	<i>Sodium hydroxide</i>
	<i>Limestone, calcium carbonate</i>	<i>White potash</i>
	<i>Lithium hydroxide</i>	<i>Unspecified</i>
	<i>Other, not elsewhere classified</i>	

## 03 Aromatics and hydrocarbon derivatives, except halogenated

This group includes alcohols, aldehydes, amines, aromatics, ethers, ketones, peroxides, and nitrohydrocarbons, except for those containing the halogens--chlorine, fluorine, bromine, iodine, or astatine.

*Includes:* Alcohols, antifreeze, aldehydes, amines--nonaromatic, aromatics, ethers, ketones, peroxides.

*Excludes:* Aromatics and hydrocarbon derivatives containing halogens (04).

0301	ACETONE	
	<i>Dimethyl ketone</i>	<i>2-Propanone</i>
	<i>Propanone</i>	<i>Pyroacetic ether</i>
0302	ALCOHOL	
	This code includes alcohol as a source of injury incurred during the manufacture of alcoholic beverages. Code 0702 should be selected when alcohol is used as a beverage.	
	<i>Allyl alcohol</i>	<i>Pentyl alcohols</i>
	<i>Dimethyl carbinol</i>	<i>Propenyl alcohol</i>
	<i>Fusel oil</i>	<i>Propanol</i>
	<i>Glycerol</i>	<i>Propylene glycol</i>
	<i>Isopropanol</i>	<i>Vinyl carbinol</i>
	<i>n-butyl alcohol</i>	
0303	ANILINE (and other aromatic amines)	
	<i>2-Acetylaminofluorene</i>	<i>2-Chloroaniline</i>
	<i>alpha-, beta-Naphthylamine</i>	<i>4-Dimethylaminoazobenzene</i>
	<i>Aminobenzene</i>	<i>3,3'-Dichlorobenzidine</i>
	<i>Aminodiphenyl</i>	<i>Methyl yellow</i>
	<i>Benzidine</i>	<i>Moca</i>
	<i>Butter yellow</i>	
0304	ANTIFREEZE	
	<i>Radiator coolant</i>	<i>Radiator fluid</i>
0305	ETHANOL	
	<i>Cologne spirit</i>	<i>Grain alcohol</i>
	<i>Ethyl alcohol</i>	<i>Methylated spirit</i>
	<i>Ethyl hydrate</i>	<i>Spirit of wine</i>
	<i>Ethyl hydroxide</i>	
0306	ETHYLENE	
	<i>Ethylene glycol (EG)</i>	<i>Ethylene oxide</i>
	<i>1,2-Ethandiol</i>	<i>Anprolene</i>
	<i>Glycol</i>	<i>Dimethylene oxide</i>
	<i>Glycol alcohol</i>	<i>1,2-Epoxyethane</i>
		<i>Oxirane</i>
0307	HYDROCARBONS (except halogenated)	
	<i>Acridine</i>	<i>Nitrobenzene</i>
	<i>Dinitrobenzene</i>	<i>4-Nitrobiphenyl</i>
	<i>Dinitro-o-cresol</i>	<i>Nitro hydrocarbons</i>
	<i>Dinitrophenol (DNP)</i>	<i>Nitroethane</i>
	<i>Dinitrotoluene (DNT)</i>	<i>2-Nitropropane</i>
	<i>Hydrazine</i>	
0308	BENZOL (or BENZENE)	
	<i>Benxole</i>	<i>Phene</i>

	<i>Coal naphtha</i>	<i>Phenyl hydride</i>
	<i>Cyclohextriene</i>	
0309	HYDROGEN PEROXIDE	
	This codes includes bleaching agents that contain hydrogen peroxide.	
0310	LITHIUM PEROXIDE	
0311	METHYL ALCOHOL (OR METHANOL)	
	<i>Carbinol</i>	<i>Wood spirits</i>
	<i>Wood alcohol</i>	
0312	METHYL ETHYL KETONE (MEK)	
	<i>Butanone</i>	<i>Ethyl methyl ketone</i>
0313	TOLUENE	
	<i>Methylbenzene</i>	<i>Phenylmethane</i>
	<i>Methylbenzol</i>	<i>Toluol</i>
0314	XYLENE	
	<i>Dimethylbenzene</i>	<i>Xylol</i>
0399	OTHER AROMATIC COMPOUND	
	<i>Acetaldehyde</i>	<i>2-Furaldehyde</i>
	<i>Acetic aldehyde</i>	<i>Furol</i>
	<i>Acraldehyde</i>	<i>Furfural</i>
	<i>Acrolein</i>	<i>Furfuraldehyde</i>
	<i>Acrylic aldehyde</i>	<i>2-hexanone</i>
	<i>Aldehyde</i>	<i>Isopropyl amine</i>
	<i>Allyl aldehyde</i>	<i>Mesityl oxide</i>
	<i>Anesthetic ether</i>	<i>Methyl aldehyde</i>
	<i>Benzoyl peroxide</i>	<i>Methyl amine</i>
	<i>Butyl amine</i>	<i>Methyl ethyl ether</i>
	<i>Butyraldehyde</i>	<i>Methyl isobuyl ketone</i>
	<i>Diacetone</i>	<i>Methyl n-butyl ketone (MBK)</i>
	<i>Diacetone alcohol</i>	<i>Methyl n-propyl ketone</i>
	<i>Diethyl oxide</i>	<i>Methylene oxide</i>
	<i>Dioxane</i>	<i>Oxomethane</i>
	<i>Ether</i>	<i>Oxymethylene</i>
	<i>Ethoxyethane</i>	<i>Potassium peroxide</i>
	<i>Ethyl aldehyde</i>	<i>Propenol</i>
	<i>Ethyl amine</i>	<i>Propionaldehyde</i>
	<i>Ethyl ether</i>	<i>Propyl acetone</i>
	<i>Ethyl oxide</i>	<i>Propyl acetone</i>
	<i>Formaldehyde</i>	<i>Propyl amine</i>
	<i>Formalin</i>	<i>Pyromucic aldehyde</i>
	<i>Formic aldehyde</i>	<i>Sodium peroxide</i>
		<i>Vinyl Ether</i>
	<i>Other, not elsewhere classified</i>	<i>Unspecified</i>

#### 04 Halogens and halogen compounds

This group contains the halogens--bromine, chlorine, fluorine, iodine, and astatine--and their compounds. Halogenated hydrocarbons, such as carbon tetrachloride, and the fluorocarbons are included in this group. Compounds that contain both fluorine and chlorine should be coded under 0406.

Vinyl chloride and polyvinyl chloride are included under plastics/resins, code 0923. Chlorinated hydrocarbons used as insecticides should be classified under code 0603. Acids containing the halogens are included under group 01.

*Includes:* Bromine and bromine compounds, chlorine and chlorine compounds, fluorine and fluorine compounds, iodine and iodine compounds.  
*Excludes:* Acids containing halogens (01); insecticides (0603); nonchlorine bleaches (0309 or 0799); vinyl chloride, polyvinyl chloride (0923).

- 0402 CARBON TETRACHLORIDE
- 0403 CHLORIDE AND CHLORIDE COMPOUNDS
  - Calcium chloride*
  - Chloroethane*
  - Chloroform*
  - Chloromethane*
  - Dichloromethane*
  - Ethyl chloride*
  - Methyl chloride*
  - Methalene chloride*
  - Pentachlorophenol*
  - Phosgene*
- 0404 CHLORINE
  - Chlorine bleach*
- 0406 FLUORINE AND FLUORINE COMPOUNDS  
(excluding Fluorotrichloromethane)
  - Fluorocarbons*
  - Methyl flouride*
- 0407 FREON (or FLUOROTRICHLOROMETHANE)
  - Monofluorotrichloromethane*
  - Refrigerant 11*
  - Trichlorofluoromethane*
  - Trichlormonofluoromethane*
- 0408 IODINE AND IODINE COMPOUNDS
- 0410 PERCHLOROETHYLENE
- 0411 POLYCHLORINATED BIPHENOL (PCBs)
- 0415 TRICHLOROETHYLENE
- 0499 OTHER HALOGENS AND HALOGENATED COMPOUND
  - Astatine and compounds*
  - Bromine and compounds*
  - Ethylene dibromide*
  - Other, not elsewhere classified*
  - Methyl bromide*
  - Potassium bromide*
  - Unspecified*

## 05 Metallic particulates, trace elements, dusts, powders, fumes

This group includes metallic fumes, particulates, and liquid solutions other than molten metals. Welding fumes as well as fumes from other heating or smelting processes are

included. When the injury is due to solid metal ores, or due to the radiation properties of a metal, use group 55.

Finished metal products should be coded under the appropriate functional category.

*Includes:* Arsenic, arsenic compounds, beryllium and beryllium compounds, cadmium and cadmium compounds, lead and lead compounds, mercury and mercury compounds, aluminum and aluminum compounds, antimony, chromium and chromium compounds, iron and iron compounds, magnesium and magnesium compounds, manganese, nickel and nickel compounds, zinc and zinc compounds, and welding or soldering fumes.

*Excludes:* Finished metal products; molten or solid metals; radiating metals (55); coal dust (0801); grain dust (5301); and other nonmetallic dusts (95).

- 0501 ALUMINUM
- 0502 ANTIMONY
- 0504 BERYLLIUM AND BERYLLIUM COMPOUNDS
- 0507 CADMIUM AND CADMIUM COMPOUNDS
- 0508 CHROMIUM AND CHROMIUM COMPOUNDS
- 0511 IRON AND IRON COMPOUNDS
- 0512 LEAD AND LEAD COMPOUNDS
  - Inorganic lead compounds*
  - Lead dioxide*
  - Lead oxide*
  - Lead salts*
  - Lead soaps*
  - Organic lead compounds*
  - Alkyl lead*
  - Lead acetate*
  - Lead arsenate*
  - Tetraethyl lead*
  - Tetramethyl lead*
- 0514 MAGNESIUM AND MAGNESIUM COMPOUNDS
- 0515 MERCURY AND MERCURY COMPOUNDS
- 0521 ZINC AND ZINC COMPOUNDS
- 0599 OTHER METALLIC PARTICLES, TRACE ELEMENTS, DUST, POWDER, AND FUMES
  - Arsenic and arsenic compounds*
  - Manganese*
  - Nickel and nickel compounds*
  - Welding or soldering fumes, unspecified*
    - This category includes fumes and vapors from the welding, brazing, soldering, and cutting of galvanized steel as well as other metals, with the exception of lead. Fumes containing lead compounds should be coded under 0512.*
    - Fumes given off by other heat processes including smelting should be coded under the appropriate metal compound, if known.*
  - Other, not elsewhere classified*

*Unspecified*

**06 Agricultural chemicals and other pesticides**

This group includes such substances as insecticides, pesticides, herbicides, fumigants, rodenticides, and fungicides. These substances should be coded in this group whether used in the agricultural and horticultural industries, by commercial exterminating and pest control companies or by companies in other industries. Mixtures of plant foods and fertilizers with herbicides are coded under 0602.

*Includes:* Fertilizers and plant food; fumigants; fungicides; herbicides; insecticides' rodenticides.

*Excludes:* Ammonium compounds (0902); calcium hydroxide, calcium oxide, lime (02).

0601	FERTILIZERS	
	<i>Bone meal</i>	<i>Muriate-of potash</i>
	<i>Dried blood (used as fertilizer)</i>	<i>Phosphates/superphosphates</i>
	<i>Ground oyster shells</i>	<i>Plant Food</i>
0602	HERBICIDES	
	<i>2-chloro-4, 6-bis(ethylamino)-S-triazine</i>	
	<i>2,4,5-Trichlorophenoxyacetic acid (2,4,5-T)</i>	
	<i>2-(2,4,5-trichlorophenoxy) propionic acid</i>	
	<i>4-chloro-2-methylphenoxyacetic acid</i>	
	<i>Carbamate and thiocarbamate herbicides</i>	
	<i>Mixtures of plant foods and fertilizers with herbicides</i>	
	<i>2,4-D</i>	<i>Diquat</i>
	<i>2,4-DEP</i>	<i>Discamba</i>
	<i>2,4,5-T</i>	<i>Diuron</i>
	<i>2,3,6-TBA</i>	<i>Erbon</i>
	<i>Agent orange</i>	<i>Fenuron</i>
	<i>Atrazine</i>	<i>MCPA</i>
	<i>Benzoic and phenylacetic acids</i>	<i>MCPB</i>
	<i>Bipyridyls</i>	<i>Monuron</i>
	<i>Chlorates</i>	<i>Paraquat</i>
	<i>Chlorfenec</i>	<i>Pentachlorophenol</i>
	<i>Crag herbicide</i>	<i>Phenols</i>
	<i>Delapon</i>	<i>Silvex</i>
	<i>Dinitro compounds</i>	<i>Simazine</i>
	<i>Dinosam (DNAP)</i>	<i>Trizines</i>
	<i>Dinoseb (DNBP)</i>	<i>Vapam</i>
	<i>Dinitro-orthoeresol (DNOC)</i>	<i>Weed killer</i>
0603	INSECTICIDES	
	<i>Abate</i>	<i>Kerosene insecticides</i>

<i>Aldicard</i>	<i>Lindane</i>
<i>Baygon</i>	<i>Malathion</i>
<i>Benzene hexachloride (BHC)</i>	<i>Metasystox</i>
<i>Bidrin</i>	<i>Methyl parathion</i>
<i>Carbamate insecticides</i>	<i>Mevinphos</i>
<i>Carbaryl (Sevin)</i>	<i>Mirex</i>
<i>Chlordane</i>	<i>Nicotine</i>
<i>DDT</i>	<i>Organochlorine compounds</i>
<i>DDVP (Vapona)</i>	<i>Organophosphates</i>
<i>Demeton</i>	<i>Organophosphorus</i>
<i>Diazinon</i>	<i>compounds</i>
<i>Dibrom(Naled)</i>	<i>Parathion</i>
<i>Dicathon</i>	<i>Phenylsulphtion</i>
<i>Diclorvo</i>	<i>Phorate</i>
<i>Dicofol (Kelthane)</i>	<i>Phosdrin</i>
<i>Dieldrin</i>	<i>Propoxur</i>
<i>Dimethoate (Cygon)</i>	<i>Pyrethrum</i>
<i>Dursban</i>	<i>Rotenone</i>
<i>Endrin</i>	<i>Supracide</i>
<i>EPN</i>	<i>Systox</i>
<i>Ethion</i>	<i>TEPP</i>
<i>Fenthion (Baytex)</i>	<i>Thimet</i>
<i>Gardona</i>	<i>Thiodan</i>
<i>Guthion</i>	<i>Thiram</i>
<i>Heptachlor</i>	<i>Toxaphene</i>
<i>Kepone</i>	<i>Vapam</i>
	<i>Zectran</i>
<i>Other, not elsewhere classified</i>	<i>Unspecified</i>

0699 OTHER AGRICULTURAL CHEMICALS

<i>Coumarins</i>	<i>PMP</i>
<i>Diphacin</i>	<i>Rodenticides</i>
<i>Dithiocarbamates</i>	<i>Sodium Fluoroacetate</i>
<i>Ferban</i>	<i>Squill and derivatives</i>
<i>Fluoroacetates</i>	<i>Strychnine</i>
<i>Fumigants, not elsewhere classified</i>	<i>Thallium sulfate</i>
<i>Fungicides</i>	<i>Valone</i>
<i>Indandiones</i>	<i>Warfarin</i>
<i>Maneb</i>	<i>Zinc phosphide</i>
<i>Nabam</i>	<i>Zineb</i>
<i>Organic mercurials (used in seed dressing)</i>	
<i>Pentachlorophenols</i>	<i>Ziram</i>
<i>Pival (Pivalyn)</i>	<i>Unspecified</i>
<i>Other, not elsewhere classified</i>	

07 Chemical products--general

This category includes chemical products of various types. This category should be used only when the specific chemical is unknown or is not classifiable elsewhere.

*Includes:* Adhesives, alcoholic beverages, beauty products, cleaning agents, cosmetics, drugs, explosives, glues, medicines, paints, lacquers, varnishes, solvents, degreasers, dyes, inks, tear gas, mace, and photographic and copying solutions.

*Excludes:* Specified chemicals.

- |      |  |  |
|------|--|--|
| 0701 | ADHESIVE (OR GLUES)<br>This code includes adhesives, glues and pastes that are not elsewhere classified.   |  |
| 0702 | ALCOHOLIC BEVERAGE   |  |
| 0704 | CLEANING COMPOUND (Excluding detergent and soap products)<br>This code includes cleaning compounds that are not classifiable to specific chemical categories.<br><i>Bleach--nonchlorine, nonperoxide</i> <i>Floor stripper</i><br><i>Disinfectants</i> <i>Scouring powders</i><br><i>Drain and oven cleaners</i> |  |
| 0705 | DETERGENT<br>This code includes detergents that are not classifiable to specific chemical categories.<br><i>Synthetic detergents</i> <i>Shampoos (commercial or industrial)</i>  |  |
| 0706 | DRUG (Nonmedicinal)  |  |
| 0707 | DYE (OR INK)   |  |
| 0708 | DETONATOR (BLASTING AGENTS)<br><i>Blasting cap</i>   |  |
| 0709 | EXPLOSIVES<br><i>Dynamite</i> <i>Gunpowder</i><br><i>Flammable gas, unspecified</i> <i>Pyrotechnics, fireworks</i>   |  |
| 0711 | MEDICINES  |  |
| 0712 | NAPHTHA SOLVENTS<br><i>Benzine</i> <i>Napthalene</i><br><i>Cleaners' naptha</i> <i>Petroleum ether</i><br><i>Mineral spirits</i> <i>Stoddard solvent</i><br><i>Naptha</i>  |  |
| 0713 | PAINT/VARNISH<br><i>Lacquer</i> <i>Shellac</i>   |  |
| 0715 | SOAP (OR SOAP PRODUCTS)  |  |
| 0716 | SOLVENT/DEGREASER<br>This code includes solvents and degreasers, not elsewhere classifiable.<br><i>Dry cleaning fluids</i> <i>Thinners</i>   |  |

	<i>Paint removers</i>	
0717	WAX (OR POLISHES)	
	This code includes waxes or polishes that are not classifiable to specific chemical categories.	
0799	OTHER CHEMICAL PRODUCTS	
	<i>Beauty preparations</i>	
	<i>Face masks</i>	<i>Lacrimogenic gas</i>
	<i>Make-up</i>	<i>Mace</i>
	<i>Soaps</i>	<i>Photographic/copy solutions</i>
	<i>Bromobenzyl cyanide</i>	<i>Clearing agents</i>
	<i>Chloroacetopheonone</i>	<i>Copying machine fluids</i>
	<i>Ethylidoacetate</i>	<i>Developers</i>
	<i>Hair preparations</i>	<i>Film developing solution</i>
	<i>Conditioners/shampoos</i>	<i>Fixers</i>
	<i>Dyes</i>	<i>Photographic chemicals</i>
	<i>Hair sprays</i>	<i>Mimeograph fluid</i>
	<i>Hair straighteners</i>	<i>Stop baths</i>
	<i>Mousses</i>	<i>Surfactants</i>
	<i>Rinses</i>	<i>Toners</i>
	<i>Perming solutions</i>	<i>Tear Gas</i>
	<i>Setting gels</i>	<i>Unspecified</i>
	<i>Other, not elsewhere classified</i>	

## 08 Coal, natural gas, petroleum fuels, and products, nec

This category includes coal, natural gas, petroleum, and petroleum fuels and distillates.

*Includes:* Coal, coal dust, coke, crude oil, gasoline, natural gas, petroleum, petroleum distillates and fuels.

*Excludes:* Agricultural chemicals and other pesticides (06); paints (0713); petroleum solvents (0716); asphalt, roofing tar (47).

0801	COAL	
0802	COKE (and other coal manufactures)	
0803	FUEL	
	<i>Butane</i>	<i>Gasoline</i>
	<i>Diesel fuel</i>	<i>Jet fuel</i>
0804	GAS, NATURAL	
0807	GREASE	
	<i>Cutting oil</i>	<i>Lubricating greases</i>
0808	KEROSENE	
	<i>Heating oil</i>	
0809	OIL (CRUDE)	
0810	PROPANE	

0899 OTHER COAL, NATURAL GAS, PETROLEUM FUELS, AND PRODUCTS

*Other, not elsewhere specified*      *Unspecified*

**09 Other chemicals**

This category includes ammonia and its compounds, cryogenic gases, certain cyanide compounds, oxygen and certain oxides, plastics and resins, sewer and mine gas, methane, sulfur and sulfur compounds, and other chemical and chemical products not elsewhere classifiable.

*Includes:* Ammonia and ammonium compounds, carbon dioxide, carbon monoxide, cryogenic gases, cyanide and cyanide compounds, dry ice, methane, mine gas, oxygen and oxygen compounds, plastics, resins, sewer gas, sulfur, sulfur compounds, sulfur dioxide.

