

**NOMESCO Classification of  
External Causes of Injuries**

*Fourth revised edition*

**Members of the Nordic working group for the 4th revised edition of the  
NOMESCO Classification of External Causes of Injuries (NCECI)**

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# NOMESCO Classification of External Causes of Injuries

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# Preface

The first edition of NOMESCO's classification for registration of external causes of unintentional injuries was published in 1984. The second revised edition appeared in 1990, when it was also published in English as *Classification for Accident Monitoring*. The third revised edition was further extended to include circumstances of intentional injuries (violence and intentional self-harm). Therefore, the title of the Classification was changed into *NOMESCO Classification of External Causes of Injuries* (NCECI), and this edition was published in 1997. The WHO Collaborating Centre for the Family of International Classifications in the Nordic countries, Uppsala, Sweden, has been appointed as custodian of the NOMESCO Classification since 1998. The Nordic Centre introduced minor changes to the 3<sup>rd</sup> edition, thus becoming version 3.1 published in 2003 on the website of the Centre (<http://www.nordclass.uu.se>).

During two decades the Classification has been actively used as a basis for injury prevention and control. The English edition has been presented at international conferences and been widely distributed in the international community engaged in injury prevention and control. The Classification is in accordance with the demand for injury data in those sectors in society who are responsible for injury prevention.

Part of the 3<sup>rd</sup> revised edition of NOMESCO Classification of External Causes of Injuries (NCECI), i.e. contents of relevance for registration of unintentional injuries occurring in the home and during leisure time activities, has formed the basis of the coding manual introduced by the European Commission in 2000 for recording 'Home and Leisure Accidents'. The data was collected for the European Injury Database (IDB) as a continuation of the former European Home and Leisure Accident Surveillance System (EHLASS).

Experiences from use of the NCECI, 3<sup>rd</sup> revised edition and its predecessor have led to a demand for a major revision of certain concepts in the Classification. In particular this refers to the 'Mechanism of injury'. In collaboration between NOMESCO and the above-mentioned Nordic Centre, a Nordic working group was established in 2003 with the objective to design a new module for 'Mechanism of injury'. At the same time, the working group would perform an overhaul of the entire classification, which then might be published as the NCECI, 4<sup>th</sup> revised edition.

The development of the International Classification of External causes Injuries (ICECI) has been based on the NCECI work. We hope that also this latest development of NCECI will be included in the ICECI thus easing the international collaboration.

The *NOMESCO Classification of External Causes of Injuries, 4<sup>th</sup> revised edition* is presented herewith.

*Nordic Medico-Statistical Committee*  
2007



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## *Chapter I*

# Introduction

This book is a practical tool in injury epidemiology. It is made available to all parties concerned with reducing the occurrence of events in our societies that lead to injuries to our citizens. Its scope is to ensure a high degree of uniformity in the structure and data content of registration systems that operate where injured people are being treated.

It builds on long standing experience from many different sectors of society. It has elements devised and refined during practical application in many settings – e.g. hospitals, emergency rooms, outpatient clinics, trauma centres, road traffic safety agencies, occupational health agencies, consumer product safety programs, public health research institutions and many others.

The activities and the lessons learned among these users over the last decades have brought about an agreement, that there is a basic need for a core of data on events leading to injuries to be collected at the time of the trauma-victim's encounter with the health care system.

A prerequisite in this respect is that the health care sector will adopt definitions and types of variables in *their* registration systems, that will allow for – at least at a crude level – compatibility with existing sector-specific injury surveillance systems. The specific modules in this book represent the bridging instruments in this respect.

The structure and content of the book reflect an emphasis on meeting the demands of *the users* of data. Groupings and sub groupings in this publication are arranged to facilitate case-retrieval by a multiaxial search, rather than by a single, albeit specific code. Practical experience points to the advantage of multiaxial systems in the sense that they are superior in reducing the proportion of false-positive cases in a case-retrieval search.

It seems appropriate however, to point out that the advantages to both the analysts and the interested agencies all hinge upon the willingness of the health care sector to adopt and implement the classification in the daily routines. This cannot come about without proper training and (extra) personnel.