- 0901 ACETYLENE
- 0902 AMMONIA/AMMONIUM COMPOUNDS  
This code include ammonium compounds used as fertilizers, cleanser, explosives, etc.  
*Ammonia, anhydrous ammonia*      *Ammonium nitrate*  
*Ammonium hydroxide*      *Ammonium sulfate*
- 0904 CARBON DIOXIDE  
*Dry ice*
- 0905 CARBON MONOXIDE  
*Blast furnace gas*  
*Kiln vapor*  
*Motor vehicle exhaust gas*  
*Results of incomplete combustion of fuels*
- 0907 CYANIDE/CYANOGEN COMPOUND  
Cyanates and isocyanates that are used in the manufacture of plastics are coded under 0923.  
*Hydrogen cyanide*
- 0908 EPOXY
- 0911 HELIUM (LIQUID)
- 0914 HYDROGEN (LIQUID)
- 0915 MINE/SEWER GAS  
*Methane gas*
- 0917 NITROGEN (LIQUID)
- 0919 OXYGEN  
*Ozones*
- 0920 OXIDES OF NITROGEN  
*Dinitrogen pentoxide*      *Nitrogen dioxide*  
*Dinitrogen tetroxide*      *Nitrogen trioxide*

		<i>Laughing gas</i>	<i>Nitrous oxide</i>
		<i>Nitric oxide</i>	
0922	POLYETHYLENE		
0923	RESIN/PLASTICS		
		This code includes plastics and resins not elsewhere classified	
		<i>Acrylic resin</i>	<i>Polystyrene</i>
		<i>Bakelite</i>	<i>Polyurethane</i>
		<i>Cyanates</i>	<i>Polyvinyl acetate</i>
		<i>Di-isocyanates</i>	<i>Polyvinyl chloride</i>
		<i>Elastomer</i>	<i>Polyvinyl chloride monomer</i>
		<i>Ethyl silicate</i>	<i>Resin</i>
		<i>Ethylene diamine</i>	<i>Toluene-di-isocyanates (TDI)</i>
		<i>Isocyanates</i>	<i>Urethane</i>
		<i>Monomer</i>	<i>Vinyl chloride</i>
		<i>PAPI</i>	<i>Vinyl chloride monomer</i>
		<i>Polymer</i>	
0926	SILICONE		
0931	SULFUR/SULFUR COMPOUNDS		
		<i>Carbon bisulfide</i>	<i>Hydrogen sulfide</i>
		<i>Carbon disulfide</i>	<i>Sulfur dioxide</i>
0999	OTHER CHEMICALS		
		<i>Esters</i>	<i>Liquified krypton</i>
		<i>Flux</i>	<i>Liquified neon</i>
		<i>Liquid fluorine</i>	<i>Liquified xenon</i>
		<i>Liquified argon</i>	<i>Phosphine</i>
		<i>Metal cleaning compounds, unspecified</i>	
		<i>Metal plating solutions, unspecified</i>	
		<i>Potting compound hardener</i>	<i>Unspecified</i>
		<i>Other, not elsewhere classified</i>	

## 1 - Containers

This division classifies receptacles that are commonly used to hold, store, or carry materials. All containers may be empty or full. Pressurized and nonpressurized containers are fix-shaped receptacles used to hold, store, or carry materials. Variable restraint containers include bundles, packages, and rolls where the material being contained is usually the surface of the container.

*Includes:* Pressurized containers; nonpressurized containers; variable restraint containers; dishes, cups, glasses; luggage; skids and pallets.

*Excludes:* Cases, cabinets, racks, shelves (22); bathtubs (2501); coffee makers (3404); septic tanks (6199); hot tubs (6424); sleeping bags, back packs, portable coolers, and thermoses (7999).

## 12 Containers--nonpressurized

This group classifies nonpressurized containers which are fix-shaped receptacles used to hold, store, or carry materials.

*Includes:* Bags, sacks, totes, barrels, kegs, drums, ottles, jugs, flasks, boxes, crates, cartons, buckets, baskets, pails, cans, pots, pans, trays, tanks, bins, and vats.

*Excludes:* Pressurized containers (13); variable restraint containers (14); dishes, drinking cups, and beverage glasses (15); luggage (16); skids and pallets (17); groceries (5301); laundry (9299).

1201	BAGS	<i>Mail pouches</i>	<i>Sacks</i>
		<i>Packets</i>	<i>Totes</i>
1203	BASKETS	<i>Baskets--wicker</i>	<i>Flower baskets</i>
		<i>Baskets--wire</i>	<i>Fruit baskets</i>
		<i>Baskets--wooden</i>	<i>Picnic baskets</i>
		<i>Bushels</i>	
1204	BINS (and VATS)	<i>Dumpsters</i>	<i>Tubs--coopered</i>
		<i>Melting pots</i>	<i>Tubs--excluding bathtubs</i>
		<i>Trash bins</i>	<i>Vats-wooden</i>
		<i>Troughs</i>	
1205	BOTTLES (excluding laboratory glassware)	<i>Bottles--paper</i>	<i>Milk bottles</i>
		<i>Decanters</i>	<i>Packing bottles</i>
		<i>Hot-water bottles</i>	<i>Packing jugs</i>
		<i>Jugs</i>	<i>Vials</i>
		<i>Medicine bottles</i>	<i>Water bottles</i>
1206	BOXES (and CRATES, CARTONS)	<i>Ammunition boxes</i>	<i>Coffins</i>
		<i>Boxes--cardboard</i>	<i>Egg cartons</i>
		<i>Boxes--corrugated</i>	<i>Food boxes</i>
		<i>Boxes--fiberboard</i>	<i>Mailing cases</i>
		<i>Boxes--filing</i>	<i>Milk, ice cream cartons</i>
		<i>Boxes--newsboard</i>	<i>Shipping crates</i>
		<i>Boxes--setup</i>	<i>Shipping hampers</i>
		<i>Boxes--wooden</i>	<i>Tubes--cardboard</i>
		<i>Cases--plastic utility</i>	
1207	BUCKETS	<i>Buckets--coopered wooden</i>	<i>Milk pails</i>
		<i>Buckets--metal</i>	<i>Pails</i>
		<i>Dinner pails</i>	<i>Pitchers</i>

		<i>Lobster pots</i>	<i>Slop pails</i>
1208	CAGES		
		<i>Chicken coops (cages)</i>	<i>Small animal cages</i>
1209	CANS		
		<i>Aluminum cans</i>	<i>Gasoline cans</i>
		<i>Beverage cans</i>	<i>Milk cans</i>
		<i>Canisters</i>	<i>Oil cans</i>
		<i>Canned foods</i>	<i>Packing cans</i>
		<i>Foil-fiber cans</i>	<i>Tin cans</i>
		<i>Food cans</i>	<i>Trash cans</i>
		<i>Garbage cans</i>	<i>Watering cans</i>
1214	DRUMS (and BARRELS, KEGS)		
		<i>Barrels--coopered wooden</i>	<i>Kegs--coopered wooden</i>
		<i>Breakers</i>	<i>Kilderkins</i>
		<i>Casks</i>	<i>Milk shipping containers</i>
		<i>Drums--fiber</i>	<i>Oil drums</i>
		<i>Firkins</i>	<i>Shipping drums</i>
1215	LABORATORY GLASSWARE		
1219	PANS (and POTS, TRAYS)		
		<i>Ashtrays</i>	<i>Kettles--nonpressurized</i>
		<i>Bakepans</i>	<i>Pans--kitchen</i>
		<i>Breadpans</i>	<i>Pots--kitchen</i>
		<i>Cake pans</i>	<i>Serving trays</i>
		<i>Dishpans</i>	<i>Skillets</i>
		<i>Dustpans</i>	<i>Trays--plastic</i>
		<i>Frying pans</i>	<i>Woks</i>
1221	TANKS		
		<i>Aquaria</i>	<i>Oil storage tanks</i>
		<i>Cisterns</i>	<i>Tanks--coopered</i>
		<i>Farm storage tanks</i>	<i>Water tanks</i>
		<i>Hoppers</i>	
1299	OTHER NON-PRESSURIZED CONTAINER		
		<i>Other, not elsewhere classified</i>	<i>Unspecified</i>

### 13 Containers--pressurized

This group classifies pressurized containers which are fix-shaped receptacles used to hold, store, or carry gases, vapors, or liquids.

*Includes:* Boilers, hoses, and pressure lines.

*Excludes:* Air and gas compressors (3901); pressure-cooking equipment (3499); pipes, ducts, tubing (42); valves (4319).

#### 1302 BOILERS

	<i>Industrial boilers</i>	<i>Power boilers</i>
	<i>Marine boilers</i>	<i>Pressure stills</i>
1303	HOSES	
	<i>Fire hoses</i>	<i>Hoses--plastic</i>
	<i>Garden, Water hoses</i>	<i>Hoses-rubber</i>
	<i>Hoses--metal</i>	<i>Pneumatic hoses</i>
1304	PRESSURE LINES (except hoses)	
1306	CYLINDERS	
	<i>Pressure cylinders</i>	
1399	OTHER PRESSURIZED CONTAINER	
	<i>Air receiver tanks</i>	<i>Pressure gas tanks</i>
	<i>Beer kegs</i>	<i>Pressure housings</i>
	<i>Oxygen tanks</i>	<i>Propane tanks</i>
	<i>Other, not elsewhere classified</i>	<i>Unspecified</i>

#### 14 Containers--variable restraint

This group classifies containers including bundles, packages, and rolls where the material being contained is usually the surface of the container.

*Includes:* Bundles, bales, packages, parcels, reels, rolls.

*Excludes:* Nonpressurized containers (12); pressurized containers (13).

1401	BUNDLES	
	<i>Bales of cotton</i>	<i>Bundles of shingles</i>
	<i>Bales of hay</i>	
1403	REELS/SPOOLS	
	<i>Reels of metal banding, wire</i>	<i>Reels of steel wool</i>
1404	ROLLS	
	<i>Beams, bolts of fabric</i>	<i>Rolls of fabric</i>
	<i>Rolls of carpet</i>	<i>Rolls of paper</i>
1499	OTHER CONTAINER, VARIABLE RESTRAINT	
	<i>Mailing packages, parcels</i>	<i>Paper packages, parcels</i>
	<i>Other, not elsewhere classified</i>	<i>Unspecified</i>

#### 15 Dishes, drinking cups, beverage glasses

This group classifies containers which are commonly used for drinking and eating.

*Includes:* Dishes, bowls, drinking cups, beverage glasses.

*Excludes:* Bottles (1205); pitchers (1299); pots, pans, trays (1219); cooking and eating utensils (7199).

1501	EATING/DRINKING DISHES
------	------------------------

<i>Bowls--any use or composition</i>	<i>Cups-drinking</i>
<i>Dishes--any use or composition</i>	<i>Glasses-drinking</i>

**16 Luggage, handbags**

This group classifies container-carriers which are used for holding and carrying personal belongings.

*Includes:* Briefcases, handbags, pocketbooks, wallets, and suitcases.  
*Excludes:* Footlockers, chests (2202); lockers (2205); back packs (7999).

- |      |  |  |
|------|--|--|
| 1601 | LUGGAGE, BRIEFCASES, SUITCASES, ETC.<br><i>Billfolds</i><br><i>Bookbags</i><br><i>Costmetic pouches</i><br><i>Duffel bags</i><br><i>Golf bags</i><br><i>Gym bags</i> | <i>Musical instrument cases</i><br><i>Overnight bags</i><br><i>Portfolios</i><br><i>Purses</i><br><i>Shoulder bags</i><br><i>Suit bags</i> |
| 1699 | OTHER PERSONAL TOTES<br><i>Other, not elsewhere classified</i>   | <i>Unspecified</i>   |

**17 Skids, pallets**

This group classifies skids and pallets of any use or composition including those used as working surfaces.

*Includes:* skids, pallets, pallet containers.

- |      |               |
|------|---------------|
| 1701 | PALLETS/SKIDS |
|------|---------------|

**19 Containers, nec**

This group classifies all containers that are not elsewhere classified in the container division.

- |      |                  |
|------|------------------|
| 1901 | CAPSULES         |
| 1903 | DEWARS           |
| 1904 | VESSELS          |
| 1999 | OTHER CONTAINERS |

**2 - Furniture and Fixtures**

This division classifies furniture; lighting and plumbing fixtures; and floor, wall, and window coverings. The furniture and fixtures classified here may be of any composition, and may be

designed for use in households, businesses, or public buildings.

*Includes:* Cases; cabinets; racks; shelves; floor, wall, and window coverings; furniture; other fixtures.

*Excludes:* Heating, cooling, and cleaning machinery and appliances (34), audio and video equipment (39), car seats (4999), plumbing systems (6199), structures (64), pianos (7199).

## 22 Cases, cabinets, racks, shelves

This group classifies free-standing or built-in cases, cabinets, counters, racks, lockers, and shelves. These items may be designed for household, office, public building, or other use.

*Includes:* Bookcases; display and storage cabinets, cases; counters, counter tops; garment and other racks; lockers; partitions; shelving.

*Excludes:* Boxes, crates, cartons (1206); refrigerated lockers (3413).

2201	BOOKCASE <i>Bookcases--any composition</i> <i>Bookcases--built-in</i>	<i>Bookcases--free-standing</i>
2202	CABINET <i>Cedar chests</i> <i>China cabinets</i> <i>Footlockers</i> <i>Kitchen cabinets</i> <i>Medicine cabinets</i>	<i>Office cabinets</i> <i>Show cases</i> <i>Tool chests</i> <i>Toy chests</i> <i>Treasure chests</i>
2203	COUNTER <i>Bar counters</i>	<i>Kitchen counters</i>
2204	FILE CABINET	
2205	LOCKER <i>Wall lockers</i>	
2206	PARTITION <i>Office partitions</i>	<i>Room partitions</i>
2207	RACK <i>Book and magazine racks</i> <i>Clothes-drying racks</i> <i>Coat racks</i>	<i>Display racks</i> <i>Mail-sorting racks</i>
2208	SHELF <i>Display shelving</i>	<i>Office and store shelving</i>
2209	TOOLBOX <i>Tool chests</i>	
2299	OTHER CASES, CABINETS, RACKS, SHELVES <i>Other, not elsewhere classified</i>	<i>Unspecified</i>

## 23 Floor, wall, window coverings

This group classifies floor, wall, and window coverings such as carpets, wallpaper, and curtains.

*Includes:* Floor coverings; wall coverings; window coverings, blinds, shades, or draperies.

*Excludes:* Rolls of carpet or linoleum (1404); ceiling tiles (4225); vinyl floor tiles (4225); wood paneling (4299); sheet flooring (4299); siding (4222); wallboard (4299).

2302	CARPET (except rolls)	
2303	CURTAIN	
2304	FLOOR MAT	
2305	MIRROR	
2306	RUG	
2307	WINDOW BLIND	
2399	OTHER FLOOR, WALL, WINDOW COVERINGS	
	<i>Drapes</i>	<i>Wallpaper (except rolls)</i>
	<i>Linoleum (except rolls)</i>	<i>Window shades</i>
	<i>Wall panels--acoustic</i>	<i>Unspecified</i>
	<i>Other, not elsewhere classified</i>	

## 24 Furniture

This group classifies different types of home, office, and workshop furniture.

*Includes:* Beds, bedding, mattresses, benches, workbenches, saw horses, chairs, desks, sofas, tables, and worktables.

*Excludes:* Cases, cabinets, racks, shelves (22); lamps (2503); air mattresses, sleeping bags, billiard and ping pong tables (7999); pianos (7199); sheets, linens (9299).

2401	BENCH	
	<i>Park benches</i>	<i>Pews</i>
2402	CHAIR	
	<i>Arm chairs</i>	<i>High chairs</i>
	<i>Easy chairs</i>	<i>Recliners</i>
	<i>Folding chairs</i>	<i>Rocking chairs</i>
2404	DESK	
	<i>Computer desks</i>	<i>School desks</i>
	<i>Office desks</i>	<i>Workstations</i>
	<i>Roll-top desks</i>	

2406	STOOL	
	<i>Bar stools</i>	<i>Laboratory stools</i>
2407	TABLE	
	<i>Card tables</i>	<i>End tables</i>
	<i>Cocktail tables</i>	<i>Folding tables</i>
	<i>Coffee tables</i>	<i>Kitchen tables</i>
	<i>Conference tables</i>	<i>Lamp stands</i>
	<i>Dining tables</i>	<i>Operating tables</i>
	<i>Dressers</i>	
2408	WORK BENCH	
	<i>Shop benches</i>	<i>Work benches</i>
	<i>Utility benches</i>	
2499	OTHER FURNITURE	
	<i>Beds</i>	<i>Futons</i>
	<i>Bed frames</i>	<i>Hammocks</i>
	<i>Bunk beds</i>	<i>Headboards</i>
	<i>Cots</i>	<i>Loungers</i>
	<i>Couches</i>	<i>Love seats</i>
	<i>Cradles</i>	<i>Ottomans</i>
	<i>Cribs</i>	<i>Saw horses</i>
	<i>Divans</i>	<i>Sofa beds</i>
	<i>Folding beds</i>	<i>Water beds</i>
	<i>Other, not elsewhere classified</i>	<i>Unspecified</i>

## 25 Other fixtures

This group classifies home, office, and industrial fixtures including lighting equipment and plumbing fixtures.

*Includes:* Lighting equipment and plumbing fixtures.

*Excludes:* Electrical parts (45), wiring (4561), plumbing system (6199), flashlights (7399), flash bulbs (7799), lanterns (7999), pipes (4214), valves (4319).

2501	BATH TUB
2502	FAUCET
2503	LAMP
	<i>Chandeliers</i>
2505	LIGHT
	<i>Light bulbs (incandescent or fluorescent)</i>
	<i>Headlights</i>
	<i>Neon lights</i>
	<i>Stop lights</i>
2507	SINK
2508	TOILET

2599 OTHER FIXTURES

*Shower*

*Unspecified*

*Other, not elsewhere classified*

### 3 - Machinery

This division classifies light and heavy machinery which perform specific functions or processes under power. Machinery is defined as a combination of smaller machines (elements or parts) which are capable of motion and are contained in a stationary frame. Computer, audio, and video products, as well as heating, cooling and cleaning machinery and appliances are also included in this definition.

Machines which are primarily used for transporting people or materials are classified in division 8. Handheld power tools are classified in group 73.

If a part of **known or assumed to be attached** to the machine when an injury occurs, then the entire machine should be listed as the source in this division.

If a part is **known or assumed to be unattached and independent** of a machine, or if it is probable that a **machine is not involved**, then that specific part should be selected as the source. The smaller parts which are used in machinery are classified in group 45.

*Includes:* Agricultural and garden machinery; construction, logging, and mining machinery; heating, cooling, and cleaning machinery and appliances; material handling machinery; metal, woodworking, and special material machinery; office and business machinery; special process machinery; and miscellaneous machinery.

*Excludes:* Hoisting accessories (44); machinery parts (45); motors (4530); engines (4518); nonpowered handtools (72); powered handtools (73); vehicles (8); plant and industrial powered vehicles, tractors (86); forklifts (8602).

### 32 Agricultural and garden machinery

This group classifies machinery which perform specific agricultural and garden functions or processes.

*Includes:* Harvesting and threshing machinery; mowing machinery; plowing, planting, and fertilizing machinery; and other agricultural and garden machinery.

*Excludes:* Construction, logging, and mining machinery (33); gravity conveyors, powered conveyors (3503); elevators (3510); parts and materials (4); feed wagons (4934); vehicles (8); tractors (8699); snow plow (3999); crop dusting aircraft (8201).

### 3201 PLOW

3202	WEED EATER	
3299	OTHER AGRICULTURAL MACHINE	
	<i>Balers</i>	<i>Haying machines</i>
	<i>Combines</i>	<i>Hay mowers</i>
	<i>Cultivators</i>	<i>Lawn mowers</i>
	<i>Dairy and milk processing machinery</i>	<i>Manure spreaders</i>
	<i>Disks</i>	<i>Mowing machinery</i>
	<i>Feed grinders, crushers, mixers</i>	<i>Push mower--nonpowered</i>
	<i>Fertilizer spreaders</i>	<i>Seed planting machinery</i>
	<i>Forage choppers</i>	<i>Spraying/dusting machinery</i>
	<i>Harrows</i>	<i>Threshers</i>
	<i>Harvesters, reapers</i>	<i>Tree shakers</i>
	<i>Other, not elsewhere classified</i>	<i>Unspecified</i>

### 33 Construction, logging, and mining machinery

This group classified machinery which perform specific construction (or demolition), logging, and mining functions or processes.

*Includes:* Excavating machinery; loaders; logging and wood processing machinery; mining and drilling machinery; road grading and surfacing machinery.

*Excludes:* Agricultural and garden machinery (32); material handling machinery (35); metal, woodworking, and special material machinery (36), vehicles (8); tractors (8699).