A stepwise approach should be advocated. Some thought should be given to the initial level of detail in the core variables and the number of special modules one would like to bring into use when setting up a monitoring system for the first time. Such considerations should ideally reflect local needs, and hospitals should be encouraged to discuss these matters with those authorities who are the potential users of locally compiled statistics. Past experience has shown that such local “network-



ing” is beneficial in several ways. The personnel at the health facility are assured, that the extra registration burden is worthwhile, and once the system is working the local agencies quite often in return for good statistics contribute financially to the registration scheme.

With a view to the content of the classification it is imperative to stress, that in itself it does not cover all the data elements that one would employ in routine registration. The classification is *not* a registration manual. Each health facility will according to local rules supply other data elements such as: Date and time of underlying event, contact to the facility, person-ID, case-number, control code for repeat visit for same event, diagnoses, treatment, referral etc., see Figure 4 in Chapter II.

With a comprehensive data set available the local health facilities may analyse the data and use the results for planning, treatment control and research purposes also. These uses may play an important part in maintaining good data quality in the registration scheme.

## Purpose and Scope

Injury prevention programmes have the same ultimate purpose that any other health-related prevention programme has. We are striving to prevent

1. Unnecessary deaths,
2. Numerous serious, albeit non-fatal, injuries associated with temporary incapacitation, and
3. Cases with long-lasting incapacitation due to injuries.

The material damages/losses associated with the many events leading to injuries also contribute to the actual and perceived seriousness of injuries as a societal problem. Limiting material damage is certainly a justified target also.

For many years the only reliable source of information on injuries were the Death Certificates. Death rates have accordingly played a dominant role in injury prevention programmes, both with regard to programme evaluation and in the process of setting priorities.

Certainly we cannot do without reliable death statistics, but we may well be misled if we rely on mortality data solely.

The health-related burden to society that injuries impose is – as with any disease – a product of the incidence and the duration of the treatment and rehabilitation period. The incidence of fatal accidents or other events leading to fatal injuries is so much lower than the incidence of events which victims survive, that estimates of the impact on health that injuries impose on a given population are virtually impossible to derive when using mortality statistics only.

Further, when turning to programme evaluation, one may also run into the paradox, that the better a fatality-prevention programme works the poorer chance you stand to prove its effect. The figures – that is, both the absolute numbers and the changes over time – may soon tend towards a stochastic pattern.

## The Role of the Health Sector

Accident- and injury prevention programmes are activities for which a variety of agencies are responsible. The health services – handling the victims – have a natural concern for and some special roles to fulfil with regard to injury prevention programmes.

Going back over the last four decades it seems the health sector became involved with injury prevention in different ways.

Over the 1960s a number of consultants started to realise that in spite of all advances in modern treatment, trauma victims quite often were beyond therapeutic reach. Paediatricians pointed to the children who had ingested caustic household chemicals. Burns specialists estimated, that a ten percent increase in treatment-success would demand a multiple increase of their budgets. Orthopaedic surgeons struggled with the increase of hip fractures due to falls among the elderly, and the WHO pointed to an alarming number of traffic accidents involving children. More money might be better spent on prevention of injuries than on more sophisticated care. These clinicians operated in the “watch dog” role and paved the way for a more systematic involvement of the health sector in injury prevention.

The dramatic increase in the numbers of motor vehicles after World War II – and the resulting increase in traffic accidents – led to the involvement of traumatologists in the field of biomechanics. The target was primarily injury prevention, rather than accident prevention. The biomechanical effectiveness of seat belts, crash helmets, collapsible steering columns etc. was well established before the mid 1970s.

However, there was a great demand for epidemiological studies in order to test the effect of e.g. seat belt wearing among car occupants in “real traffic life”. Such studies required at least three elements: 1) Roadside studies on the usage of seat belts, 2) A well established registration of road traffic accident victims at trauma centres and/or emergency rooms enumerating seat belt wearing among victims, and 3) A good measure of the severity of injuries sustained. The combined efforts of such studies turned out to be imperative for safety legislation in many countries.

Some of the elements in the “Vehicle accident“ section of the present publication are derived from registration systems that provided data for such epidemiological studies. Some of these systems have been running for more than 20 years!

With the growing industrialisation occupational safety and the prevention of occupational accidents became an issue. In many countries national registers on occupational

accidents were established through legislation. Models on the causation of occupational accidents – e.g. the concept of “the chain of events” – have their roots in this field.

Next, a growing concern on product safety – typically the safety of common household products – spread among consumer associations and governmental agencies in the 1970s. In several countries these parties approached trauma centres and A & E (Accident & Emergency) departments to seek co-operation in establishing routine registration of victims who had sustained injuries in their home and/or during leisure time activities and where a consumer product was involved. Such registration schemes were often expanded to encompass supplementary sources of information e.g. “hot lines” etc. The first such system was NEISS (National Electronic Injury Surveillance System) used in the USA from 1973. In 1976, the British HASS (Home Accident Surveillance System) was introduced, soon to be followed by similar systems in the Nordic countries and in the Netherlands. By the mid 1980s the EEC after a trial period launched its EHLASS programme (European Home and Leisure Accident Surveillance System).

From 2000 onwards, the European Commission has prioritised further development of a standardised system for monitoring injuries in the European Union by establishing the Injury Data Base (IDB). The IDB is partly a continuation of the EHLASS database, and contains data on injuries treated in emergency rooms.

These programmes posed a special demand to the participating hospitals. The routine data on trauma victims had to be much more specific with regard to aetiology. The consultants, the nurses and the secretarial staff had to direct their attention to the classical epidemiological questions like: Who, where, when, what, how in order to contribute to the overall *why* which was the major concern of the co-operating agencies. Since such registration had to be performed alongside/parallel to the well-established routines of collecting clinical data, government agencies typically contracted with the involved hospitals.

## The Role of WHO

Parallel to these activities (and prior to the HFA-2000 programme) the WHO had initiated some accident prevention programmes e.g. the “Medical Monitoring of Road Traffic Accidents” of 1978-80 involving emergency room registration of RTA victims in India, Morocco, Poland, England, Sweden and Denmark.

When the HFA-2000 programme came about, a special WHO Joint EURO/HQ Steering Committee on Indicators for Accidents was formed in 1982. At that time both the Global programme and the European programme was conducted from the WHO Regional Office in Copenhagen.

The first meeting of the Steering Committee took place in Saint-Étienne, France in June 1982. There are several reasons for mentioning this meeting.

*First*, a position paper addressing key issues in injury epidemiology – the conceptual framework of the “trauma process” from precipitating events to residual impairment was presented.

*Second*, it was at this meeting the first proposal for a *general* multiaxial classification – the roots of the present publication – saw the light of day. It was based on developmental work (1975-79) by the Accident Analysis Group and full-scale testing (1980-81) at the Odense University Hospital, Denmark.

*Third*, the meeting recommended that input should be given to the 10th revision of the ICD (chapters on “Injuries & Poisonings” and “External Causes”).

*Fourth*, the meeting recommended a “Basic Data Set” (BDS) i.e. a basic set of variables that would allow for collection of local information on accident trauma by either primary health care workers or lay personnel.

The minutes from the meeting stressed the importance of using the BDS in a local co-operation between sectors of society.

The recommendation on input to the 10th revision of the ICD was fulfilled when the revision was adopted by member countries in 1989/90. With the constraint, that ICD-10 is only internationally published at the 4-character level, it is worth noticing, that the main volume of the ICD-10 has specific recommendations for the use of codes for place of occurrence and victim’s activity in Chapter XX (The V-, W-, X- and Y-series). The first section of Chapter XIX (The S- and T-series) is now structured on two axes: topography and type of injury.

The Basic Data Set was developed over the years 1983-86 and incorporated both the multiaxial concept proposed in Saint-Étienne and an interesting extra module to measure and monitor resulting (residual and permanent) disabilities over time. Injuries could be recorded in a topography-by-lesion type matrix (in this respect a forerunner of the S-section of ICD-10). However, the BDS never got any widespread use as an instrument in itself.

Since the mid-1990s the WHO has given more impetus to the improvement of injury surveillance (incl. injury surveillance in settings with limited resources), by supporting the development of injury classifications based on the multiaxial approach and facilitating use of basic data sets<sup>1,2</sup>.

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<sup>1</sup> Holder Y, Peden M, Krug E et al (Eds). Injury surveillance guidelines. Geneva, World Health Organisation, 2001.