3302	BACKHOE	
3303	COAL CRUSHER	
	<i>Coal breakers</i>	
3304	COMPACTOR (Earth, Mineral)	
3305	CRUSHING MACHINE (Earth, Mineral)	
3306	DREDGE	
	<i>Marine dredges</i>	<i>Suction dredges</i>
3307	DRILL RIG/MACHINE	
	<i>Continuous miners</i>	<i>Mechanical miners</i>
	<i>Diamond drills</i>	<i>Rock drills</i>
	<i>Jet flame drills</i>	<i>Water-jet drills</i>
3309	EARTH MOVING EQUIPMENT (not elsewhere classified)	
	This codes excludes backhoes (3302) and dredges (3306).	
	<i>Bulldozers</i>	<i>Marine excavators</i>
	<i>Continuous bucket excavators</i>	<i>Steam and power shovels</i>
	<i>Draglines</i>	<i>Trenchers</i>
3310	HIGHWAY CONSTRUCTION EQUIPMENT	
	This code includes machinery which primarily perform road grading and surfacing operations.	

	<i>Asphalt and mortar spreaders</i>	<i>Road linemarking machinery</i>
	<i>Asphalt pavers</i>	<i>Slip-form pavers</i>
	<i>Concrete pavers</i>	<i>Steam rollers</i>
	<i>Graders, levelers, planers, scrapers</i>	
3311	MINING MACHINE (not elsewhere classified)	
	This code excludes drilling machines-machines used to bore vertical holes which are coded as 3307, coal breakers and crushers (3303), and separators (3315).	
	<i>Bore tunneling machine</i>	<i>Mineral property analyzers</i>
	<i>Horizontal boring machine</i>	
3312	MIXER (Earth, Mineral)	
	<i>Agitators</i>	<i>Cement mixers</i>
3313	LOADING MACHINE	
	This code consists of machinery which consists of a movable bucket mounted on a series of movable arms at the front of a crawler or rubber-tire tractor. It excludes earth moving equipment (3309) and log loaders (3399).	
	<i>Bucket loaders</i>	<i>Front end loaders</i>
	<i>End loaders</i>	
3314	PULVERIZING MACHINE (Earth, Mineral)	
3315	SEPARATOR	
	<i>Mineral concentrators</i>	<i>Mineral sorters</i>
	<i>Mineral separators</i>	
3399	OTHER CONSTRUCTION OR LOGGING MACHINE	
	<i>Drop hammers</i>	<i>Logging machinery</i>
	<i>Pile drivers</i>	<i>Chippers</i>
	<i>Pile extractors</i>	<i>Debarkers</i>
	<i>Pile hammers</i>	<i>Harvesters</i>
	<i>Unspecified</i>	<i>Log loaders</i>
	<i>Other, not elsewhere classified</i>	<i>Forwarder/yarder</i>
		<i>Mechanical harvester</i>
		<i>Slasher</i>
		<i>Skidder--cable and grapple</i>

### **34 Heating, cooling, and cleaning machinery and appliances**

This group classifies machinery which perform specific heating, cooling, and cleaning functions or processes.

*Includes:* Cooling and humidifying machinery and appliances; heating and cooking machinery and appliances; washers, dryers, and cleaning machinery and appliances.

*Excludes:* Boilers (1302); dairy and milk processing machinery (3299); industrial furnaces and forging machinery (3606); distilling and rectifying machinery (3699); incinerators (3902); vending machines (3999); engine fans (4999);

powered welding and heating handtools (73).

3401	AIR CONDITIONER	
3403	COOKING APPLIANCES (not elsewhere classified)	
	<i>Broiling and frying equipment</i>	
	<i>Burners</i>	<i>Roasters</i>
	<i>Grills--outdoor, indoor</i>	<i>Toasters</i>
	<i>Hibachi</i>	<i>Waffle irons</i>
3404	COFFEE MAKER	
	<i>Beverage heating equipment</i>	<i>Percolating equipment</i>
3405	DRYER	
	<i>Clothes dryer</i>	<i>Hand dryer</i>
	<i>Hair dryer</i>	
3406	FANS/BLOWER (wall, floor, ceiling, ventilation)	
3407	FURNACES	
	This code excludes industrial furnaces and forging machinery (3606).	
	<i>Domestic furnaces</i>	<i>Potbellied stoves</i>
	<i>Franklin stoves</i>	<i>Registers</i>
	<i>Gas and oil furnaces</i>	
3408	HAND IRON (or OTHER IRONING APPLIANCES)	
	<i>Fabric pressers</i>	
3409	HEATER	
	<i>Heating units</i>	<i>Solar heaters</i>
	<i>Hot-water heaters</i>	<i>Space heaters</i>
3410	HEATING APPLIANCE (not elsewhere classified)	
	<i>Kilns</i>	
	<i>Steaming equipment and appliances</i>	
3412	OVEN	
	<i>Microwave ovens</i>	<i>Ovens--kitchen, cooking</i>
3413	REFRIGERATOR/FREEZER	
	<i>Ice makers</i>	
3414	STOVE	
	<i>Ranges--kitchen, cooking</i>	<i>Stoves--kitchen, cooking</i>
3415	VACUUM CLEANER	
3416	VAPORIZER	
	<i>Dehumidifiers</i>	<i>Humidifiers</i>
3417	WASHING MACHINE	
	<i>Car or vehicle washing machinery</i>	<i>Dish washer</i>
	<i>Clothes washer</i>	
3499	OTHER APPLIANCE	
	<i>Other filtering and purifying machinery</i>	
	<i>Unspecified</i>	
	<i>Other, not elsewhere classified</i>	

## 35 Material handling machinery

This group classifies machinery which perform specific material handling functions or processes

Material handling machinery are usually composed of many smaller parts and elements. For example, hoisting machines, cranes, derricks, and elevators employ sheaves and pulley(called blocks) to perform their operations. The majority of these smaller material handling machinery components are classified in groups 44 and 45.

*Includes:* Gravity conveyors; powered conveyors; cranes; overhead hoists; derricks; elevators; jacks; winders; unwinders.

*Excludes:* Agricultural and garden machinery (32); construction, logging, and mining machinery (33); logging and wood processing machinery (3399); hoisting accessories (44); machine, tool, and electric parts (45); vehicles (8); forklifts (8602).

- 3502 CHUTE
- 3503 CONVEYOR
  - Conveyors--belt* *Conveyors--pneumatic*
  - Conveyors--bucket cup* *Conveyors--roller*
  - Conveyors--chain* *Conveyors--screw, auger*
  - Conveyors--gravity* *Conveyors--slot*
  - Conveyors--live roller* *Conveyors--wheel*
  - Conveyors--pan* *Package conveyor*
- 3504 CRANE (not elsewhere classified)
- 3505 CRANE, BOOM
- 3506 CRANE, BRIDGE
- 3507 CRANE, MOBILE
- 3508 CRANE, OVERHEAD
- 3509 DERRICK
  - This code excludes oil derricks used to support drilling machinery (6436).
  - Derricks--A-frame* *Derricks--guy*
  - Derricks--basket* *Gin pole*
  - Derricks--breast*
- 3510 ELEVATOR
  - This code excludes conveyors (3503), hoists (3512, 3513, 3514), elevator floors (6212), forklifts (8602), manlifts (3516), and scissor lifts (3517).
  - Dumbwaiters* *Elevators--pneumatic*
  - Elevators--electric* *Elevators--hand operated*
- 3512 HOIST (not elsewhere classified)

3513	HOIST, MANUAL	
3514	HOIST, ELECTRIC	
3515	JACK	
	<i>Jack--hydraulic</i>	<i>Jack--pneumatic</i>
	<i>Jack--mechanical</i>	
3516	MANLIFT	
3517	SCISSOR LIFT	
3518	HOIST, PNEUMATIC	
3599	OTHER MATERIAL HANDLING DEVICE	
	<i>Winders</i>	<i>Unwinders</i>
	<i>Other, not elsewhere classified</i>	<i>Unspecified</i>

### 36 Metal, woodworking, and special material machinery

This group classifies machinery which primarily perform specific material cutting, shaping, or forming functions or processes. Special material machinery includes those that process plastic, rubber, concrete, and other special materials.

*Includes:* Bending, rolling, shaping machinery; boring, drilling, planing, milling machinery; extruding, injecting, forming, molding machinery; grinding, polishing machinery; lathes; presses (except printing); sawing machinery; threading and tapping machines; EDM's laser cutting, pressure fluid cutting, spot welding machinery.

*Excludes:* Agricultural and garden machinery (32); construction, logging and mining machinery (33); material handling machinery (34); food slicers (3803); meat grinders (3899); paper production machinery (3899); textile, apparel, leather production machinery (38); painting, priming, metal coating machinery (3899); nonpowered handtools (72); powered handtools (73).

3601	SAWS (not elsewhere classified)	
	<i>Arm saws</i>	<i>Cutoff saws</i>
	<i>Abrasive saws</i>	<i>Diamond saws</i>
	<i>Concrete saws</i>	<i>Radial arm saws</i>
3602	BAND SAW	
3603	BORING MACHINE	
3604	CASTING MACHINE	
	<i>Ingot molding machinery</i>	
	<i>Molding machinery</i>	
3605	DRILLING MACHINE	
	<i>Drill presses</i>	<i>Jib boring machines</i>
	<i>Drilling machines</i>	<i>Radial drills</i>
	<i>Gang drills</i>	
3606	FORGING MACHINE	
	<i>Blast furnaces</i>	<i>Industrial furnaces</i>

	<i>Cold forging machinery</i>	<i>Industrial ovens</i>
	<i>Forges</i>	<i>Smelters</i>
	<i>Hot forging machinery</i>	
3607	GRINDING MACHINE	
	<i>Abraders</i>	<i>Internal grinders</i>
	<i>Centerless grinders</i>	<i>Surface grinders</i>
	<i>Cylindrical grinders</i>	
3609	LATHE	
	<i>Metalworking lathes</i>	<i>Woodworking lathes</i>
3610	MILLING MACHINE	
	<i>Broaching machines</i>	<i>Machining centers</i>
3612	PLANING MACHINE	
	<i>Honing machinery</i>	<i>Lapping machinery</i>
3613	POLISHING MACHINE	
3614	PRESS	
	This code excludes fabric pressers (3408) and printing presses (3805).	
	<i>Assembly presses</i>	<i>Punch presses</i>
	<i>Brake presses</i>	
3615	TABLE SAW	
3616	SHAPING MACHINE	
	This code excludes calendars used in the paper production industry (3899).	
	<i>Bending, crimping machines</i>	<i>Rolling mills</i>
	<i>Calendering machinery</i>	<i>Shearing machines</i>
	<i>Rolling machinery</i>	
3617	OXYACETYLENE TORCH	
3618	PLASMA ARCH TORCH	
3699	OTHER METAL, WOODWORKING, AND SPECIAL MATERIAL MACHINERY	
	<i>Carbon-dioxide lasers</i>	
	<i>Electrochemical machinery (ECM)</i>	
	<i>Gas lasers</i>	
	<i>Gear-cutting machinery</i>	
	<i>Nibbling machines</i>	
	<i>Plastic extruders</i>	
	<i>Pressure fluid cutting machinery</i>	
	<i>Rubber extruders</i>	
	<i>Reaming machines</i>	
	<i>Threading and tapping machines</i>	
	<i>Ultrasonic machinery (USM)</i>	
	<i>Wire extruders</i>	
	<i>Other, not elsewhere classified</i>	<i>Unspecified</i>

### 37 Office and business machinery

This group classifies machinery and equipment which operate primarily in an office, banking, or retail environment.

*Includes:* Electronic computers and peripheral equipment; automated teller machines (ATM's); calculating machines and cash registers; FAX machines; mailing and metering machines; photocopiers; typewriters and word processing equipment.

*Excludes:* Furniture and fixtures (2); audio and video equipment (39); vending machines (3999); nonpowered staplers (7235); electric staplers (7328).

- 3701 COMPUTER (and peripheral equipment)
  - Cathode ray tubes (CRTs)*                      *Optical scanners*
  - Computers--electronic*                      *Printers and plotters*
  - Keyboards--computer*                      *Video display terminals*  
*(VDTs)*
- 3703 TYPEWRITER
  - Word processing equipment*
- 3704 NONELECTRICAL OFFICE EQUIPMENT
  - Coin counting machines--nonelectric*
  - Dictating machines--nonelectric*
  - Mailing and metering machines--nonelectric*
  - Other, not elsewhere classified*
- 3705 ELECTRICAL OFFICE MACHINE
  - Automated teller machines*
  - Calculating machines*
  - Cash registers*
  - Coin counting machines--electric*
  - Dictating machines--electric*
  - FAX machines*
  - Mailing and metering machines--electric*
  - Photocopiers*
  - Other, not elsewhere classified*

### 38 Special process machinery

This group classifies machinery which perform special processes related to specific industries other than those previously classified.

*Includes:* Food and beverage processing machinery; medical, surgical, and x-ray machinery and equipment; packaging, bottling, wrapping machinery; paper production machinery; printing machinery and equipment; textile, apparel, leather production machinery; other special process machinery.

3801	CARDING MACHINE <i>Combing machinery</i>	<i>Picking machinery</i>
3802	CENTRIFUGE	
3803	SLICING MACHINE <i>Food slicer</i>	
3804	MIXING MACHINE <i>Blenders--food and beverage</i> <i>Mixers--food and beverage</i>	<i>Whippers--food and beverage</i>
3805	PRINTING MACHINERY <i>Bindery machinery</i> <i>Engraving machinery</i>	<i>Presses--printing</i> <i>Typesetting machinery</i>
3806	PUMP This code excludes sump pumps (3809) <i>Centrifugal pumps</i> <i>Concrete pumps</i> <i>Fluid power pumps</i>	<i>Gasoline pumps</i> <i>Oil well pumps</i>
3807	STITCHING/SEWING MACHINERY <i>Knitting machine</i> <i>Sewing machine</i>	<i>Spinning machine</i> <i>Weaving machine</i>
3809	SUMP PUMP <i>Water pumps</i>	
3810	X-RAY EQUIPMENT <i>Fluoroscopic x-ray</i> <i>Radiographic x-ray</i>	<i>Therapeutic x-ray</i>
3899	OTHER SPECIAL PROCESS MACHINERY This code excludes medical and surgical instruments (76) and health care and orthopedic equipment (71). <i>Distilling and rectifying machinery</i> <i>Dyeing machinery</i> <i>Gas liquefying machinery</i> <i>Juice, oil, fat extractors</i> <i>Meat grinders</i> <i>Medical equipment, except x-ray</i> <i>Packaging, bottling, wrapping machinery</i> <i>Paint mixing machinery</i> <i>Painting, priming, metal coating machinery</i> <i>Paper production machinery</i> <i>Textile, apparel, leather production machinery, except sewing machinery</i> <i>Other, not elsewhere classified</i>	

### 39 Miscellaneous machinery

This group classifies machinery which perform functions or processes other than those previously classified.

*Includes:* Audio and video equipment; radios, stereos, and other audio equipment; telephones and communication equipment; televisions; tape and disk video players and recorders.

*Excludes:* Hoisting accessories (44); machine parts (45); motors (4530); engines (4518); motors (4530); nonpowered handtools (72); powered handtools (73); vehicles (8); computer equipment and dictation machines (37); hospital monitors and diagnostic machinery (3899); mineral property analyzers (3311); oxyacetylene torch (3617); plasma arch torch (3618).

3901	AIR COMPRESSOR
3902	INCINERATOR
3903	RADIO (and other audio equipment) <i>Stereo</i>
3904	RECORDER/PLAYER <i>Disk players</i> <span style="float:right"><i>Tape players</i></span> <i>Disk recorders</i> <span style="float:right"><i>Tape recorders</i></span>
3905	TELEPHONE (and other communication equipment)
3906	TELEVISION
3999	OTHER MACHINERY <i>Garbage disposals</i> <i>Product assembly machinery, not elsewhere classified</i> <i>Product testing, inspecting, and diagnostic machinery, not elsewhere classified</i> <i>Robots</i> <i>Snowblowers</i> <i>Snow plows</i> <i>Street sweeping and cleaning machinery</i> <i>Trash compactors</i> <i>Vending machines</i> <i>Voting machines</i> <i>Other, not elsewhere classified</i>

## 4 - Parts and Materials

This division classifies machine parts, tool parts, and automobile parts, as well as building materials, insulating materials, and nonstructural metal materials. Many of the parts and materials classified here are the smaller components of larger machines, tools, vehicles, buildings, etc. In most instances, detailed codes for “parts” are provided for those parts expected to be sources of injury independent of the “whole” machine, tool, vehicle, building, or other object.

If a part is **attached** to a machine, tool, or vehicle, then the entire machine, tool, or vehicle should be listed as the source.

If a part is known to be **unattached and independent** of a machine, tool, or vehicle -- or if it is probable that the machine, tool, or vehicle is not involved in the injury--then that specific part should be listed as the source.

If the material identified as the source of an injury is the **general floor surface in a building or on the ground**, then the appropriate structure or surface in division 6 should be listed as the source.

If the material identified as the source of an injury is an **independent, unattached element**, then that specific element (part or material) should be listed as the source.

*Includes:* Building materials--solid elements; fasteners, connectors, ropes, ties; hoisting accessories; machine, tool, and electric parts; metal materials--nonstructural; tars, sealants, caulking, insulating material; tarps and sheeting--nonmetal; vehicle and mobile equipment parts.

*Excludes:* Chemicals and chemical products (0); paint, lacquer, shellac, varnish (0713); containers (1); hoses (1303); furniture and fixtures (2); lighting and plumbing fixtures (25); machinery (3); metallic minerals (55); nonmetallic minerals (56); structural elements (63); vehicles (8); apparel and textiles (92); paper, sheets (94).

#### **41 Other parts and materials**

This group classifies all parts and materials that are not elsewhere classified, including nuclear parts.

4101	BIRDCAGE	
4102	CONTROL PANEL	
4103	CORE	
4104	FUEL ELEMENT	
4105	GLOVE BOX	
4106	HEAT EXCHANGER	
4107	HEPA FILTER	
4108	MANIPULATOR	
4109	NUCLEAR PARTS (not elsewhere classified)	
4110	PRESSURE VESSEL	
4199	OTHER PARTS AND MATERIALS	
	<i>Other, not elsewhere classified</i>	<i>Unspecified</i>

#### **42 Building materials--solid elements**

This group classifies materials which are primarily used in the construction of buildings

and other structures.

*Includes:* Bricks, blocks, structural stone, pipes, ducts, tubing, structural metal materials, tiles, shingles, wood, lumber, other building materials.

*Excludes:* Building systems (61); structural elements (63); doors (6304); fences (6307); gates (6308); roof (6309); skylights (6399); walls (6310); windows (6312); structures (64); office, plant, and residential buildings (6403); scaffolds (6429); staging (6432).

4203	BEAM	
4204	BLOCK/STONES	
	<i>Cinder blocks</i>	<i>Cut marble splashblocks</i>
	<i>Concrete blocks</i>	<i>Ornamental, decorative paving blocks</i>
4206	BRICK	
4207	CONDUIT	
4209	DUCT	
4210	GRATE	
4211	LUMBER	
	<i>Dimensional lumber: 2x4, 2x3, etc.</i>	
4212	MASONITE	
	<i>Particle, chip, flake board</i>	
4213	METAL ITEMS	
4214	PIPE	
	This code excludes hoses (1303); pressure lines (1304); flashing, gutters, downspouts (4299); building systems (61); conduit (4207).	
	<i>Clay pipes</i>	<i>Metal pipe, tubing</i>
	<i>Concrete pipes</i>	<i>Plastic or rubber pipe and tubing</i>
4215	PLATE	
	<i>Metal panels</i>	
4216	PLYWOOD	
4217	RAIL	
4218	REBAR	
	<i>Reinforcing bar</i>	
4219	ROD/BAR	
4220	SCREEN (or FENCING)	
	<i>Fencing material</i>	<i>Screening material</i>
4221	SHEET METAL	
4222	SIDING	
	<i>Aluminum</i>	<i>Vinyl</i>
4223	SLAB	
	<i>Preformed sidewalk slabs</i>	
4224	STUD	

4225	TILES (or SHINGLES)	
	<i>Ceiling tiles</i>	
	<i>Ceramic or stone tiles--drain, roof, multipurpose</i>	
	<i>Roof shingles</i>	
	<i>Vinyl floor tiles</i>	
4226	WOOD (not elsewhere classified)	
	<i>Wood paneling</i>	<i>Trim pieces</i>
	<i>Wood pieces</i>	
4227	FITTING	
	<i>Pipe fittings</i>	
4228	FLANGE	
4299	OTHER BUILDING MATERIAL	
	<i>Angle irons</i>	<i>Structural hardware</i>
	<i>Glass, window panes</i>	<i>Door knobs</i>
	<i>Gutters, downspouts</i>	<i>Hinges</i>
	<i>Sheet flooring</i>	<i>Latches</i>
	<i>Wallboard, drywall</i>	<i>Locks</i>
	<i>Other, not elsewhere classified</i>	<i>Unspecified</i>

### 43 Fasteners, connectors, ropes, ties

This group classifies fasteners, connectors, and binders that are primarily used to hold materials together.

*Includes:* Clamps, couplings, nails, brads, tacks, nuts, bolts, washers, rivets, screws, spikes, and staples.

*Excludes:* Handtool clamps (7299); nonpowered staplers (7235); powered staplers (7328).

4302	BOLT	
4303	BUNGEE CORD	
4304	CHAIN	
4306	CLAMP	
4307	COUPLING	
4310	NAIL	
	<i>Brads</i>	<i>Tacks</i>
4311	NOZZLE	
4312	NUT	
4313	ROPE	
	<i>Twine</i>	
4314	SCREW	
4315	SPIKE	
4316	STAPLE	
4317	STRAP	



(4321); (4941) engines; vehicle fans (4999); vehicle batteries (4903); electric towers (6436); stationary drills (3605); stationary sawing machinery (36); nonpowered cutting handtools (72); powered cutting handtools (73); foller conveyors (3503); molding machinery (3604); hoisting accessories (44).

4504	BIT	
4505	BLADE	
4506	CAPACITOR	
4507	CIRCUIT	
4508	CIRCUIT BREAKER	
4511	CONDUCTOR	
4512	DIE	
4514	DRIVE CHAIN/BELT/ROPE	
4515	ELECTRICAL APPARATUS	
	<i>Controls</i>	<i>Convertors</i>
4516	ELECTRICAL BUS	
4518	ENGINE (excluding vehicle)	
4519	FRICTION CLUTCH	
4520	FUSE	
4522	GEAR	
4523	GENERATOR	
4528	MAGNETIC/ELECTROLYTIC APPARATUS	
4529	MOLDS	
	<i>Patterns</i>	
4530	MOTOR (electrical)	
4531	OUTLET/RECEPTACLE	
4532	POWER CORD	
4535	POWER LINE	
4536	POWER SUPPLY	
4538	PULL BOX	
4539	PULLEY/DRUM	
	<i>Cable</i>	<i>Winches</i>
4542	RELAY	
4545	RHEOSTAT	
4546	ROLLER	
4548	SHEAVE	
4551	STARTER	
4552	SWITCHBOARD	
4554	SWITCHGEAR	
4557	TRANSFORMER	
4559	TURBINE	
4561	WIRING (electrical)	
4599	OTHER MACHINE, TOOL AND ELECTRIC PART	



*Roofing tar*

**48 Tarps and sheeting--nonmetal**

This group classifies nonmetal plastic, felt, and other fabric tarps and sheeting primarily used to protect the interiors and surfaces of structure elements such as roofs, ceiling, walls, and floors.

*Includes:* Roofing paper, roofing felt, plastic tarps, ground clothes, fabric sheeting.  
*Excludes:* Rolls of roofing paper (1404); tars, sealants, caulking, insulation (47).

4899 OTHER NON METAL TARPS AND SHEETING

**49 Vehicle and mobile equipment parts**

This group classifies unattached parts which primarily function as the operating parts of vehicles and mobile equipment.

Electrical equipment for automobiles (except batteries) and other internal combustion engines, such as generators and alternators, is included in group 45.

Mechanical power transmission equipment (e.g., engines, gears) for industrial machinery and aircraft is classified in group 45.

If the part is known to be **attached** to a vehicle when an injury occurs, then the entire vehicle should be listed as the source.

If a part is known to be **unattached** and independent of a vehicle, or if it is **unknown** whether a vehicle is involved, then that specific part should be selected as the source.

*Includes:* Tires, inner tubes, wheels, engine parts and accessories, trailers, vehicle windshields, vehicle windows.  
*Excludes:* Headlights, lightbulbs (2505); nonvehicle glass (4299); electric parts (45); nonvehicle engines (4518); nonvehicle windows (6312); vehicles (8); trailer trucks (8319); garden hoses (1303); house fans (3406); nonvehicle batteries and transmission systems (4599).

4902 AXLE  
4903 BATTERY  
4904 BATTERY CHARGER  
4907 BRAKE  
4908 BUMPER  
4910 CHASSIS  
4911 CRANK SHAFT

4914	EXHAUST PIPE	
4916	FENDER	
4918	FUEL TANK	
4920	GLOVE COMPARTMENT	
4921	GRILL	
4922	HEADLIGHT	
4923	LIFTGATE	
4924	PISTON	
4926	RADIATOR	
4929	STEERING WHEEL	
4931	TAILGATE	
4932	TIRE	
	<i>Bike tire</i>	
	<i>Tire inner tubes</i>	
	<i>Tire, except bike</i>	
4934	TRAILER (unattached car and truck trailers)	
4936	TRAILER HITCH	
4937	TRANSMISSION	
4939	VEHICLE CLUTCH	
4940	VEHICLE DOOR	
4941	VEHICLE ENGINE	
	<i>Belts</i>	<i>Hoses</i>
	<i>Engine block</i>	<i>Muffler, exhaust</i>
	<i>Fan</i>	
4942	VEHICLE FRAME	
4943	VEHICLE HOOD	
4945	VEHICLE MIRROR	
4946	VEHICLE STEP	
4948	VEHICLE WINDOW	
4949	WHEEL	
	<i>Tire rims</i>	
4952	WINDSHIELD	
4999	OTHER VEHICLE PART	
	<i>Other, not elsewhere classified</i>	<i>Unspecified</i>

## 5 - Persons, Plants, Animals, and Minerals

This division classifies living organisms (including infectious and parasitic agents) and their products, as well as raw, metallic and nonmetallic minerals. Work-related HIV infections are classified under source code 5403.

*Includes:* Animals and animal products; fresh or processed food products; infectious and parasitic agents; metallic minerals; nonmetallic minerals (except fuel); person--injured or ill worker; person--other than injured or ill worker; unprocessed plants,

trees, vegetation.

*Excludes:* Chemicals (0); metallic particulates, trace elements, dusts, powders, fumes (05); structural and nonstructural metal materials (4); lumber (4211).

## 52 Animals and animal products

This group classifies living animals (except humans) as well as animal products (except foods).

*Includes:* Nonfood animal products, birds and fowl, fish, shellfish, insects, arachnids (spiders, ticks, scorpions), mammals (except humans), reptiles, snakes, animal waste products, including manure.

*Excludes:* Food products (5301); humans, persons (58); bone meal, ground oyster shells, dried blood, fertilizer, plant food (0601); apparel and textiles (92); processed poultry (5301).

5201	BEE	
5202	BIRD/FOWL	
	<i>Chicken</i>	<i>Geese</i>
	<i>Ducks</i>	<i>Turkey</i>
5203	CATTLE	
5204	DEER	
5205	DOG	
5206	FEATHER	
5207	FISH (or SHELLFISH)	
5208	FUR	
5209	GUINEA PIG	
5210	HIDE	
5211	HORSE	
5212	INSECT/ARACHNIDS (not elsewhere classified)	
	<i>Ants</i>	<i>Spiders</i>
	<i>Scorpion</i>	<i>Ticks</i>
5213	LEATHER	
5214	PIG/HOG	
5215	REPTILE	
5216	RODENT	
	<i>Mouse</i>	<i>Rat</i>
5217	SNAKE	
5298	OTHER ANIMAL	
	<i>Cats</i>	<i>Sheep</i>
	<i>Other, not elsewhere classified</i>	<i>Unspecified</i>
5299	OTHER ANIMAL PRODUCT	
	<i>Bones</i>	<i>Shell</i>
	<i>Other, not elsewhere classified</i>	<i>Wool</i>

### 53 Food products--fresh or processed

This group classifies fresh or processed foods obtained from animal or plants.

*Includes:* Bakery products, candy, confections, snack foods, beverages, dairy products, fruits, nuts, vegetables, grains, grain mill products, grain dust, meat, poultry, seafood, multiple foods or groceries, fats, oils, sugar, cocoa, chocolate.

*Excludes:* Animals and animal products (52); cash grain crops and field crops (5702); alcoholic beverage (0702).

#### 5301 FOOD

*Bakery products*

*Grains*

*Beverages (not elsewhere classified)* *Grain mill products*

*Candy*

*Nuts*

*Confections*

*Snack foods*

*Dairy products*

*Vegetables*

*Fruits*

*Unspecified*

*Other, not elsewhere classified*

#### 5302 MEAT

*Poultry*

*Seafood*

*Other, not elsewhere classified*

### 54 Infections and parasitic agents

This group classifies organic (living) infectious and parasitic agents including bacteria, fungi, and viruses, including work-related cases of HIV infections.

*Includes:* Bacteria, fungi, viruses (including HIV cases).

5401 BACTERIA

5402 FUNGUS/MOLD

5403 VIRUS

5498 OTHER INFECTIOUS AGENTS

5499 OTHER PARASITIC ORGANISM

### 55 Metallic minerals

This group classifies raw, natural metallic minerals (or combination of minerals) from which a metal (or metals), or radiation can be extracted.

*Includes:* Nonradiating metal ores; natural and processed radiating metals.

*Excludes:* Metallic particulates, trace elements, dusts, powders, fumes (05); structural

and nonstructural metal materials (4); nonmetallic minerals, except fuel (56), molten metal (4602).

5506	PLUTONIUM NITRATE	
5507	PLUTONIUM	
5509	RADIOACTIVE MATERIAL	
5510	RADIUM	
5512	REACTOR FUEL	
5513	REACTOR WASTE	
5515	TRITIUM	
5516	URANIUM	
5599	OTHER METALLIC MINERALS	
	<i>Bronze ore</i>	<i>Mercury ore</i>
	<i>Copper ore</i>	<i>Nickel ore</i>
	<i>Gold</i>	<i>Platinum</i>
	<i>Iron ore</i>	<i>Silver ore</i>
	<i>Lead ore</i>	<i>Tin ore</i>
	<i>Other, not elsewhere classified</i>	<i>Zinc ore</i>

## 56 Nonmetallic minerals, except fuel

This group classifies natural and processed products of mining, excavating, landslides, etc. except fuel.

*Includes:* Asbestos, boulders, natural and processed clay, dirt, earth, rocks, crushed stone, sand gravel, silica.

*Excludes:* Dry cement, mortar mix (0201); fuel (0803); ditches, channels, trenches (6232); excavations (6211); mines (6421); caves (64); tunnels (6437); dust (9504).

5601	ASBESTOS	
5602	CLAY	
5603	DIRT	
	<i>Earth</i>	
5604	GRAVEL	
5605	ROCKS	
5606	SAND	
5607	SILICA	
5699	OTHER NONMETALLIC MINERALS	
	<i>Boulders</i>	
	<i>Other, not elsewhere classified</i>	

## 57 Plants, trees, vegetation--not processed

The group classifies plants, trees, and vegetation in a natural or unprocessed condition.

- Includes:* Cash grain crops (including corn, rice, soybeans, wheat); field crops (including cotton, potatoes, sugarcane, tobacco); flowers; houseplants; poison ivy, oak, sumac; shrubs, grasses; trees, logs.
- Excludes:* Lumber (4211); processed wood pieces (4226); fresh or processed food products (5301).

5702	CROPS	
	<i>Cash grain crops</i>	<i>Field crops</i>
5701	GRASS/SHRUBS	
5703	LOG	
5704	PLANT	
	<i>Flowers</i>	<i>Houseplants</i>
5705	TREE	
5706	VEGETATION	
	<i>Poison ivy</i>	<i>Poison sumac</i>
	<i>Poison oak</i>	

## 58 Person

This group classifies self-injured persons; bodily conditions, and self-induced bodily motion injuries. This group also classifies injuries or illness inflicted by family members as well as non-family relations including co-workers, ex co-workers, and patients.

- Includes:* Bodily conditions of injured/ill workers; bodily motion or position of injured/ill worker; bodily fluids or substances of person (including blood, sweat, tears, saliva, urine, fecal matter); co-worker, former co-worker of injured/ill workers; health care patient or resident of health care facility; relative of injured/ill worker.

5801	INJURED OR ILL PERSON
	<i>Bodily conditions of injured/ill worker</i>
	<i>Bodily motion or position of injured/ill worker</i>
5802	OTHER THAN INJURED OR ILL PERSON
	<i>Bodily fluids of substances of person</i>
	<i>Co-worker, former co-worker of injured/ill worker</i>
	<i>Health care patient or resident of health care facility</i>
	<i>Relative of injured/ill worker</i>

## 6 - Structures and Surfaces

This division classifies all types of structures and structural elements including building structures and systems, bridges, stadia, tunnels, towers, and dams as well as other structural

elements. Also classified here are walking, working, and road surfaces. Structural elements, including doors, windows, roofs, and walls, are classified in group 63.

If the material identified as the source of an injury is the **general floor surface** in a building or on the ground, then the appropriate structure or surface in this division should be selected as the source.

If the material identified as the source of an injury is an **independent, unattached element**, then that specific element (part or material) should be listed as the source. Structural elements such as prefabricated roof trusses and windows, structures in their own right, should be listed as the source regardless of whether they are independent or part of a building.

Any ladder that is a fixed or temporary part of any structure is classified in group 75.

*Includes:* Building systems, floors, walkways, ground surfaces, other structural elements, structures.

*Excludes:* Bricks, blocks, structural stone (42); unattached structural metals (42); unattached building materials (42); ladders (75).

## **61 Building systems**

This group classifies the mechanical systems in a building, including the climate control and plumbing systems. This category will primarily be used as a secondary source to classify building system complications which produce injuries or illnesses. For example, illnesses produced by foreign particles in the air may be the result of a poor ventilation (climate control) system; illnesses produced by contaminated drinking water may be the result of a poor plumbing system.

*Includes:* Climate control system; plumbing system.

*Excludes:* Fixtures (25); electric parts (45).

- 6101 DRINKING WATER SYSTEM
- 6103 COOLING SYSTEM
- 6105 DELUGE SYSTEM
- 6109 FIRE ALARM SYSTEM
- 6110 FIRE SUPPRESSION SYSTEM
- 6111 FOAM SYSTEM
- 6112 HALON SYSTEM
- 6113 HVAC SYSTEM
- 6124 SAMPLING SYSTEM
- 6128 SPRINKLER SYSTEM
- 6130 VACUUM SYSTEM
- 6131 VENTILATION SYSTEM

*Other climate control system*

6199 OTHER SYSTEM  
*Plumbing system Unspecified*  
*Other, not elsewhere classified*

**62 Floors, walkways, ground surfaces**

This group classifies walking, working, floor, and road surfaces. These surfaces can be temporary or permanent, indoors or outdoors, above or below ground, etc.

If the surface identified as the source of an injury is the **general floor surface** in a building or on the ground, **regardless of whether it is a permanent element** of a building, then the appropriate surface in this major group should be selected as the source.

*Includes:* Escalators, floors, ground, sidewalks, paths, outdoor walkways, stairs, steps, street, road, ditches, channels, trenches, excavations, piers, wharfs, ramps, runways, loading docks, moving walkways.

*Excludes:* Injuries where the floor, walkway, or ground surface is not the source of the injury; elevators (3510); roofs (6309); dirt, earth (5603);

6203 CATWALK

6205 CURB

6206 DECK

6207 DIKE

6209 EMBANKMENT

6210 ESCALATOR

This code includes escalators mainly used as mechanical steps for the transportation of people from one level to another.

6211 EXCAVATION

6212 FLOOR

This code includes the floor surface of any structure, vehicle, or machine.

*Floor of building*

*Floor of mine*

*Floor of elevator*

*Floor of vehicle*

*Floor of scaffold, staging, or temporary work platform*

6214 GROUND

This code includes any natural surface in the outdoors on which an employee is supported that is not elsewhere classified.

6217 LOADING DOCK

6219 PARKING LOT

*Parking garage surfaces*

*Parking lot surfaces*

6221 PIER

*Wharfs*

6222 PLATFORM

6223	RAMP	
6224	ROAD (OR STREET)	
	<i>Driveways</i>	
	<i>Public and private streets</i>	
6227	SIDEWALK/WALKWAY (outdoor)	
	<i>Bicycle path</i>	<i>Path</i>
	<i>Hiking trails</i>	<i>Walkways</i>
	<i>Jogging trails</i>	
6228	STAIR	
	<i>Indoor stair</i>	<i>Outdoor stair</i>
6230	STEP	
	<i>Indoor step</i>	<i>Outdoor step</i>
6232	TRENCH/DITCH	
	<i>Channel</i>	
6299	OTHER GROUND SURFACES	
	<i>Moving walkway</i>	<i>Runway</i>
	<i>Other, not elsewhere classified</i>	<i>Unspecified</i>

### 63 Other structural elements

This group classifies the separate structural elements that are parts of buildings and other structures. Structural elements should be listed as source of an injury regardless of whether they are independent or part of a building.

*Includes:* Doors, fences, fence panels, gates, roof, roof trusses, skylights, walls, windows.

*Excludes:* Unattached building materials (42); unattached bricks, blocks, structural stone (42); unattached structural metals (42); ladders (75).

6301	CEILING	
6302	CHIMNEY	
6303	COLUMN	
6304	DOOR	
6305	DOOR FRAME	
6307	FENCE	
	<i>Fence panels</i>	
6308	GATE	
6309	ROOF	
	<i>Roof trusses</i>	
6310	WALL	
6311	WINDOW FRAME	
6312	WINDOW	
6399	OTHER STRUCTURAL ELEMENTS	
	<i>Skylights</i>	<i>Unspecified</i>

*Other, not elsewhere classified*

**64 Structures**

This group classifies any type of constructed structures (e.g., buildings, stadia, tunnels, pools, scaffolding towers), including structures over land and water such as dams and bridges.

Specific structural surfaces (floors, stairs) and elements (window, door, roof) which produce an injury are classified in major groups 62 and 63.

*Includes:* Bridges, dams, locks, office, plant, and residential buildings, grandstands, stadia, mines, caves, tunnels, pools, scaffolds, staging, towers, poles, guardrails, road dividers, hydrants, wells..

*Excludes:* Floors, walkways, and ground surfaces (62); structural elements including doors, roofs, walls, windows, etc. (63).

6402	BRIDGE	
	<i>Bridge abutments</i>	<i>Overpass abutments</i>
	<i>Foot bridges</i>	<i>Swinging bridges</i>
6403	BUILDING (office, plant, and residential)	
	This code excludes guard station (6412) and trailer building (6435).	
	<i>Apartments</i>	<i>Schools</i>
	<i>Auditoriums</i>	<i>Sheds</i>
	<i>Barns</i>	<i>Skyscrapers</i>
	<i>Boat houses</i>	<i>Theaters</i>
	<i>Factories</i>	<i>Warehouses</i>
	<i>Gas stations</i>	
6406	DAM	
	<i>Lock</i>	
6409	FIRE HYDRANT	
	<i>Other hydrants</i>	
6412	GUARD STATION	
6413	GUARDRAIL	
	<i>Road dividers</i>	
6420	MANHOLE/SEWER/STORM DRAIN	
6421	MINE	
	<i>Mine tunnels</i>	
6422	POLE	
	<i>Power pole</i>	<i>Telephone pole</i>
6424	POOL	
6429	SCAFFOLD/STAGING	
	<i>Improvised staging</i>	<i>Supported staging</i>

		<i>Self-supported staging</i>	<i>Suspended staging</i>
6435	TRAILER BUILDING		
6436	TOWER		
		<i>Fire and range towers</i>	<i>Radar antennas</i>
		<i>Oil derricks</i>	<i>Radio/TV antennas</i>
		<i>Oil rigs</i>	<i>Satellite dishes</i>
6437	TUNNEL		
		<i>Pedestrian tunnels</i>	<i>Train tunnels</i>
		<i>Subway tunnels</i>	
6440	WELL		
6499	OTHER STRUCTURE		
		<i>Caves</i>	<i>Stadia</i>
		<i>Grandstand</i>	<i>Unspecified</i>
		<i>Other, not elsewhere classified</i>	

## 7 - Tools, Instruments, and Equipment

This division classifies handtools (nonpowered; powered ; powered not determined), ladders (fixed, movable), equipment (photographic, protective, recreation, athletic), and instruments (medical and surgical). Other tools and instruments such as clocks, eating and cooking utensils, firearms, other health care and orthopedic equipment, musical instruments, sewing notions, wheelchairs, and writing supplies are also included in this division

If a part that produces an injury is **attached** to a tool (e.g., a saw blade or drill bit) then the entire tool should be listed as the source.

If a part is known to be **unattached and independent** of a tool--or if it is probably that a tool is not involved in the injury--then that specific part should be listed as the source. Unattached drill bits and saw blades are classified in group 45.

Certain handtools are manufactured in both powered and nonpowered varieties. If it cannot be determined whether a handtool is powered or nonpowered, it should be classified in group 74.

*Includes:* Nonpowered handtools, powered handtools, handtools--power not determined, ladders, medical and surgical instruments, photographic equipment, protective equipment, recreation and athletic equipment, clocks, cooking and eating utensils (except knives), firearms, health care and orthopedic equipment, musical instruments, sewing notions, wheelchairs, writing supplies, drawing supplies, art supplies.

*Excludes:* Containers (1); furniture and fixtures (2); tool chests (2209); machinery (3); mechanical jacks (3515); parts and materials (4); hoisting accessories (44); machine, tool, and electric parts (45); tool parts, accessories (45); tarps (48).