<sup>2</sup> ICECI Coordination and Maintenance Group (2004). International Classification of External Causes of Injuries (ICECI) version 1.2. Consumer Safety Institute, Amsterdam & AIHW National Injury Surveillance Unit, Adelaide.

## Adopting the WHO Recommendations

The Nordic Countries, through the Nordic Medico-Statistical Committee (NOMESCO), adopted the recommendations from the Saint-Étienne meeting and decided to aim for a multiaxial structure in a forthcoming Nordic classification to be used for monitoring emergency room patients. The first edition was published in 1984 and when revised in 1990, an English version was also published. The second edition incorporated two distinct features: A module (a coherent set of data-types) to be used with vehicle accident victims and another module containing a hierarchical classification of products. These two modules were produced in close co-operation with the Nordic Committee on Traffic Safety Research and the Nordic Committee on Consumer Affairs. Furthermore, a module was added for use in registering victims of *occupational* accidents.

Since 1990 a number of new elements/modules were developed to become integral parts of the 3<sup>rd</sup> Edition of the NOMESCO classification, published in 1997. Such new modules were tailored to be used when registering victims of *violence* and cases of *intentional self-harm*. Further a special module to sub classify *sports* related injuries was also prepared. The Product Classification of the former edition was thoroughly revised. The numerical codes have been replaced by alphanumeric codes, which make it possible to include more products within the hierarchical structure.

## Objectives

It is a prerequisite for the planning and implementation of injury prevention that the authorities responsible for such programmes have access to reliable information on the causes of injuries, based on analysis of data collected in a continuous and systematic way.

The objective of the classification has accordingly been to develop a general instrument for the health sectors' routine registration of the aetiology of all types of injuries (transport, occupational, home and leisure, violence and intentional self-harm).

As mentioned earlier this classification has been developed in close collaboration with those sectors outside the health care system, which are responsible for planning and implementation of injury prevention (e.g. consumer's agencies, traffic safety authorities, labour inspectors, product safety committees, crime prevention experts etc.).

These sectors' demand for injury aetiology data has been accommodated by the structure and content of the classification. It has a *multiaxial, modular* and *hierarchical* structure, facilitating the combination of data from existing registration schemes (e.g. police data on Road Traffic Accidents, Occupational Accident Statistics etc.) with data from the health care system at various levels of detail.

*Since it is neither realistic nor expedient that all emergency health services record to the highest level of detail, the classification is organized in such a way that it can be used at various levels of detail. The lowest level (the basic data set) has been designed to enable staff without special training to make the recording.*

The three key aspects of the use of the classification in a health facility are:

- To separate contacts due to injuries from contacts due to diseases and
- To collect answers to the following questions:
  - ⇒ Where (at what location/place) did the injury occur?
  - ⇒ What was the activity (of the victim) at the time of injury?
  - ⇒ What went wrong, the injuring event (deviation)
  - ⇒ How did the injury occur? (Mode of injury)
  - ⇒ Which product(s) were involved in the accident/injury process?and
- To provide a closer description of transport injuries, vehicle accidents, occupational accidents, sports related injuries, cases of violence, and cases of intentional self-harm.

## Aetiology of Injury – a Model

As with previous editions of the Nordic classification a simple model of aetiology is used. It aims at describing *the sequence of events precipitating the moment of injury*, cf. Figure 1 below. The injury itself must be coded with ICD-10 (Sections S- and T-) or an appropriate abbreviated (or earlier) version thereof. The elements of the model are as follows:

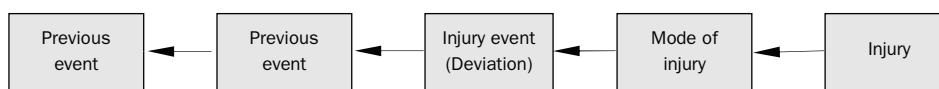


Figure 1: Chain of events leading to injury

The term “Mechanism of injury” in former editions of the NCECI has now been split into two axes to cover “Mode of injury” (*how the injury was sustained*) and “Deviation” (*what went wrong*) in that particular ‘event’.