### 71 Other tools, instruments, and equipment





		<i>Brooms--hand</i>	<i>Brooms--straw</i>
		<i>Brooms--push</i>	
7203	BRUSH		
		<i>Brushes--cleaning</i>	<i>Paint brushes</i>
		<i>Brushes--steel</i>	
7204	CHISEL		
		<i>Chisels--bench</i>	<i>Chisels--mortise</i>
		<i>Chisels--cold</i>	<i>Chisels--paring</i>
		<i>Chisels--construction</i>	<i>Chisels--socket</i>
		<i>Chisels--corner</i>	<i>Chisels--steel</i>
		<i>Chisels--deep-mortise</i>	<i>Chisels--wood</i>
		<i>Chisels--dog leg</i>	<i>Socket slicks</i>
		<i>Chisels--dovetail</i>	
7205	CROWBAR		
		<i>Nail pullers</i>	<i>Prying bars</i>
		<i>Pinch bars (large crowbars)</i>	<i>Wrecking bars</i>
7206	CUTTER		
		<i>Bolt cutters</i>	<i>Paper cutters</i>
		<i>Chain cutters</i>	<i>Pliers--cutting</i>
		<i>Glass cutters</i>	<i>Wire cutters</i>
		<i>Lock cutters</i>	
7207	FILE		
		<i>Emery boards</i>	<i>Files--wood</i>
		<i>Files--bastard</i>	<i>Rasps--cabinet</i>
		<i>Files--cabinet</i>	<i>Rasps--keyway</i>
		<i>Files--detail</i>	<i>Rasps--needle</i>
		<i>Files--diamond</i>	<i>Rasps--round</i>
		<i>Files--nail</i>	<i>Rasps--sculptor's</i>
		<i>Files--needle</i>	<i>Rifflers</i>
		<i>Files--round</i>	
7208	GAUGE		
		<i>Center finders</i>	<i>Gauges--multi</i>
		<i>Gauges--dovetail</i>	<i>Gauges--profile</i>
		<i>Gauges--marking</i>	<i>Gauges--scoring</i>
7209	HACK SAW		
7210	HAMMER/MALLET		
		<i>Gavels</i>	<i>Mallets--beechwood</i>
		<i>Hammers--ball peen</i>	<i>Mallets--carver's</i>
		<i>Hammers--cabinetmakers</i>	<i>Mallets--cocobolo</i>
		<i>Hammers--claw</i>	<i>Mallets--printers'</i>
		<i>Hammers--framers</i>	<i>Mallets--rawhide</i>
		<i>Hammers--meat</i>	<i>Mallets--rubber</i>
		<i>Hammers--tack</i>	<i>Mauls</i>
7211	HAND SAW (not elsewhere classified)		

		<i>Backsaws</i>	<i>Fret saws</i>
		<i>Bow saws</i>	<i>Ryoba saws</i>
		<i>Coping saws</i>	<i>Scroll saws</i>
		<i>Cross-cut saws</i>	<i>Turning saws</i>
		<i>Dozuki saws</i>	<i>Veneer saws</i>
7213	HOE		
		<i>Hoes--garden</i>	<i>Hoses--masons'</i>
		<i>Hoes--grub</i>	<i>Hoses--scuffle</i>
7214	KNIFE		
		This code excludes scalpels and surgical knives (7601).	
		<i>Bayonets</i>	<i>Mat cutters</i>
		<i>Bread knives</i>	<i>Palette knives</i>
		<i>Bushwhackers</i>	<i>Potato peelers</i>
		<i>Butcher knives</i>	<i>Pushknives</i>
		<i>Carving knives</i>	<i>Scrapers (used with lathes)</i>
		<i>Cleavers</i>	<i>Scythes</i>
		<i>Detail knives</i>	<i>Shaping knives</i>
		<i>Dowel makers (used with lathes)</i>	<i>Sickles</i>
		<i>Drawknives</i>	<i>Spears</i>
		<i>Flails--hand-threshing</i>	<i>Steak knives</i>
		<i>Gouges</i>	<i>Stiletos</i>
		<i>Groovers</i>	<i>Swords</i>
		<i>Hacks</i>	<i>Table knives</i>
		<i>Hunting knives</i>	<i>Veiners</i>
		<i>Inshavers</i>	<i>Woodcarving knives</i>
		<i>Knife blades</i>	<i>Woodturning tools</i>
		<i>Lances</i>	<i>(Used with lathes)</i>
		<i>Lilnoleum knives</i>	<i>X-Acto knives</i>
		<i>Machetes</i>	
7215	KNIFE, POCKET		
		<i>Switchblades</i>	
7225	MEASURING TOOLS		
		This code excludes diagnostic machinery (3899).	
		<i>Angle finders</i>	<i>Plumb bobs</i>
		<i>Balances</i>	<i>Protractors</i>
		<i>Bevels</i>	<i>Rulers</i>
		<i>Calipers--dial</i>	<i>Rules--bench</i>
		<i>Calipers--inside</i>	<i>Rules--centering</i>
		<i>Calipers--micrometer</i>	<i>Rules--foot</i>
		<i>Calipers--outside</i>	<i>Rules--parallel</i>
		<i>Calipers--vernier</i>	<i>Rules--pocket</i>
		<i>Calipers--yankee</i>	<i>Rules--shop</i>
		<i>Combination builders tools</i>	<i>Rules--steel</i>
		<i>Compasses--magnetic</i>	<i>Sextant</i>

		<i>Compasses--measuring</i>	<i>Scales</i>
		<i>Dividers</i>	<i>Scales--bathroom</i>
		<i>Gauges--dovetail</i>	<i>Size sticks</i>
		<i>Gauges--marking</i>	<i>Spirit levels</i>
		<i>Gauges--multi</i>	<i>Squares</i>
		<i>Gauges--profile</i>	<i>Straight edges</i>
		<i>Gauges--scoring</i>	<i>T squares</i>
		<i>Levels</i>	<i>Tape lines</i>
		<i>Metersticks</i>	<i>Tape measures</i>
		<i>Micrometers</i>	<i>Trammel heads</i>
		<i>Pantographs</i>	<i>Triangles</i>
		<i>Plumbs</i>	<i>Yardsticks</i>
7217	MOP		
7218	PICK	<i>Pick-axes</i>	<i>Mattocks (combination</i>
		<i>Picks--ice</i>	<i>adz, pick, and axe)</i>
7219	PLANE	<i>Cornering tools</i>	<i>Planes--jointer</i>
		<i>Planes--bench</i>	<i>Planes--rabbet</i>
		<i>Planes--block</i>	<i>Planes--router</i>
		<i>Planes--bullnose</i>	<i>Planes--scraping</i>
		<i>Planes--butt Mortise</i>	<i>Planes--scrub</i>
		<i>Planes--combination</i>	<i>Planes--smoothing</i>
		<i>Planes--compass</i>	<i>Planes--trimming</i>
		<i>Planes--fore</i>	<i>Scrapers--cabinet</i>
		<i>Planes--hollowing</i>	<i>Shavehooks</i>
		<i>Planes--jack</i>	<i>Spokeshaves</i>
7220	PLIERS	This code excludes cutting pliers (7206), tweezers (7239), and visegrips (7241)	
		<i>Forceps--excluding medical</i>	<i>Pincers</i>
		<i>Nippers</i>	
7222	PUNCH	<i>Counterpunches</i>	<i>Punches--belt</i>
		<i>Countersinks</i>	<i>Punches--center</i>
		<i>Paper-hole punchers</i>	
7223	RAKE	<i>Rakes--garden</i>	<i>Rakes--swimming pool</i>
		<i>Rakes--leaf</i>	
7224	RAZOR	<i>Razorblades</i>	
7226	SCISSORS	<i>Scissors--barber's</i>	<i>Scissors--school</i>
		<i>Scissors--hand</i>	<i>Scissors--tailor's</i>

7227	SCREWDRIVER	
	<i>Phillips head</i>	<i>Straight tip</i>
	<i>Ratchet drivers</i>	
7228	SHEAR	
	<i>Clippers--grass</i>	<i>Shears--pruning</i>
	<i>Shears--hedge</i>	<i>Trimmers--hedge</i>
7229	SHOVEL (OR TROWEL)	
	<i>Scoops--hand</i>	<i>Trowels--cement</i>
	<i>Shovels--snow</i>	<i>Trowels--garden</i>
	<i>Spades</i>	
	<i>Spuds (combination trowel and chisel)</i>	
7231	SLEDGEHAMMER	
	<i>Sledges</i>	
7232	SNIPS	
	<i>Tin snips</i>	
7235	STAPLING TOOLS	
	<i>Staplers--nonpowered</i>	<i>Staple guns--nonpowered</i>
7237	TONGS	
	<i>Tongs--ice</i>	<i>Tongs--oyster</i>
7239	TWEEZERS	
7240	WISE (OR CLAMPS)	
	<i>Bench dogs</i>	<i>Clamps--spreader</i>
	<i>Bench screws</i>	<i>Clamps--spring</i>
	<i>Clamps--band</i>	<i>Clamps--toggle</i>
	<i>Clamps--bar</i>	<i>Handscrews</i>
	<i>Clamps--cam</i>	<i>Vises--bench</i>
	<i>Clamps--edging</i>	<i>Vises--front</i>
	<i>Clamps--hand</i>	<i>Vises--miter</i>
	<i>Clamps--pipe</i>	
7241	WISEGRIPS	
7242	WRENCH (not elsewhere classified)	
	<i>Spanners</i>	<i>Wrenches--pipe</i>
	<i>Wrenches--adjustable</i>	<i>Wrenches--socket</i>
	<i>Wrenches--box</i>	<i>Wrenches--spark-plug</i>
	<i>Wrenches--monkey</i>	<i>Wrenches--tuning</i>
	<i>Wrenches--open-end</i>	
7243	WRENCH, ALLEN	
7245	WRENCH, RATCHET	
	<i>Torque wrench</i>	
7299	NONPOWERED HANDTOOL	
	<i>Abrasive pads, sanding</i>	<i>Letter openers</i>
	<i>Augers</i>	<i>Miter boxes</i>
	<i>Awls</i>	<i>Multi-stones</i>
	<i>Batons</i>	<i>Nail clippers</i>

<i>Beetles</i>	<i>Nightsticks</i>
<i>Billy clubs</i>	<i>Numchuks</i>
<i>Bit braces</i>	<i>Nutcrackers</i>
<i>Bluejacks</i>	<i>Oilstone</i>
<i>Bludgeons</i>	<i>Padlocks</i>
<i>Bodkins (make holes in cloth)</i>	<i>Paint rollers</i>
<i>Bores</i>	<i>Paint sticks</i>
<i>Bradawls</i>	<i>Peavies--log handling</i>
<i>Breast augers</i>	<i>Pin vises</i>
<i>Breast drills</i>	<i>Pitchforks</i>
<i>Brace and bits</i>	<i>Post hole diggers</i>
<i>Braces</i>	<i>Pullers--wheel, gear, bearing</i>
<i>Can openers--hand operated</i>	<i>Pumice stone</i>
<i>Caulking guns</i>	<i>Push drills</i>
<i>Chasers (cut screw threads)</i>	<i>Rags, cleaning</i>
<i>Clubs</i>	<i>Ram rods (cleaning rods)</i>
<i>Corkscrews</i>	<i>Ratchet drills</i>
<i>Corundum stone</i>	<i>Reamers</i>
<i>Counterbores</i>	<i>Safety guides</i>
<i>Clubs</i>	<i>Sanders, hand</i>
<i>Dibbles</i>	<i>Sanding grips</i>
<i>Drills, hand</i>	<i>Sanding sticks</i>
<i>Dusters, feather</i>	<i>Sandpaper</i>
<i>Emery wheels</i>	<i>Slipstones</i>
<i>Gimlets</i>	<i>Sponges, cleaning</i>
<i>Grease guns</i>	<i>Staffs</i>
<i>Hawks (motar holders)</i>	<i>Staple removers</i>
<i>Honing stones</i>	<i>Staves</i>
<i>Jigs</i>	<i>Tampers</i>
<i>Joint braces</i>	<i>Water stones</i>
<i>Keys</i>	<i>Wedges</i>
<i>Lawn edgers</i>	<i>Whetstone</i>
<i>Leaf skimmers</i>	<i>Wimbles</i>
<i>Other, not elsewhere classified</i>	<i>Unspecified</i>

### 73 Handtools--powered

This group classifies all of the handtools which are hand-held and require a source of energy to operate (i.e., electricity, gasoline, diesel, coal, air, steam, water, or gunpowder).

If a drill bit, saw blade, or other tool part produces an injury is **attached** to a handtool then the entire handtool should be listed as the source. Unattached drill bits and saw blades are classified as source group 45.

If a part is known to be **unattached and independent** of a handtool--or if it is probable that a handtool is not involved in the injury--then that specific part should be listed as the source. Handtool parts are classified in source group 45.

Certain handtools are manufactured in both powered and nonpowered varieties. If it cannot be determined whether a handtool is powered or nonpowered, it should be classified in group 74.

*Includes:* The following types of handtools: boring handtools, cutting handtools, striking and nailing handtools, surfacing handtools, turning handtools, welding and heating handtools, nail guns, powered scrubbers, waxers, handheld paint sprayers, electric or pneumatic stapling tools.

*Excludes:* Machinery (3); agricultural and garden machinery (32); power lawn mowers (3299); hair and hand dryers (3406); vacuum cleaners (3415); hydraulic, pneumatic jacks (3515); metalworking machinery, woodworking machinery (36); drilling machine and augers used in construction and mining (3307); stationary drills (3605); stationary saws (36); unattached drill bits, saw blades (45); nonpowered handtools (72); laser cutting machinery (3699); pile driving and stamping machinery used in construction (3399); grinding and polishing machinery (3607); lathes and turning machines (3609); irons (3408); spot welding machinery (3617 and 3618).

7301	AIR TAMPER	
7302	BUFFER	
	<i>Hand buffering machines</i>	<i>Floor buffers</i>
7303	CHISEL	
7304	CUTTER	
7305	DRILL	
	<i>Countersinks--powered</i>	<i>Drills--pneumatic</i>
	<i>Drills--cordless</i>	<i>Drills--variable speed</i>
	<i>Drills--hand</i>	
7307	GRINDER, Hand	
	<i>Grinders--bench</i>	<i>Grinders--water stone</i>
	<i>Grinders--electric</i>	<i>Grinders--wet stone</i>
	<i>Grinders--pneumatic</i>	<i>Grinders--wet/dry</i>
	<i>Grinders--snagging</i>	
7308	HAMMER	
	<i>Air hammers</i>	<i>Electric hammers</i>
	<i>Chipping hammers</i>	<i>Power hammers</i>
7309	IMPACT WRENCH	
	<i>Wrenches--air</i>	<i>Wrenches--impact</i>
7310	JACKHAMMER	

	<i>Pile driving jackhammers</i>	<i>Steam hammers</i>
7311	NAIL GUN	
	<i>Nail guns--air</i>	<i>Point drivers</i>
	<i>Nail guns--electric</i>	
	<i>Nail guns--gunpowder activated</i>	
7313	POLISHER (OR WAXERS)	
	<i>Polishers--powered</i>	<i>Polishing heads</i>
7314	RIVETER	
	<i>Electric riveting hammers</i>	<i>Pneumatic hammers</i>
	<i>Electric riveters</i>	<i>Powered riveters</i>
7315	ROUTER	
	<i>Molders</i>	
7316	SAND BLASTING EQUIPMENT	
7317	SANDER (not elsewhere classified)	
	<i>Sand belts</i>	<i>Sanders--finishing</i>
	<i>Sanders--belt</i>	
7318	SANDER, DISC	
7320	SAW	
	<i>Circular saws</i>	<i>Jig saws</i>
7321	SAW, CHAIN	
7324	SCREWDRIVER	
	<i>Powered</i>	
7326	SOLDERING IRON	
	<i>Burning systems</i>	<i>Tips--soldering</i>
	<i>Electric burn-in knives</i>	<i>Tiplets--soldering</i>
	<i>Soldering coopers</i>	<i>Woodburning sets</i>
	<i>Soldering tools</i>	<i>Woodburning pens</i>
	<i>Soldering guns</i>	
7327	SPRAY GUN	
	<i>Paint sprayers</i>	
7328	STAPLER	
	<i>Staple guns--electric</i>	<i>Staple guns--pneumatic</i>
	<i>Staple guns--gunpowder activated</i>	
7329	TORCH	
	<i>Propane torch</i>	
7330	TORCH, BLOW	
7334	WELDING EQUIPMENT	
7399	POWERED HANDTOOL	
	<i>Augers</i>	
	<i>Braces</i>	
	<i>Bolt setters</i>	
	<i>Edgers</i>	
	<i>Flashlights</i>	
	<i>Knives</i>	



forceps and retractors; and other medical and surgical instruments.

*Includes:* Needles and syringes; scalpels, surgical knives.

*Excludes:* Oxygen tanks (1399); laser cutting machinery (3699); medical machinery (3899); x-ray machinery (3810); respirators (7850); health care and orthopedic equipment, wheelchairs (71).

7601	SCALPEL	
	<i>Surgical knives</i>	
7602	SYRINGE	
7603	HYPODERMIC NEEDLE	
7699	OTHER MEDICAL INSTRUMENTS	
	<i>Dental burs</i>	<i>Speculums</i>
	<i>Forceps</i>	<i>Suture needles</i>
	<i>IV transfusion apparatus</i>	<i>Trephines</i>
	<i>Retractors</i>	

## 77 Photographic equipment

This group classifies all types of cameras and photographic equipment used in the photography field such as cameras, slide and movie projectors, video cameras, photographic paper, tripods, stands, photographic and x-ray film, and other equipment related to the field of photography.

*Includes:* Cameras; photographic paper and cloths; projectors; tripods, stands; darkroom apparatus.

*Excludes:* Photographic and copy solutions (0799); optical scanning devices (3701); photocopiers (3705); x-ray machinery and equipment (3810).

7701	TRIPOD (OR STANDS)	
	<i>Braces--camera</i>	<i>Stands</i>
	<i>Braces--projector</i>	
7799	PHOTOGRAPHIC EQUIPMENT	
	<i>Camera parts</i>	<i>Editing equipment</i>
	<i>Cameras--aerial</i>	<i>Enlargers</i>
	<i>Cameras--box</i>	<i>Exposure meters</i>
	<i>Cameras--candid</i>	<i>Film reels</i>
	<i>Cameras--folding</i>	<i>Flash bulbs</i>
	<i>Cameras--hand</i>	<i>Identity recorders</i>
	<i>Cameras--home movie</i>	<i>Movie screens</i>
	<i>Cameras--instant</i>	<i>Paper--blueprint</i>
	<i>Cameras--motion-picture</i>	<i>Paper--brownprint</i>
	<i>Cameras--movie</i>	<i>Paper--diaz</i>
	<i>Cameras--pinhole</i>	<i>Paper--photographic</i>

<i>Cameras--portrait</i>	<i>Photographic and graphic arts plates</i>
<i>Cameras--reflex</i>	
<i>Cameras--still</i>	<i>Photographic film--motion picture, x-ray, still camera, special purpose</i>
<i>Cameras--television</i>	
<i>Cameras--video</i>	
<i>Cloth--blueprint</i>	<i>Photographic tanks</i>
<i>Cloth--brownprint</i>	<i>Projectors--cinema</i>
<i>Cloth--diaz</i>	<i>Projectors--home movie</i>
<i>Cloth--photographic</i>	<i>Projectors--slide</i>
<i>Darkroom apparatus</i>	<i>Unspecified</i>
<i>Developing apparatus</i>	

## 78 Protective equipment

This group classifies protective equipment worn to protect workers from injuries or illnesses in hazardous work environments.

*Includes:* Hearing protection, face protection, head protection, fall and motion protection, respiratory tract protection, eye protection, foot and leg protection, hand and arm protection, protective clothing.

*Excludes:* Oxygen tanks (1399).

- 7801 Other personal protective equipment, not elsewhere classified
- 7810 Earplugs and hearing protectors
  - 7811 EAR MUFFS
  - 7812 EAR PLUG
  - 7819 OTHER HEARING PROTECTION
- 7820 Face protection, including face shields, welding masks
  - 7821 FACE SHIELD
  - 7822 SAND BLASTER'S HOOD
  - 7823 SIDE SHIELDS
  - 7824 WELDER'S HOOD
  - 7825 OTHER FACE PROTECTION
- 7830 Head protection
  - 7831 BUMP CAP
  - 7832 CHIN STRAP
  - 7833 HARD HAT
  - 7834 HELMET
  - 7839 OTHER HEAD PROTECTION
- 7840 Fall and motion protection
  - 7841 FALL PROTECTION DEVICE SYSTEM
  - 7842 FLOTATION DEVICE
  - 7843 POSITION DEVICE SYSTEM
  - 7844 SAFETY BELT

- 7845 SAFETY HARNESS
- 7846 SAFETY LINE OR LANYARD
- 7847 SAFETY NET
- 7848 SEAT BELT
- 7849 WARNING LINE
- 784A OTHER FALL AND MOTION PROTECTION
- 7850 Respiratory Tract Protection
  - 7851 AIR MASK
- 7852 AIR PURIFYING RESPIRATOR
  - 7853 DUST MASK
  - 7854 ESCAPE ONLY RESPIRATOR
  - 7855 POWERED AIR PURIFYING RESPIRATOR
  - 7856 SELF-CONTAINED BREATHING APPARATUS
  - 7857 SUPPLIED AIR RESPIRATOR
  - 7858 SUPPLIED AIR RESPIRATORY WITH SCBA PROTECTION
  - 7859 OTHER RESPIRATORY TRACT
- 7860 Eye Protection: Safety glasses or goggles
  - 7861 GOGGLE
  - 7862 SAFETY GLASSES
  - 7863 SAFETY GLASSES WITH SIDE SHIELDS
  - 7864 TINTED SAFETY GLASSES
  - 7869 OTHER EYE PROTECTION
- 7870 Foot and Leg Protection
  - 7871 ANKLE PROTECTION
  - 7872 KNEE PADS
  - 7873 LEGGINGS
  - 7874 METAL SHOE COVER
  - 7875 METATARSAL PROTECTION
  - 7876 SAFETY BOOTS
  - 7877 SHOE COVER
  - 7878 SAFETY SHOE
  - 7879 OTHER FOOT PROTECTION
- 7880 Arm and hand protection
  - 7881 FOREARM PROTECTION
  - 7882 GLOVES
  - 7883 WRIST BANDS
  - 7884 OTHER HAND AND ARM PROTECTION
- 7890 Protective Clothing
  - 7891 ACID SUIT
  - 7892 ANTICONTAMINATION CLOTHING
  - 7893 COVERALLS
  - 7894 FLAME RETARDANT CLOTHING
  - 7895 FULLY ENCAPSULATED CHEMICAL PROTECTIVE SUIT
  - 7896 LAB COAT

- 7897 RADIATION SUIT
- 7898 RAIN GEAR
- 7899 REFLECTIVE SUIT
- 789A WET SUIT
- 789B OTHER PROTECTIVE CLOTHING

## 79 Recreation and athletic equipment

This group classifies indoor and outdoor recreation and athletic equipment.

*Includes:* Camping equipment; gymnasium and exercise equipment; playground equipment; riding good and equipment; snow skiing goods and equipment; water sports equipment.

*Excludes:* Firearms (7102); ammunition (9101); athletic clothing and footwear (92); tarps (48); flashlights (7299); safety glasses, goggles (7860); snowmobiles (8599); skiing apparel (9299); oxygen tanks (1399); ear plugs (7812); water vehicles (8999); jet skis (8999); bathing suits, wet suits, beach apparel (9299); respirators and personal protective devices (7850); mopeds (8308); bicycles (8401); powered golf carts (8599); gocarts (8599).

- 7901 BALL
- 7902 BASKETBALL
- 7903 VOLLEYBALL
- 7904 EXERCISE EQUIPMENT
  - Exercise cycles*
  - Exercise machines*
  - Gym mats*
  - Jogging machines*
  - Jump ropes*
  - Rowing machines*
  - Treadmills*
- 7905 WEIGHT LIFTING EQUIPMENT
- 7999 OTHER RECREATION EQUIPMENT
  - Camping Equipment*
    - Back packs*
    - Canteens*
    - Mess kits*
    - Portable coolers*
    - Portable lanterns*
    - Sleeping bags*
    - Tents and accessories*
    - Thermoses*
  - Playground equipment*
    - Jungle bars*
    - Play sets--outdoor*
    - Sandboxes*
    - Sliding boards*
    - Swing sets*
    - Swings*
  - Riding goods and equipment*
    - Crops*
    - Reins*
    - Saddlery*
    - Saddles*
  - Snow skiing goods and equipment*
    - Bobsleds*
    - Ski poles*

<i>Luges</i>	<i>Sleds</i>	
<i>Skis</i>	<i>Toboggans</i>	
<i>Water sports equipment</i>		
<i>Diving masks</i>	<i>Nose plugs</i>	
<i>Fishing equipment</i>	<i>Sailboards</i>	
<i>Flotation devices</i>	<i>Scuba diving equipment</i>	
<i>Inner tubes</i>	<i>Skin diving equipment</i>	
<i>(recreational) Snorkels</i>		
<i>Kick boards</i>	<i>Surfboards</i>	
<i>Life preserves</i>		
<i>Air mattresses</i>		<i>Golfing equipment</i>
<i>Arcade games</i>		<i>Hockey equipment</i>
<i>Archery equipment</i>		<i>Ice skates</i>
<i>Baseball equipment</i>		<i>Pinball machines</i>
<i>Basketball equipment</i>		<i>Roller skates/blades</i>
<i>Billiards tables, equipment</i>		<i>Skateboards</i>
<i>Boomerangs</i>		<i>Slot machines</i>
<i>Bowling equipment</i>		<i>Soccer equipment</i>
<i>Boxing equipment</i>		<i>Tennis equipment</i>
<i>Football equipment</i>		

## 8 - Vehicles

This division classifies vehicles that generally move on wheels, runners, water, or air. A vehicle serves the primary purpose of **transporting** people (e.g., automobiles, passenger, trains), but it may serve as a means of **carrying or transferring** goods (e.g., forklifts, wheelbarrows). In addition, a vehicle may serve primarily as a recreational device (e.g., canoes, bicycles, jet skis, etc.). Vehicles for all modes of public, private, work-related, and recreational transportation are included in this division.

Machinery, which are primarily used for agricultural, construction, logging, mining, manufacturing, and other **processing purposes**, are classified in division 3.

**A vehicle code should be selected whenever the event is a transportation accident.**

If a vehicle part that produces an injury is **attached** to a vehicle, then the entire vehicle should be listed as the source.

If a vehicle part is known to be **unattached and independent** of a vehicle--or if it is probable that a vehicle is not involved in the injury--then that specific part should be listed as the source. Unattached vehicle and mobile equipment parts are classified in group 49. Unattached trailers are classified under source code 4934. Unattached vehicle windshield are windows are classified under source codes 4948 and 4952, respectively.

If the source of an injury is identified as the **floor surface in a vehicle**, it should be classified

under source code 6212.

*Includes:* Air vehicles, motorized highway vehicles, nonmotorized highway vehicles, nonindustrial offroad vehicles, powered plant and industrial vehicles, tractors, nonpowered plant and industrial vehicles, rail vehicles, water vehicles.

*Excludes:* Machinery (3); agricultural and garden machinery (32); construction, loggins, and mining machinery (33); material handling machinery (35); street sweeping and cleaning machinery (3999); unattached vehicle and mobile equipment parts (49); floor surface of a vehicle (6212).

## 82 Air vehicle

This group classifies fixed- and rotary-winged aircraft. **An air vehicle code should be selected whenever the event is an aircraft accident.**

*Includes:* Powered fixed wing aircraft; powered rotary wing aircraft; nonpowered aircraft; spacecraft.

8201	AIRCRAFT, FIXED WING	
	<i>Jet</i>	
	<i>Propeller-driven aircraft</i>	
8202	HELICOPTER	
8203	AIRCRAFT	
	<i>Dirigibles</i>	<i>Parachutes</i>
	<i>Hot-air balloons</i>	<i>Spacecraft</i>
	<i>Gliders--nonpowered</i>	
	<i>Other, not elsewhere classified</i>	

## 83 Highway vehicle, motorized

This group classifies vehicles which are operated primarily on highways and used for transportation, hauling, delivering, and emergencies. **A motorized highway vehicle code should be selected whenever the event is a transportation accident involving a highway vehicle(s).**

*Includes:* Automobiles, buses, motorcycles, mopeds, motor homes, recreational vehicles, trucks, vans.

*Excludes:* Nonmotorized highway vehicles such as bicycles, horse drawn carriages (84); powered industrial carriers (8604); tractors (8699).

8301	AMBULANCE
8303	BUS
8304	DUMP TRUCK

8305	FIRE TRUCK	
8306	GARBAGE TRUCK	
8307	JEEP	
8308	MOPED	
8309	MOTORCYCLE	
	<i>Dirt bikes</i>	
8310	PANEL TRUCK	
8311	PICKUP TRUCK	
8312	AUTOMOBILE	
8314	SCOOTER	
8316	SUBURBAN	
8317	TANK TRUCK	
8318	TAXI	
8319	TRACTOR/TRUCK	
	<i>Semitrailer</i>	<i>Trailer truck</i>
	<i>Tractor trailer</i>	
8320	TRUCK (not elsewhere classified)	
8321	VAN	
8399	OTHER HIGHWAY VEHICLE, MOTORIZED	
	<i>Motor home</i>	
	<i>Other, not elsewhere classified</i>	

#### **84 Highway vehicle, nonmotorized**

This group classifies animal or human powered highway vehicles, as well as other nonmotorized highway vehicles.

*Includes:* Horsedrawn carriages; bicycles.

*Excludes:* Motorized highway vehicles (83); nonpowered plant and industrial vehicles (87).

8401	BICYCLE	
	<i>Mountain bicycles</i>	
8499	OTHER NONPOWERED VEHICLE	
	<i>Horsedrawn carriages</i>	
	<i>Other, not elsewhere classified</i>	

#### **85 Offroad vehicle, nonindustrial**

The source group classifies nonindustrial offroad vehicles that are commonly used for recreational or special terrain-traversing purposes.

*Includes:* All terrain vehicles (ATV's), powered golf carts, snowmobiles.

*Excludes:* Motorcycles, dirt bikes (8309); jeeps, four-wheel drive trucks (83);



- 8703 HAND TRUCK
- 8704 WHEELBARROW
- 8799 OTHER NONPOWERED PLANT AND INDUSTRIAL VEHICLE

**88 Rail vehicle**

This major group classifies mass transit and freight vehicles operating above and below ground.

- 8804 TRAIN
- 8805 TROLLEY
  - Streetcar*
- 8899 OTHER RAIL VEHICLE
  - Monorail rides* *Subway*
  - Roller coasters*

**89 Water vehicle**

This group classifies water vehicles used for transporting materials or for recreational purposes.

- 8901 BOAT (OR SHIP)
  - Motorboat, yachts*
  - Sailboat, sailing ship*
  - Ships--other than sail powered*
  - Tugboat, commercial fishing boat*
- 8999 WATER VEHICLE
  - Barge* *Kayak*
  - Canoe* *Rowboat*
  - Jet skis* *Raft*
  - Other, not elsewhere classified*

**9 - Other**

This division classifies sources of injuries and illness that are not classified in the previous divisions. Classified here are ammunition and explosive devices; apparel and textiles; atmospheric and environmental conditions; paper, books, magazines; scraps, waste, debris; steam, vapors, liquids; and other sources not elsewhere classified.

*Includes:* Ammunition; apparel and textiles; atmospheric and environmental conditions; paper, books, magazines; scrap, waste, debris; steam, vapors, liquids, not elsewhere classified.

*Excludes:* (See individual source groups).

## 91 Ammunition

This group classifies those projectiles which are fired by a weapon or exploded as a weapon, such as mines and grenades.

*Includes:* Bullets, explosive devices, pellets.

*Excludes:* Dynamite, gunpowder, fireworks (0709); firearms (7102).

9101	AMMUNITION		
	<i>Artillery shells</i>	<i>Missiles</i>	
	<i>Bombs</i>	<i>Pellets</i>	
	<i>Depth charges</i>	<i>Rockets</i>	
	<i>Grenades</i>	<i>Shot</i>	
	<i>Mines</i>	<i>Torpedoes</i>	
	<i>Other, not elsewhere classified</i>		
9102	BULLET		

## 92 Apparel and textiles

This group classifies all products and apparel that clothe the human body made from any fabric. Also included here are jewelry, watches, eyeglasses, textile products, and laundry.

*Includes:* Clothing and shoes; eyeglasses, jewelry, and watches; textile products; laundry.

*Excludes:* Fur, wool, and leather (52); hard hats (7833); skis (7999); ice, roller skates (7999); floor, wall, window coverings (23); beds, bedding, mattresses (24); textile, apparel, leather production machinery (38); protective clothing (7890).

9202	BELT		
9203	BLOUSE		
9204	BOOT		
9205	CLOTH		
	<i>Fabric</i>		
9206	CLOTHING		
	<i>Bathing suits</i>	<i>Nightgowns</i>	
	<i>Briefs</i>	<i>Nightshirts</i>	
	<i>Diving suits</i>	<i>Pajamas</i>	
	<i>Lingerie</i>	<i>Scarves</i>	
	<i>Neckties</i>	<i>Swimsuits</i>	
9207	COAT		
	<i>Jacket</i>		
9209	DRESS		
	<i>Skirt</i>		

9210	EYEGLASSES		
	<i>Contact lenses</i>		<i>Sunglasses</i>
9212	HAT		
	<i>Cap</i>		
9213	JEWELRY		
	<i>Watches</i>		
9215	PANTS		
	<i>Trousers</i>		
9216	SHIRT		
9217	SHOE		
	<i>Sandals</i>		<i>Slippers</i>
9221	SUIT		
9223	TOWEL		
9299	OTHER TEXTILE ITEM		
	<i>Laundry</i>		<i>Thread</i>
	<i>Other, not elsewhere specified</i>		<i>Yarn</i>

### 93 Atmospheric and environmental conditions

This group classifies conditions of the environment such as air pressure, temperature, and other atmospheric conditions, as well as events such as natural disasters.

**Select weather and atmospheric conditions, or geological events (floods, earthquakes, avalanches) as the source of injury when that is the only possible source identified.**

*Includes:* Air pressure; avalanche, mud slide, earthquake, fire, flame, smoke, flood, environmental temperature extremes, weather and atmospheric conditions, noise, sun.

9301	EARTHQUAKE		
9303	FIRE		
	<i>Flame</i>		
9306	ICE		
9307	RAIN		
9308	SMOKE		
	This code excludes welding fumes (0599).		
	<i>Fire gases</i>		
9309	SNOW		
	<i>Sleet</i>		
9310	SUN		
9312	WIND		
9399	OTHER ATMOSPHERIC & ENVIRONMENTAL CONDITIONS		
	<i>Air pressure</i>		<i>Mud slide</i>

<i>Avalanche</i>	<i>Noise</i>
<i>Flood</i>	<i>Smog</i>
<i>Fog</i>	<i>Temperature extremes</i>
<i>Hurricane</i>	<i>Tornado</i>
<i>Lightning</i>	<i>Typhoon</i>
<i>Other, not elsewhere classified</i>	<i>Unspecified</i>

## 94 Paper, books, magazines

This group classifies paper and paper products such as books and magazines.

*Excludes:* Containers (1); photographic paper (7799).

9401	BOOK
	<i>Notebooks</i>
9403	CATALOG
9404	COMPUTER PAPER
9405	ENVELOPE
9406	FILE FOLDER
9409	MAGAZINE
9410	MAIL
9411	MANUAL
9414	PAPER
	<i>Sheets</i>
9499	OTHER PAPER ITEM

## 95 Scrap, waste, debris

This group classifies discarded fragments of unknown origin such as ashes, garbage, sewage, etc.; as well as other dirt, glass, metal, wood, or unidentified particles.

*Includes:* Chips, particles, splinters, sewage, trash, garbage.

*Excludes:* Chemical metallic particulates, trace elements, dusts, powders, fumes (05); molten or hot metals, slag (46); metallic minerals (55); nonmetallic minerals (56).

9501	CHIP
9502	DEBRIS
9503	GARBAGE
9504	PARTICLE/DUST
9505	SAWDUST/WOOD CHIPS
9506	SCRAP
9507	SPLINTER
9508	TRASH

9509 WASTE  
9510 SEWAGE

**96 Steam, vapors, liquids, nec**

This group classifies water, steam, water vapor, and other liquids and vapors not elsewhere classified. It includes water that is converted into vapor or gas by being heated to the boiling point, and water vapor kept under pressure so as to supply energy for heating, cooking, or mechanical work.

*Includes:* Nonchemical steam, vapors; liquids, water.

*Excludes:* Rain (9307).

9601 LIQUID  
9602 STEAM  
9603 VAPOR  
9604 WATER

**9899 OTHER, NOT ELSEWHERE CLASSIFIED**

This code is used for sources not classified elsewhere in the source code structure. This code is also used when the source that inflicted the injury is not known.



## Chapter E - CAIRS Personal Protective Equipment Codes

For injury/illness events, this field identifies the personal protective equipment (PPE) that was in use at the time of the accident/incident. The personal protective equipment code divisions are arranged as follows:

<u>DIVISION</u>	<u>TITLE</u>
00	Other Personal Protective Equipment
01	Earplugs, and Hearing Protectors
02	Face Protection, including Face Shields, Welding Masks
03	Head Protection
04	Fall and Motion Protection
05	Respiratory Tract Protection
06	Eye Protection
07	Foot and Leg Protection
08	Arm and Hand Protection
09	Protective Clothing

### RULES OF SELECTION:

1. Name the personal protective equipment indicated on the source document. You should read the 5484.3 form narrative to identify the PPE used.
2. Enter from one to three codes, separated by commas.
3. If PPE was not worn or cannot be determined from the source document, no PPE code is selected.

### **00 - Other Personal Protective Equipment**

This code classifies personal protective equipment that are not elsewhere classified or are not specified.

0001 OTHER PERSONAL PROTECTIVE EQUIPMENT

### **01 - Earplugs and Hearing Protectors**

0101 EAR MUFFS  
0102 EAR PLUG(S)  
0199 OTHER HEARING PROTECTION

### **02 - Face Protection, including Face Shields, Welding Masks**

0201 FACE SHIELD

- 0202 SAND BLASTER'S HOOD
- 0203 SIDE SHIELDS
- 0204 WELDER'S HOOD
- 0299 OTHER FACE PROTECTION

### **03 - Head Protection**

- 0301 BUMP CAP
- 0302 CHIN STRAP
- 0303 HARD HAT
- 0304 HELMET
- 0399 OTHER HEAD PROTECTION

### **04 - Fall and Motion Protection**

- 0401 FALL PROTECTION DEVICE SYSTEM
- 0402 FLOTATION DEVICE
- 0403 POSITION DEVICE SYSTEM
- 0404 SAFETY BELT
- 0405 SAFETY HARNESS
- 0406 SAFETY LINE OR LANYARD
- 0407 SAFETY NET
- 0408 SEAT BELT
- 0409 WARNING LINE
- 0499 OTHER FALL AND MOTION PROTECTION

### **05 - Respiratory Tract Protection**

- 0501 AIR MASK
- 0502 AIR PURIFYING RESPIRATOR
- 0503 DUST MASK
- 0504 ESCAPE ONLY RESPIRATOR
- 0505 POWERED AIR PURIFYING RESPIRATOR
- 0506 SELF-CONTAINED BREATHING APPARATUS
- 0507 SUPPLIED AIR RESPIRATOR
- 0508 SUPPLIED AIR RESPIRATORY WITH SCBA PROTECTION
- 0599 OTHER RESPIRATOR TRACT

### **06 - Eye Protection**

- 0601 GOGGLE(S)
- 0602 SAFETY GLASSES
- 0603 SAFETY GLASSES WITH SIDE SHIELDS
- 0604 TINTED SAFETY GLASSES

0699 OTHER EYE PROTECTION

## **07 - Foot and Leg Protection**

0701 ANKLE PROTECTION  
0702 KNEE PADS  
0703 LEGGINGS  
0704 METAL SHOE COVER  
0705 METATARSAL PROTECTION  
0706 SAFETY BOOTS  
0707 SHOE COVER(S)  
0708 SAFETY SHOE(S)  
0799 OTHER FOOT PROTECTION

## **08 - Arm and Hand Protection**

0801 FOREARM PROTECTION  
0802 GLOVES  
0803 WRIST BAND  
0899 OTHER HAND AND ARM PROTECTION

## **09 - Protective Clothing**

0901 ACID SUIT  
0902 ANTICONTAMINATION CLOTHING  
0903 COVERALLS  
0904 FLAME RETARDANT CLOTHING  
0905 FULLY ENCAPSULATED CHEMICAL PROTECTIVE SUIT  
0906 LAB COAT  
0907 RADIATION SUIT  
0908 RAIN GEAR  
0909 REFLECTIVE VEST  
0910 WET SUIT  
0911 OTHER PROTECTIVE CLOTHING



## Chapter F - Activity Codes

The activity code is a four character code that identifies the primary activity that was in progress at the time that the accident occurred. The activity code divisions are arranged as follows:

<u>DIVISION</u>	<u>TITLE</u>
00	Unspecified
01	Office
02	Construction
03	Maintenance/Repair
04	Other
05	Security
06	Janitorial/Food Service
07	Production/Post Production
08	Material Handling
09	Research/Testing
10	Transportation
11	Mining/Drilling

### RULES OF SELECTION:

1. Name the primary activity indicated on the source document. The **ACTIVITY** narrative on the 5484.3 form should describe the activity.
2. If information on the 5484.3 form is not sufficient to determine the generic activity, code the activity as unknown (0002).