The term “Mode of Injury” describes how harmful forces are vectored onto the body. The event immediately preceding the exertion of harmful force to the body is

defined as the “Deviation” of the situation (the “Injury Event”). It may or may not be an accident (see below for definition) but *the event is characterized by the certainty that injury will follow*. The precipitating events are those events occurring before the injury event. They may or may not have direct bearing on the course of events, but they are often useful/necessary when searching for patterns in chains of events, which may lend themselves as targets for preventive action.

### **Developmental Work on “Mechanism of Injury”**

The 3rd revised edition of NCECI (published in 1997) explained the need for developmental work on “injury event”/“mechanism of injury”. The term “mechanism of injury” is traditionally used to describe how the injury occurred. In mortality coding, for example, the term is synonymous with the cause of the injury. The cause, however, is often the inception of an event (sometimes named “accident mechanism”), which results in an injury by a certain mode. The obvious example is falls and their subsequent injuries. A fall may result in blows, cuts, burns, drowning, etc., and not always in the blunt force that results in diagnosing e.g. a fracture. Thus, an unintentional fall is in principle the deviating event – to be followed by the actual injury mechanism(s), i.e. how the injury was sustained. The ‘Mechanism of injury’ codes in former editions of the NCECI have been a mixture of *what went wrong* and *how the injury was sustained*. Experience has shown that statistics on the variable, “mechanism of injury” depend on the user’s interpretation of this variable. As a result, the statistics are not unambiguous, e.g. analyses of “falls” may lose those cases, which are characterized by the mode of injury other than ‘struck, hit’ – and vice versa, analyses of ‘cuts’, ‘scalding’, etc. would lose those cases precipitated by ‘falls’.

In 2003 NOMESCO in collaboration with the WHO Collaborating Centre for the Family of International Classifications in the Nordic Countries established a Nordic working group to develop and test an operational definition of the term “mechanism of injury”. By improving our understanding of the relationship between “injury event” and “mode of injury”, we may be in a better position to understand the aetiology of injury and hereby benefit injury prevention.

The present 4th revised edition of NCECI introduces an interpretation of “mechanism of injury” to cover *what went wrong* (the “injury event”) and *how was injury sustained* (the “mode of injury”).

### **Analysis of Steps in “Mechanism of Injury”**

Information about the event, i.e. what went wrong and why, is often a complex question, and some limitations and adaptations have to be done, when we are deal-

ing with information from many accidents/injury events on a large scale. Some rules have to be followed and most importantly, the collected information should ideally be clear, unambiguous and systematic. The problem with especially accidental events is that they are never clear, unambiguous and systematic.

The method employed in coding “deviation” and “mode of injury”, respectively, includes “activity” (of the victim at the time) as a starting point of the process. The method was initially developed for use in recording of occupational accidents<sup>3</sup>.

1<sup>st</sup> Step: What was the victim’s activity?

2<sup>nd</sup> Step: What went wrong?

3<sup>rd</sup> Step: How was the injury sustained?

Each question is furthermore related to a question about what – if any – product/component was involved? This enables the distinction between involved and harmful products.

Examples:

<b>Question</b>	<b>Product involved</b>
1) <i>What was the victim’s activity?</i> Performing maintenance, cooking, playing	<i>With what product?</i> Power press (machine), frying pan, swing
2) <i>What went wrong (deviation)?</i> Explosion, lost control of, fell off	<i>With what product?</i> Pressure vessel, frying pan, swing
3) <i>How did injury occur (mode of injury)?</i> Struck by (flying object), contact with hot liquid, hit against	<i>With what product?</i> Metal piece, (hot) frying oil, ground

For intentional injuries the method needs modifications due to the difference per se between the unintentional and intentional origin of the process. The activity code is relevant in cases of violence events, whereas the victim’s activity in cases of intentional self-harm is an area, which we would refer to in-depth studies of the precipitating factors for this category of injuries. We do not yet know enough about these factors in order to systematize the information to be collected.