### 00 - Unspecified

0001 ACTIVITY  
Use this code if the activity is not elsewhere classifiable.

0002 UNKNOWN/UNDETERMINED ACTIVITY  
Use this code if the activity is unknown.

### 01 - Office

0101 OFFICE ACTIVITY

### 02 - Construction

0201 CONSTRUCTION ACTIVITY

0202 EQUIPMENT INSTALLATION ACTIVITY

### **03 - Maintenance/Repair**

- 0301 BUILDING/EQUIP MAINT/REPAIR ACTIVITY
- 0302 INSPECTION/MONITORING ACTIVITY
- 0303 VEHICLE MAINTENANCE/REPAIR ACTIVITY

### **04 - Other**

- 0401 CLASSIFIED ACTIVITY
- 0402 RECREATION/BREAK ACTIVITY
- 0403 TRAINING/EDUCATION ACTIVITY
- 0404 OTHER NON-TASK ACTIVITY
- 0405 NO ACTIVITY

### **05 - Security**

- 0501 EMERGENCY RESPONSE ACTIVITY
- 0502 PHYSICAL FITNESS TRAINING ACTIVITY  
Weight lifting, running, or other physical fitness training that is not job related is coded under 0402 (Recreation/Break Activity).
- 0503 SECURITY ACTIVITY

### **06 - Janitorial/Food Service**

- 0601 FOOD SERVICE ACTIVITY
- 0602 GROUNDS MAINTENANCE ACTIVITY
- 0603 JANITORIAL/HOUSEKEEPING ACTIVITY

### **07 - Production/Post Production**

- 0701 DECOMMISSIONING ACTIVITY
- 0702 DEACTIVATION

- 0703 FUEL HANDLING ACTIVITY
- 0704 LONG-TERM SURVEILLANCE & MAINTENANCE
- 0705 PRE START-UP/CALIBRATION ACTIVITY
- 0706 PRODUCTION/OPERATION ACTIVITY
- 0707 REACTOR REFUELING ACTIVITY
- 0708 START UP PROCEDURE
- 0709 DECONTAMINATION ACTIVITY

## **08 - Material Handling**

- 0801 MATERIAL HANDLING ACTIVITY

## **09 - Research/Testing**

- 0901 RESEARCH/TESTING ACTIVITY

## **10 - Transportation**

- 1001 TRANSPORTATION ACTIVITY
- 1002 TRAVEL ACTIVITY

## **11 - Mining/Drilling**

- 1101 MINING/DRILLING ACTIVITY



## Chapter G - Loss Producing Event Codes

This field is a four character code. For injury or illness events, this field describes the manner in which the injury or illness was produced or inflicted by the source of injury or illness. For vehicle accidents, this field identifies the event or exposure that primarily caused or contributed to the accident. The loss producing event code divisions are arranged as follows:

<u>DIVISION</u>	<u>TITLE</u>
0	Contact with Objects and Equipment
1	Falls
2	Bodily Reaction and Exertion
3	Exposure to Harmful Substances or Environments
4	Transportation Accidents
5	Fires and Explosions
6	Assaults and Violent Acts
7	Other Events or Exposures

### RULES OF SELECTION:

1. This code is identified by reading the 5484.3 form narrative.
2. Event codes for vehicle accidents are limited to division 4 (Transportation Accidents). The code is identified by reading the 5484.3 form narrative.
3. When the injury or illness occurred as a result of contact with or exposure to an object or substance, select the event or exposure which best describes the manner in which that contact or exposure occurred.
4. For injuries and illnesses, the following events take precedence over other events or exposures:
  - Assaults and Violent Acts
  - Transportation Accidents
  - Fires
  - ExplosionsWhen two or more of these events occurred, select the first event listed above.
5. When the injury or illness occurred as a result of bodily motion or position, select bodily reaction, repetitive motion or sustained viewing as the event or exposure code.

### **0 - Contact with Objects and Equipment**

Codes in this division apply to injuries produced by contact between the injured person and the source of injury except when contact was due to falls (1), transportation accidents (4), fires (5),

explosions (5), assaults or violent acts (6). Contact may be denoted by a statement that the injured person struck or was struck by an object, was caught in an object, rubbed against an object, or by words such as “hit by,” or “hit,” “bumped into,” “crushed by,” or “banged.”

These codes are not used for vehicle accident cases.

## **0001 Contact with objects and equipment, unspecified**

### **0100 Struck against object**

The “struck against” codes apply to injuries produced by forcible contact or impact between the injured person and the source of injury when the *motion producing the contact is primarily that of the injured person*.

This group includes bumping into objects, stepping on objects, kicking objects, and being pushed or thrown into or against objects. If a person strikes against an object due to falling, the injury is classified in Falls (1).

- 0101 Struck against object, unspecified
- 0102 Stepped on object
- 0103 Struck against stationary object
- 0104 Struck against moving object
- 0109 Struck against object, not elsewhere classified

### **0200 Struck by object**

The “struck by” codes apply to injuries produced by forcible contact or impact between the injured person and the source of injury when *the motion producing the contact is primarily that of the source of injury* rather than the person.

Injuries to vehicle occupants, pedestrians, or other nonpassengers resulting from being hit or run over by a vehicle or mobile equipment should be classified as Transportation Accidents (4). Injuries resulting from stabbings, shooting, or other violence are coded in Assaults or Violent Acts (6).

- 0201 Struck by object, unspecified
- 0202 Struck by falling object  
*Struck by falling object code should be selected when the source of injury is falling from an elevation to a lower level. This includes instances where*

*the injured person is crushed, pinned, or caught under a falling object, other than collapsing material or structures (0400).*

- 0203 Struck by rolling, sliding objects on floor or ground level  
*Struck by rolling, sliding objects on floor or ground level code generally refers to an object which is rolling, moving, or sliding on the same level at which the employee is located (i.e., the object is not falling from above, nor is it flying through space). Cases involving contact with moving vehicles which are not in normal operation (as defined in Division 4) would be coded here.*
  
- 0209 Struck by object, not elsewhere classified
  
- 0210 Struck by flying object  
*Struck by flying object codes should be selected when the source of injury has been thrown, hurled, or is being propelled across space.*
  
- 0211 Struck by flying object, unspecified
- 0212 Struck by dislodged flying object, particle  
*This code includes instances when a piece of material separates from a tool, machine or other equipment. For example, a piece of grinding wheel flies off or a drill bit breaks off, striking a worker.*
- 0213 Struck by discharged object or substance  
*This code refers to instances where the object is ejected under power by a tool or equipment usually designed for that purpose. Examples include a nail discharged from a nail gun, water discharged from a pressure cleaner, a staple from a staple gun.*
- 0219 Struck by flying object, not elsewhere classified
  
- 0220 Struck by swinging or slipping object  
*Struck by swinging or slipping object codes generally refers to objects which are not free standing; that is, they are attached at some point or are being held by the worker.*
  
- 0221 Struck by swinging or slipping object, unspecified
- 0222 Struck by or slammed in swinging door or gate
- 0223 Struck by slipping handheld object  
*This code includes cases where the worker is holding a knife, razor, tool, or other instrument that slips and injures the worker.*
- 0229 Struck by swinging or slipping object, not elsewhere classified

### **0300 Caught in or compressed by equipment or objects**

This group includes cases in which the injury was produced when a person or part of a

person was injured by *being squeezed, crushed, pinched or compressed between two or more objects, or between parts of an object*. Codes in this event group apply when a person, or part of a person's body was squeezed, pinched, compressed, or crushed in *operating equipment, between other meshing objects, between a moving and stationary object, or between two or more moving objects*.

Code in this major group do not apply when the source of injury is free flying or falling, or collapsing material. When the source of injury is falling or freely flying, or collapsing, the event should be coded in groups 0200 (Struck by object) or 0400 (Caught in or crushed in collapsing materials).

0301 Caught in or compressed by equipment or objects, unspecified

0302 Caught in running equipment or machinery  
*Injuries occurring when the injured part of body is inside a machine of equipment, or between two or more parts of the source of injury should be included here. Strangulation injuries occurring when clothing is caught in running equipment should also be coded here.*

0303 Compressed or pinched by rolling, sliding, or shifting objects.  
*Injuries occurring when a part of the injured person's body is crushed, pinched, or caught under a rolling or sliding object such as a cart or a vehicle not in operation should be included here.*

0309 Caught in or compressed by equipment or objects, not elsewhere classified

#### **0400 Caught in or crushed in collapsing materials**

Caught in or crushed in collapsing materials applies when a person, or part of a person's body was squeezed, pinched, compressed or crushed in *landslides, cave-ins, or collapsing structures*, or other collapsing materials unless the collapse was due to a transportation accident (4), fire (5), or explosion (5).

0401 Caught in or crushed in collapsing materials, unspecified

0402 Excavation or trenching cave-in

0403 Other cave-in

0404 Landslide  
*This event code includes avalanches.*

0405 Caught in or crushed in collapsing structure

0409 Caught in or crushed in collapsing materials, not elsewhere classified

**0500 Rubbed or abraded by friction or pressure**

Codes in this group apply to cases in which the injury or illness was produced by *friction or pressure between the person and the source of injury or illness*. Typically, the nature of the injuries or illnesses resulting from these events will involve superficial injuries such as blisters, scratches or abrasions, or they will involve damage to the nerves or circulatory system from jarring, vibration or repetition of pressure.

0501 Rubbed or abraded by friction or pressure, unspecified

0502 Rubbed or abraded by kneeling on surface

0503 Rubbed or abraded by objects being handled

0504 Rubbed or abraded by foreign matter in eye  
*This code is used for non-specific irritation of the eyes resulting from foreign matter.*

0509 Rubbed or abraded by friction or pressure, not elsewhere classified

**0600 Rubbed, abraded, or jarred by vibration**

Codes in this group apply to non-impact cases in which the injury or illness was produced by *vibration* between the person and the source of injury or illness. Instances of damage to nerves or circulatory system due to vibration, rather than voluntary motion (e.g., Raynald's phenomenon) should be coded here.

0601 Rubbed, abraded, or jarred by vibration, unspecified

0602 Rubbed, abraded, or jarred by vehicle or mobile equipment vibration  
*If an injury or illness results from prolonged vibration in long distance driving, the event should be coded here.*

0603 Rubbed, abraded, or jarred by other machine or equipment vibration

0609 Rubbed, abraded, or jarred by vibration, not elsewhere classified

**0009 Contact with objects and equipment, not elsewhere classified**

**1 - Falls**

Falls are events in which the injury was produced by impact between the injured person and the source of injury when *the motion producing contact was generated by gravity*.

This division excludes falls on ships and boats. Falls from ships and boats are coded under 4540.

**1001 Fall, unspecified**

**1100 Fall to lower level**

Fall to lower level applies to instances 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:

- *the motion of the person and the force of impact were generated by gravity, and*
- *the point of contact with the source of injury was lower than the surface supporting the person at the inception of the fall.*

Injuries sustained as a result of the employee jumping from an elevation should be coded in group 1200 (Jump to lower level).

1101 Fall to lower level, unspecified

1102 Fall down stairs or steps

*Falls down stairs or steps exclude instances where the worker fell from the side edge of a stair to a lower surface. These cases should be coded under code 1190 (Fall to lower level, not elsewhere classified).*

1103 Fall from ladder

1104 Fall from piled or stacked material

1105 Fall from scaffold, staging

1106 Fall from building girders or other structural steel

1107 Fall from nonmoving vehicle

*This code should be used only when the injured employee fell from a vehicle that was not involved in a transportation accident as defined in Division 4.*

1109 Fall to lower level, not elsewhere classified

*This code includes instances where the worker fell from the side edge of a stair to a lower surface.*

1110 Fall from floor, dock, or ground level

- 1111 Fall from floor, dock, or ground level, unspecified
- 1112 Fall through existing floor opening  
*This code includes falls through an opening in the floor that already existed (such as an attic trap door opening).*
- 1113 Fall through floor surface  
*This code includes instances where the floor surface collapses causing the worker to fall through.*
- 1114 Fall from loading dock
- 1115 Fall from ground level to lower level  
*This code includes falls into stormdrains, sewers, and excavation pits.*
- 1119 Fall from floor, dock, or ground level, not elsewhere classified
  
- 1120 Fall from roof
  - 1121 Fall from roof, unspecified
  - 1122 Fall through existing roof opening  
*This code includes falls through an opening in a roof that already existed.*
  - 1123 Fall through roof surface  
*This code includes instances where a roof surface collapses causing the worker to fall through.*
  - 1124 Fall through skylight
  - 1125 Fall from roof edge
  - 1129 Fall from roof, not elsewhere classified

## **1200 Jump to lower level**

This event group should be used for impact injuries sustained as a result of the employee jumping from an elevation. Jumps are differentiated from falls by the fact that they are controlled and voluntary even if the worker jumped to avoid an uncontrolled fall.

- 1201 Jump to lower level, unspecified
- 1202 Jump from scaffold, platform, loading dock
- 1203 Jump from structure, structural element, not elsewhere classified
- 1204 Jump from nonmoving vehicle
- 1209 Jump to lower level, not elsewhere classified

## **1300 Fall on same level**

Fall on same level applies to instances 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:

- *the motion of the person was generated by gravity following the employee's loss of equilibrium (the person was unable to maintain an upright position) and,*
- *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.*

1301 Fall on same level, unspecified

1302 Fall to floor, walkway, or other surface

1303 Fall onto or against objects

1304 Fall on same level, not elsewhere classified

## **1009 Fall, not elsewhere classified**

## **2 - Bodily Reaction and Exertion**

Codes in this division apply to cases, usually non-impact, in which injury or illness resulted from *free bodily motion, from excessive physical effort, or from repetition of a bodily motion.*

### **2001 Bodily reaction and exertion, unspecified**

### **2002 Sustained viewing**

Eye strain resulting from sustained focus on terminal screens should be classified under this code.

### **2003 Bodily conditions, not elsewhere classified**

Heart attacks and strokes which are not attributed to a specific event or exposure are classified under this code.

### **2009 Bodily reaction and exertion, not elsewhere classified**

### **2100 Bodily reaction**

Codes in this group apply to injuries or illnesses resulting from a *single incident of free bodily motion* which imposed stress or strain upon some part of the body.

Generally, codes in this group apply to the occurrence of strains, sprains, ruptures, nerve damage or other internal injuries or illnesses resulting from the assumption of an unnatural position or from voluntary or involuntary motions induced by sudden noise, fright, or efforts to recover from slips or loss of balance (not resulting in falls).

This group includes cases involving musculo-skeletal or internal injury or illness resulting from the execution of personal movements such as walking, climbing, bending, etc. when such movement in itself was the source of injury or illness.

Excluded from this group are falls (1), overexertion resulting from lifting, pulling, or pushing (2200), and motions which induce injury or illness due to their repetitive nature (2300).

- 2101 Bodily reaction, unspecified
- 2102 Bending, climbing, crawling, reaching, twisting
- 2103 Sudden reaction when surprised, frightened, startled
- 2104 Running--without other incident
- 2105 Sitting
- 2106 Slip, trip, loss of balance--without fall
- 2107 Standing
- 2108 Walking--without other incident
- 2109 Bodily reaction, not elsewhere classified

## **2200 Overexertion**

Overexertion applies to cases, usually non-impact, in which the injury or illness resulted from *excessive physical effort directed at an outside source of injury or illness*. The physical effort may involve lifting, pulling, pushing, turning, wielding, holding, carrying, or throwing the source of the injury/illness.

Free bodily motions that do not involve an outside source of injury or illness are classified either in group 2100 (bodily reaction) or group 2300 (repetitive motion).

- 2201 Overexertion, unspecified
- 2202 Overexertion in lifting

- 2203 Overexertion in pulling or pushing objects
- 2204 Overexertion in holding, carrying, turning, or wielding objects
- 2205 Overexertion in throwing objects
- 2209 Overexertion, not elsewhere classified

### **2300 Repetitive motion**

Repetitive motion applies when an injury or illness resulted from bodily motion which imposed stress or strain upon some part of the body due to a task's *repetitive nature*.

If an injury or illness resulted from prolonged vibration in long distance driving, the event should be coded under code 0602.

- 2301 Repetitive motion, unspecified
- 2302 Typing or key entry  
*Instances of carpal tunnel syndrome (CTS) from typing or any type of keyentry, including the use of calculators or nonscanning cash registers are coded here.*
- 2303 Repetitive use of tools  
*CTS resulting from cutting with a knife, repeated use of a power tool should be coded here.*
- 2304 Repetitive placing, grasping, or moving objects, except tools
- 2309 Repetitive motion, not elsewhere classified

## **3 - Exposure to Harmful Substances or Environments**

Codes in this division apply to cases in which the injury or illness resulted from *contact with, or exposure to, a condition or substance* in the environment.

### **3001 Exposure to harmful substances or environments, unspecified**

### **3002 Exposure to traumatic or stressful event, not elsewhere classified**

Exposure to traumatic or stressful event includes instances where workers are injured or made ill by stressful events on the job. Cases in which workers are injured or made ill by

witnessing accidents or other traumatic events are included here, unless the worker was included as a victim of an assault or violent act.

### **3009 Exposure to harmful substances or environments, not elsewhere classified**

### **3100 Contact with electric current**

Contact with electric current applies only to cases in which the injury or illness resulted from *contact with electricity, including lightning*. Cases of electric shock and electrocution are classified here. Contact may be made directly from the power source to the person or indirectly, such as when a pipe being held contacts a power line.

In instances, where an electric shock initiates a chain of events which results in an impact injury, the appropriate impact event code should be selected. For example, if an electric shock knocks a worker from a ladder fracturing his leg, the event should be coded Fall from ladder (1103).

Electric shocks should be classified by the energized source of power.

- 3101 Contact with electric current, unspecified
- 3102 Contact with electric current of machine, tool, appliance, or light fixture  
*This code includes cases where a worker receives an electric shock when a power tool falls into a pool of water in which he is standing.*
- 3103 Contact with wiring, transformers, or other electrical components  
*This code includes cases where a worker is injured when he drilled into a wall and cut through interior building wiring.*
- 3104 Contact with overhead power lines  
*This code includes electrocutions occurring when a ladder contacts overhead power lines.*
- 3105 Contact with underground, buried power lines
- 3106 Struck by lightning
- 3109 Contact with electric current, not elsewhere classified

### **3200 Contact with temperature extremes**

Contact with temperature extremes applies to cases in which the injury or illness resulted from contact with, or exposure to, *either hot or cold objects or substances, or general heat or cold* in the environment. Injuries or illness in this group include thermal burns

which resulted from contact with controlled or intentional heat sources (such as stoves, welding torches, or heated fluid), heat exhaustion, heat stroke, freezing , frostbite, hypothermia, etc.

Cases of burns from contact with the sun's rays or other radiations are included in group 3600 (Exposure to radiation). Cases of chemical burns are included in group 3400 (Exposure to caustic, noxious or allergenic substances).

If burns result from a transportation accident, the event should be coded in Division 4. If burns result from an explosion or from an uncontrolled or unintended fire that didn't involve a transportation accident, the event should be coded in Division 5. Uncontrolled or unintended fires includes building fires and accidental ignition of objects or substances, for example: trash cans, furniture, cooking oil, frying fat or grease.

3201 Contact with temperature extremes, unspecified

3202 Exposure to environmental heat

3203 Exposure to environmental cold

3204 Contact with hot objects or substances

*Contact with fire and flames from controlled sources (stoves, campfires, torches, cigarettes, furnaces, etc.) should be coded under this code.*

3205 Contact with cold objects or substances

### **3300 Exposure to air pressure changes**

Use of event group 33, Exposure to air pressure changes, for instances of deep-sea diving or airplane decompression.

3301 Exposure to air pressure changes, unspecified

3302 Pressure changes underwater

3303 Pressure changes in airplane, other aircraft

3309 Exposure to air pressure changes, not elsewhere classified

### **3400 Exposure to caustic, noxious, or allergenic substances**

Contact with caustic, noxious (harmful) or allergenic substances applies to cases in which the injury or illness resulted from the inhalation, absorption (skin contact), injection (needle sticks, venomous bites, stings) or ingestion (swallowing) of harmful substances.

Codes in this group should be used for instances of poisoning, allergic reactions, contagious diseases, reactions to insect, animal bites and stings, etc.

- 3401 Exposure to caustic, noxious, or allergenic substances, unspecified
- 3402 Contact with skin or other exposed tissue
- 3403 Ingestion of substance
- 3409 Exposure to caustic, noxious, or allergenic substances, not elsewhere classified
- 3410 Inhalation of substance
  - 3411 Inhalation of substance, unspecified
  - 3412 Inhalation in enclosed, restricted, or confined space  
*If the exposure occurred by inhaling a substances in an enclosed, restricted or confined space, classify the event under this code. Examples of confined or restricted spaces are storage tanks, vats, sewers, boilers, tanks, or cars. Use this code only if the description indicates that the exposure **occurred in a space with limited air flow.***
  - 3413 Inhalation in open or nonconfined space
- 3420 Injections, stings, venomous bites  
*Codes in this event group apply when the injury or illness was produced by poisons, infectious agents or other harmful substances that were transmitted by piercing of the skin. Included in this event group are venomous bites, stings, and needle sticks which transmit an infectious agent.*  
  
*The nature of injury or illness must be considered in determining whether the needle sticks or animal bites result in exposure to a harmful substance. For example, if a dog bite results in rabies, the injury/illness will usually be coded as rabies, therefore, the event code should be 3424, Other stings or venomous bites. If there is no evidence of an infection more serious than the cut, the Nature would be coded under Cuts and lacerations and the case would be coded in event group 6300 (Assaults by Animals).*
  - 3421 Injections, stings, venomous bites, unspecified
  - 3422 Needle sticks
  - 3423 Bee, wasp, hornet sting
  - 3424 Other stings or venomous bites
  - 3429 Injections, stings, venomous bites, not elsewhere classified

### **3500 Exposure to noise**

Codes in this group apply only to non-impact cases in which the injury or illness resulted from exposure to noise. Hearing impairments resulting from *exposure to a single loud noise (with the exception of explosions) or to prolonged noise* over time are classified here.

If an explosion resulted in a hearing loss or impairment, select a code from event group 5200 (Explosion).

3501 Exposure to noise, unspecified

3502 Exposure to noise over time

3503 Exposure to noise in a single incident

### **3600 Exposure to radiation**

Contact with radiation applies to cases in which the injury or illness resulted from *exposure to any type of radiation* either ionizing or nonionizing. Common forms of nonionizing radiation include: ultraviolet, visible light, infrared, microwaves and radio waves, radars, lasers, and power frequencies. This group is appropriate for burns from the sun's rays or other radiation as well as for general radiation sickness.

3601 Exposure to radiation, unspecified

3602 Exposure to sun

3603 Exposure to welding light

3604 Exposure to radioactive material

3609 Exposure to radiation, not elsewhere classified

### **3800 Oxygen deficiency, not elsewhere classified**

Oxygen deficiency applies only to cases in which the injury or illness resulted from *lack of oxygen, without the involvement of harmful substances*. Generally cases of suffocation or strangulation will be classified in this group. Cases involving lack of oxygen in combination with inhalation of other substances such as smoke or sewer gas are not classified under this group.

Depletion of oxygen (codes 3803 and 3804) applies only to cases in which the injured

was harmed by an insufficient air supply, not because of crushing injuries or any physical restriction of breathing. Examples of confined or restricted spaces are storage tanks, vats, sewers, boilers, tanks, or cars.

- 3801 Drowning, submersion  
*Drowning is coded under this code unless the drowning resulted from a transportation accident, in which case a code in Division 4 should be used.*
- 3802 Choking on object or substance
- 3803 Depletion of oxygen from cave-in or collapsed materials
- 3804 Depletion of oxygen in other enclosed, restricted, or confined space
- 3805 Other oxygen deficiency, not elsewhere classified

## 4 - Transportation Accidents

**Event codes for vehicle accident cases are always selected from this division.**

**Use of these codes for injury/illness cases are explained below:**

- 1) This division covers events involving **transportation vehicles, powered industrial vehicles or powered mobile industrial equipment** in which at least one vehicle (or mobile equipment) is in normal operation and the injury/illness was due to collision or other type of traffic accident, loss of control, or a sudden stop, start, or jolting of a vehicle regardless of the location where the event occurred.
- 2) *References to “vehicles” in this Division should be interpreted to include powered industrial vehicles and powered mobile industrial equipment unless otherwise noted.*
- 3) **Cases classified in this division** include pedestrians, roadway workers, or other nonpassengers struck by vehicles on or off the roadway (including indoor locations) when the accident meets these criteria:
  - *At least one vehicle was in regular operation, and*
  - *The impact was caused by a traffic accident or forward/backward travel of the vehicle.*
- 4) Excluded are injuries or illnesses associated solely with the use of nontransport components of mobile equipment. For example, being struck by rising forklifts, falling trailer doors, or swinging buckets on a loader are coded in group 0200 (Struck by object) unless the impact was also due to the travel of the vehicle.

5) Events due to **loss of control or the sudden start or stop** refer to situations where no collision occurs, such as instances of whiplash caused by sudden stopping (without collision) or being struck by objects that fly forward upon stopping.

6) Events not involving normal operation of vehicle or which do not involve traffic accidents, loss of control, or sudden stop/start are **excluded** from Transportation Accidents. For example, drivers or passengers hurt by vibration of vehicles, made ill by carbon monoxide (with other incident), burned by spilling hot drinks (without collision), or injured by general operation of vehicle (such as shifting gears) would not be coded in this section because they do not involve traffic accidents, loss of control or sudden stop/start. Instances where the vehicle coasts, rolls, slips into gear, falls off the lift during repair work or while parked do not involve normal operation of the vehicle and therefore are excluded unless that movement was brought about by collision with another vehicle. Falls from vehicles not in motion generally go into the “Falls” division.

**7) Transportation vehicles, powered industrial vehicles, and powered mobile industrial equipment include--**

- Highway vehicles: autos, buses, trucks, motorcycles, RVs, bicycles, and other nonpowered vehicles
- Off road powered vehicles: ATVs, golf carts, snowmobiles
- Plant and industrial powered vehicles and tractors: forklifts, tractors, other powered carriers
- Powered mobile industrial or construction equipment: loaders, bulldozers, backhoes, etc.
- Powered mobile agricultural equipment: harvesters, combines, mobile planters, etc.

**8) Excluded are:**

- Nonpowered industrial vehicles: dollies, carts, wheel barrows
- Nonindustrial, nonhighway mobile equipment
- Wheelchairs: motorized and nonmotorized, stretchers, wagons

**9) Transportation Accidents take precedence over all other event codes except Assaults and Violent Acts. For example, if the injury was inflicted from an explosion which resulted from an accident to a vehicle it should be coded to this division, not Explosions.**

**4001 Transportation accident, unspecified**

**4009 Transportation accident, not elsewhere classified**

**4100 Highway accident**

Highway accidents include accidents occurring on that part of the public highway, street, or road normally used for travel as well as the shoulder and surrounding areas, telephone

poles, bridge abutments, trees aligning roadway, etc. Accidents occurring entirely off the highway, street, off road, or on industrial, commercial, or farm premises or parking lots are considered to be nonhighway accidents (4200).

If more than one of the events in this group occurred, code the first event listed in the code sequence. For example, if a car collided with an oncoming vehicle then hit a pole on the side of the road, code the collision with the oncoming vehicle (4114) as the event.

If the injured person was a pedestrian or nonpassenger, use event group 4300.

4101 Highway accident, unspecified

4102 Vehicle struck stationary object or equipment in roadway  
*This code applies to cases where a vehicle struck a stationary object or a piece of equipment, other than a vehicle, in the roadway. For example, use this code if the vehicle hit a concrete lane divider or a box lying in the road. Vehicles which strike stationary road repair equipment are coded here if the equipment is in the normal roadway area, including lanes under repair or blocked off to hold equipment.*

4103 Vehicle struck stationary object or equipment on side of road  
*This code applies to cases where a vehicle struck a stationary object or a piece of equipment on the side of the roadway. Use this code if the vehicle hits a guardrail, telephone pole, or stationary road repair equipment which is not on the roadway.*

4109 Highway accident, not elsewhere classified

4110 Collision between vehicles, mobile equipment  
*Codes in this group apply to cases where a vehicle was involved in a highway collision in which both vehicles were in motion or between a moving vehicle and a stationary vehicle. Cars stopped at traffic lights, stop signs, etc, are considered standing vehicles.*

4111 Collision between vehicles, mobile equipment, unspecified

4112 Re-entrant collision

*Re-entrant collisions are limited to those in which one of the vehicles left the roadway (onto the shoulder, or other nonroadway area) and the collision occurred when that vehicle reenters the roadway. Instances involving normal access to a roadway from entrance ramps or side streets are not coded here.*

4113 Moving in same direction

4114 Moving in opposite directions, oncoming

4115 Moving in intersection

- 4116 Moving and standing vehicle, mobile equipment--in roadway
- 4117 Moving and standing vehicle, mobile equipment--side of road
- 4119 Collision between vehicles, mobile equipment, not elsewhere classified

4140 Noncollision accident

*Codes in this event group apply to cases where the vehicle was involved in a noncollision highway accident. These are incidents in which the vehicle involved did not make contact with a vehicle or object other than the road or driving surface.*

*Injuries or illnesses resulting from relatively routine movement of the vehicle are not included in Noncollisions accidents. For example, a driver may sustain back injury or illness resulting from prolonged vibration involved in operating the vehicle. These types of cases would be coded in Division 0 (Contact with Objects or Equipment).*

- 4141 Noncollision accident, unspecified
- 4142 Jack-knifed or overturned--no collision  
*This code should be used when the vehicle overturned or jack-knifed, either on or after leaving the roadway.*
- 4143 Ran off highway--no collision  
*This code should be used when the vehicle was out of control and ran off the highway and did not overturn or collide with any object or vehicle. If the vehicle hits another vehicle or object, select codes 4102 or 4103 or a code from the 4110 event group.*
- 4144 Struck by shifting load  
*This code should be used when collision is not involved and the movement of the vehicle results in damage or injury. In the event that the vehicle was involved in a sudden stop or start and the injured person was struck by a shifting load, use this event code.*
- 4145 Sudden start or stop, not elsewhere classified  
*This code should be used when collision is not involved and the movement of the vehicle results in any of these events affecting the occupant:*
  - Bodily motion
  - Striking against interior parts of the vehicle
  - Being thrown out of the vehicle
- 4149 Noncollision accident, not elsewhere classified  
*Injuries incurred solely by the jolting of the vehicle when hitting a defect or small obstruction in the roadway such as a pothole, or riding over a raised piece of concrete roadway are classified under this code.*

## 4200 Nonhighway accident, except rail, air, water

Nonhighway accidents are those that occur or originate entirely off the highway or that occur or originate on industrial, commercial, residential, farm premises. Parking lot accidents are included here. Unpaved construction roadways, roads being built, and logging roads are included as nonhighway locations. Roads under repair which are still in partial use are considered highways (4100).

4201 Nonhighway accident, unspecified

4202 Collision between vehicles or mobile equipment

*This code applies to cases where the vehicle was involved in a nonhighway collision in which both vehicles were in motion or between a moving vehicle and a stationary vehicle*

4203 Vehicle, mobile equipment struck stationary object

*This code applies to cases where a vehicle struck a stationary object or a piece of equipment, other than a vehicle, in a nonhighway accident. For example, use this code if a vehicle hit a concrete pole in a parking garage or if a logging truck slid in the mud on a logging road and struck a tree.*

4209 Nonhighway accident, not elsewhere classified

4210 Noncollision accident

*Codes in this event group apply to cases where the vehicle was involved in a noncollision nonhighway accident. These are incidents in which the vehicle involved did not make contact with a vehicle or object other than the driving surface.*

*Injuries or illnesses resulting from relatively routine movement of the vehicle are not included in Noncollision accidents. For example, a driver may sustain back injury or illness resulting from prolonged vibration involved in operating mobile logging equipment. These types of cases would be coded in Division 0 (Contact with Objects or Equipment).*

4211 Noncollision accident, unspecified

4212 Fall from moving vehicle, mobile equipment

*Use this code if a person was injured solely by falling from a vehicle (nonhighway).*

- 4213 Fell from and stuck by vehicle, mobile equipment  
*Use this code if a person fell and then was hit by the vehicle that he/she fell from. For example, if a worker falls off the tractor, then gets run over by the tractor's trailer.*
- 4214 Overturned  
*Use this code if a vehicle overturned, even when the vehicle was also out of control.*
- 4215 Loss of control
- 4216 Struck by shifting load  
*This code should be used for nonhighway incidents when collision is not involved and the movement of the vehicle results in the occupant being struck by a shifting or falling load. In the event that the vehicle was involved in a sudden stop or start and the injured person was struck by a shifting load use this code.*
- 4217 Sudden start or stop, not elsewhere classified  
*This code should be used for nonhighway incidents when collision is not involved and the movement of the vehicle results in any of these events affecting the occupant:*
- Bodily motion
  - Striking against interior parts of the vehicle
  - Being thrown out of the vehicle
- 4219 Noncollision accident, not elsewhere classified  
*Injuries incurred solely by the jolting of the vehicle when hitting a defect in the ground surface such as a hole or riding over a small obstruction in the pathway such as a piece of lumber are classified under this code.*

#### **4300 Pedestrian, nonpassenger struck by vehicle, mobile equipment**

Codes in this group apply to pedestrians and other nonoccupants who are hit by vehicles or other powered industrial mobile equipment whether on the highway, street, or road, or off the highway.

Cases included in this section must meet the general criteria for Transportation Accidents noted at the beginning of this Division. Pedestrians, roadway workers, or other nonpassengers struck by vehicles on or off the roadway (including indoor locations) are included here when the accident meets these criteria:

- *At least one vehicle was in regular operation, and*
- *The impact was caused by a traffic accident or forward/backward travel of the vehicle*

Injuries or illnesses associated solely with the use of nontransport components of mobile equipment are not coded here. For example, being struck by rising forklifts, falling trailer

doors, or swinging buckets on a loader are coded in group 0200 (Struck by object) unless the impact was also due to the travel of the vehicle.

A person struck as they are getting out of vehicles should be considered outside the vehicle and coded in this section.

- 4301 Pedestrian struck by vehicle, mobile equipment, unspecified
- 4302 Pedestrian struck by vehicle, mobile equipment in roadway  
*Use this code if a person is struck on the roadway, even if the person is in a lane blocked off for repair.*
- 4303 Pedestrian struck by vehicle, mobile equipment on side of road  
*Use this code if a person is struck on the shoulder or side of the road.*
- 4304 Pedestrian struck by vehicle, mobile equipment in parking lot or non-roadway area  
*This code includes all areas defined as “nonhighway”: industrial, commercial, residential, farm premises, parking lots, unpaved construction roadways, roads being built, and logging roads.*

#### **4400 Railway accident**

A railway accident is a transport accident involving a rail vehicle which meets the general criteria for a transport accident.

Railway accidents take precedence over highway and nonhighway accidents. Pedestrians struck by trains are coded in group 4300.

- 4401 Railway accident, unspecified
- 4402 Collision between railway vehicles
- 4403 Collision between railway vehicle and other vehicle  
*When cars, buses, and other roadway vehicles are hit by a train, this code is used.*
- 4404 Collision between railway vehicle and other object
- 4405 Fell from and struck by railway vehicle
- 4406 Derailment
- 4407 Explosion, fire, not elsewhere classified  
*Instances where the contents of a rail vehicle exploded or caught fire*

*without a collision (such as from a leak in a rail tank), are coded here.*

4408 Fall in, on, or from railway vehicle in motion, not elsewhere classified

4409 Railway accident, not elsewhere classified

#### **4500 Water vehicle accident**

All incidents involving water vehicle collisions, sinkings, capsizing; explosions or fires on such vehicles; and falls on such vehicles are coded in this group. Exceptions are incidents involving out-of-water or drydocked water vehicles. Falls on ships and boats are included in this section of transport accidents since water vehicles are subject to motion at all times.

4501 Water vehicle accident, unspecified

4502 Collision

4503 Explosion, fire, not elsewhere classified

4504 Fall from ship, boat, not elsewhere classified

4505 Fall on ship, boat

4506 Sinking, capsized water vehicle

4509 Water vehicle accident, not elsewhere classified

#### **4600 Aircraft accident**

All incidents involving aircraft which are in use for transport are included in this group.

4601 Aircraft accident, unspecified

4602 During takeoff or landing

4609 Aircraft accident, not elsewhere classified

### **5 - Fires and Explosions**

Codes in this division apply to cases in which the injury or illness resulted from an explosion or fire. Included are cases in which the person fell, jumped, inhaled a harmful substance, or was struck by or struck against an object as a result of an explosion or fire.

Explosions and fires have precedence over all other events and exposures except Assaults and Violent Acts (6) and Transportation Accidents (4).

### **5001 Fires or explosions, unspecified**

### **5100 Fire--unintended or uncontrolled**

Codes in this group apply only to cases in which the injury or illness resulted from the unintended ignition of an object/substance or from an uncontrolled fire which may have originated at an intentional heat source. Examples of unintended or uncontrolled fires include bedding, cooking oil, or trashcans catching fire as well as major conflagrations of buildings. For contact with controlled or intentional heat sources such as stove tops, hot cooking utensils, welding torches, pilot lights, hot motors or engines, use code 3204.

Fires resulting from explosions and fires which cause explosions are coded as fires since fires take precedence over explosions. Uncontrolled, but intentionally set fires such as arson are included here. Fires resulting from bombings are coded here.

5101 Fire, unspecified

5102 Fire in residence, building, or other structure

5103 Forest, brush, or other outdoor fire

5104 Ignition of clothing from controlled heat source

*Ignition of clothing is coded separately only when it is the only uncontrolled or unintended fire. For example, use this code if a person was burned because their shirt caught fire when it touched a stove burner. If a worker was burned when clothing ignited from a grease fire on the stove, code 5102 should be used since the grease fire is the uncontrolled or unintended fire.*

5109 Fire, not elsewhere classified

### **5200 Explosion**

Codes in this group apply only to cases in which the injury or illness resulted from an explosion. An explosion is a *rapid expansion, outbreak, bursting, or upheaval*.

Codes in this group apply to large explosions (tank cars) and small explosions (bottles, aerosol cans). They apply to unintentional and intentionally-set explosions.

When an injury or illness results from an explosion resulting in a fire, the event should be coded in Fires. Explosions codes take precedence over other event

codes, except assaults, transportation accidents and fires. For example, if an explosion of a hot water pressure system results in a person being burned, use code 5203 rather than contact with temperature extremes. Similarly, if an explosion results in hearing loss, use the appropriate code from this group rather than exposure to noise. On the other hand, if a transportation accident results in an explosion that injures an employee, the event should be coded as transportation accident rather than explosion.

5201 Explosion, unspecified

5202 Explosion of battery

5203 Explosion of pressure vessel or piping  
*This code includes explosions of aerosol cans and automobile tires.*

5209 Explosion, not elsewhere classified

## **6 - Assaults and Violent Acts**

Assaults and violent acts include cases in which a person was injured or made ill by intentional assaults or by violent, harmful actions of unknown intent.

### **6001 Assaults and violent acts, unspecified**

### **6100 Assaults and violent acts by person(s)**

Assaults and violent acts by persons include cases in which the worker was injured or made ill by intentional assaults by a person (or person) or by violent, harmful actions of unknown intent by a person.

Examples of harmful actions of unknown intent include:

- Instances involving violent acts (hitting, biting, kicking, scratching, etc.) of patients, not reported as accidental - such as “Nurse struck by patient.”
- Cases of gunshots where it is unknown whether the gun discharged accidentally.

Generally, injuries involving the normal worksite tasks and actions of co-workers are considered accidental unless information to the contrary is provided. For example, if it is reported that a person was injured when a co-worker dropped a brick on him/her, use code 0202 (Struck by falling object) unless there is information to indicate it was intentional. Cases of accidental release of a gun in a nonhostile environment should be coded as 0213 (Struck by discharged object or substance).

6101 Assaults and violent acts by person(s), unspecified

- 6102 Biting
- 6103 Hitting, kicking, beating
- 6104 Shooting
- 6105 Squeezing, pinching, scratching twisting
- 6106 Stabbing
- 6107 Rape
- 6108 Threats or verbal assaults
- 6109 Assaults and violent acts by person(s), not elsewhere classified

#### **6200 Self-inflicted injury**

This group includes cases where the worker was hurt by a self inflicted injury that was intentional or of unknown intent.

As with group 6100, injuries resulting from the normal worksite tasks and actions of the worker are generally considered accidental unless information to the contrary is provided. For example, if it is reported that a worker hit himself in the head with a hammer, cut herself with a knife, or fell down the stairs, it should not be coded in this division. Jumps or falls would not be classified here unless it is reliably documented as a suicide or attempted suicide.

- 6201 Self-inflicted injury, unspecified
- 6202 Suicide, attempted suicide
- 6203 Self-inflicted injury or fatality--intent unknown

#### **6300 Assaults by animals**

Codes in this group apply when an injury or illness results from nonvenomous animal bites or other violent acts by animals: kicking, stomping, throwing a rider. Venomous bites and stings are coded under group 3420 (Injections, stings and venomous bites).

- 6301 Assaults by animals, unspecified
- 6302 Nonvenomous bites

6309 Assaults by animals, not elsewhere classified

## **9 - Other Events or Exposures**

This division classifies any events or exposure which is not classified or listed under any other division.

**9001 Nonclassifiable**

**9009 Not specified**

## Chapter H - Headquarters Offices

Table I-1 contains a list of Headquarters level Program Offices and other select Headquarters level reporting organizations. The listing is alphabetically by abbreviation.

<b>Abbreviation</b>	<b>Name</b>
AU	Office of Environment, Health, Safety and Security
EE	Office of Energy Efficiency and Renewable Energy
EM	Office of Environmental Management
FE	Office of Fossil Energy
LM	Office of Legacy Management
NA	National Nuclear Security Administration
NE	Office of Nuclear Energy
PA	Power Marketing Administration
SC	Office of Science
XX	Other Headquarters Level Organization