### ‘Deviation’ and intentional injury

The concept of ‘Deviation’ in the meaning “what went wrong” is basically applicable to unintentional injury – the accidental injury event. In cases of *intentional injury*

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<sup>3</sup> European Statistics on Accidents at Work (ESAW), Methodology. 2001 Edition. Eurostat, Employment & Social affairs, European Commission.



the question of “what went wrong” would rather be an issue of looking into the ‘previous events’ (cf. the injury model), searching for reasons why violence or intentional self-harm occur. From the viewpoint of the Emergency Department setting, in which data collection takes place, it is unlikely that such complex and sensitive information can be captured during the daily routines of the staff. The collected data can indicate *areas for in-depth studies*, and such studies might consider using the modules developed for further analyses of ‘Violence’ and ‘Self-harm’. On the other hand, the need to describe the injury event as an *event characterized by the certainty that injury will follow* is a prerequisite for understanding the occurrence of intentional injuries also. In keeping with the injury model, the ‘Injury event’ in cases of intentional injury describes how *the intent to harm* was exerted. For any case of injury – unintentional or intentional – the “mode of injury” codes describe how the injury was sustained.

## Terms and Definitions

The Classification is to be used when collecting data on events where persons have been exposed to accidents or intentional harm and subsequently been in contact with the health services. The following definitions form the basis of the Classification:

*An accident* is an unintentional event characterized by the sudden release of an external force or impact, which can manifest itself as body injury.

*An occupational accident* is an accident that occurs during working hours in connection with wage-earning employment or independent business.

*A transport accident* is any accident involving a device or an animal, being used at the time of the accident primarily for conveying persons or goods from one place to another.

*A vehicle accident* is an accident where at least one person involved has been driving or riding a vehicle.

*A traffic accident* is a vehicle accident that occurs in a publicly accessible street, road, square and the like.

*A non-traffic (vehicle) accident* is a vehicle accident that occurs in any place other than a publicly accessible street, road, square and the like.

*A leisure time accident* is an accident occurring outside working hours connected with wage-earning employment or independent business.

An event of *violence* is assault by other person resulting in injury.

An event of *intentional self-harm* is the deliberate use of physical or other force against oneself with the intent to cause harm or injury<sup>4</sup>.

*Legal intervention* is the physical or other force used by police or other law-

enforcing agents in the course of legal actions resulting in injury<sup>4</sup>.

*Operation of war* is the physical or other force used in the course of combat during war resulting in injury<sup>4</sup>.

It should be noted, that the Classification is primarily intended for use in emergency room settings, where the registration may be a supplement to – but not a replacement of – other sector-specific registration systems, e.g. Road Traffic Accidents registered by the police, or occupational accidents registered by occupational safety inspecting authorities.

## The Structure of the Classification

The classification is constructed with a basic part and supplementary classifications of transport accidents, vehicle accidents, occupational accidents, sports accidents, intentional self-harm, violence, and products involved in the injury process.

The basic classification consists of a number of axes each describing a separate item: place of occurrence, the activity of the victim at the time of injury, injury event, mode of injury. The individual axis has two or more levels of specification (detail).

### Reason for Contact

The classification should be used only after a procedure, which separates patients with injuries from other patients. For this purpose the “Reason for Contact” (see Figure 2) should be applied first.

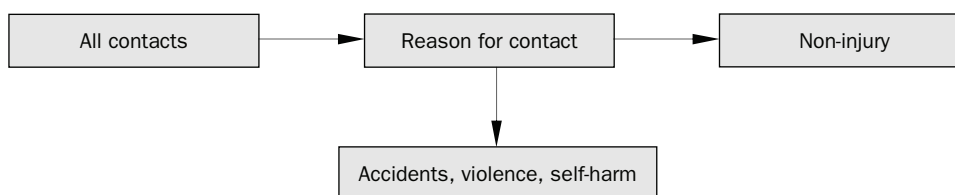


Figure 2. The initial sorting by the reason for contact.

The Reason for contact sorts out patients with injuries due to accidents, violence or self-harm. It is recommended that the elements of the classification be subsequently

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<sup>4</sup> Based on definitions in International Classification of External Causes of Injuries (ICECI) version 1.2

applied to these contacts, which are assigned to the groups 2-4 and 7 in the Reason for contact code. Group 7 in the Reason for contact is “Legal intervention or operations of war”. The following guidelines for use of the various modules would apply to victims of any type of “violence”. The principles applying to the use of the classification appear from Figure 3 below.

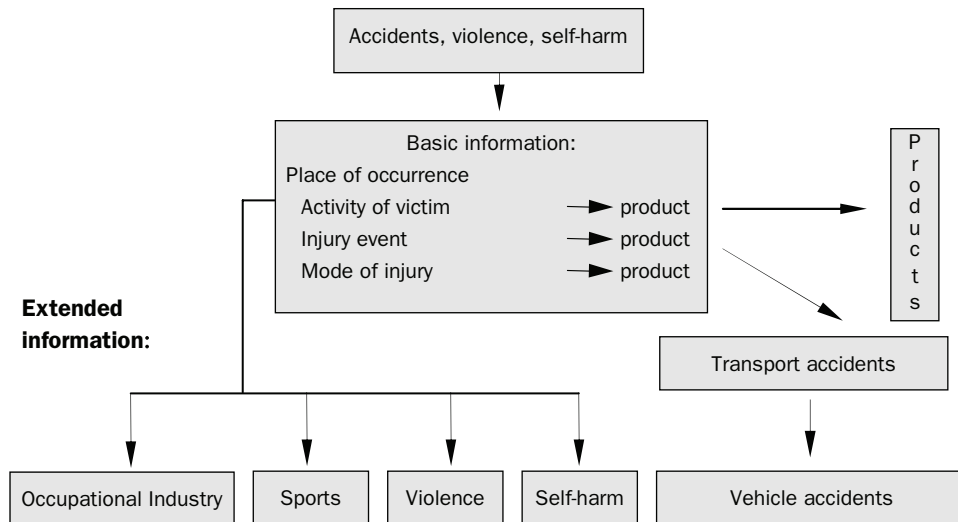


Figure 3. The main elements of the Classification and the sequence of application.

## Changes from 3rd edition to 4th edition of NCECI

The principal changes from the former edition of NCECI are the following:

- The Activity
- Injury event:
  - Accidental events
  - Violence events
  - Intentional self-harm events
- Mode of injury
- Natural Forces

The following overview explains in more detail the contents of the individual modules and how they should be used.

## Basic Information

The principle of collecting basic information on the external causes of all types of injuries has always been the core set of data in the NCECI in accordance with the objectives, i.e. collecting information for prevention purposes, which basically require answers to the questions: Where, how, what happened, etc. As illustrated in fig. 3, the core set of data comprises information on Place of occurrence, Activity of the victim, Injury event and the Mode of injury.

The entrance to the registration system should include registration of the following questions relating the injury to:

Occupational? Yes/no;  
Transport? Yes/no;  
Natural forces? Yes/no

This information is part of the basic information, which may be considered supplementary to the subsequent coding of activity, injury event and mode of injury.

## Place of Occurrence

This code divides the area of a country into subcategories defined by the most important societal use of the area/location in question. It is assumed that the specified environments delineate natural target areas for a preventive effort. The site code is determined by the place where the mode of injury is exerted.

The site code contains two levels where the second level is a further and hierarchical specification of the first.

## Activity

The activity axis has been thoroughly revised since the former edition of NCECI (3<sup>rd</sup> revised edition). The overall purpose of this module is to describe the purpose of the victim's actions at the time of the injury event (i.e. how was time being spent?). At the specified second level the codes specify types of activities in general terms. For "Paid work", for example, the specified level describes in broad categories, what overall type of work the victim was engaged in. The classification is based on experiences gained from injury monitoring systems, such as the EHLASS (home and leisure domain) and ESAW (working environment). Further guidelines for use of the Activity codes are given in the introduction to the module.

The activity can be linked to a product, which may be coded (whenever relevant) in answer to the question: “Activity – with what?”

## Natural forces

As mentioned above, the ‘Basic information’ intends to delimit the preceding event, which is characterised as a *natural force* leading to the accidental event described below. Natural forces are coded by the list of codes enclosed.

## The injury event

The ‘injury event’ seeks to answer the question: “What went wrong?” as a starting point for the deviation, which inevitably leads to injury. The codes are alphanumerical and hierarchical. The 1<sup>st</sup> character level (alphabetical) gives an overview of main characteristics of (groups of) injury events. At the 2<sup>nd</sup> character level additional information is specified for some of the main groups. The 3<sup>rd</sup> character level specifies in more detail what went wrong. By itself the module on injury event can cover a chain of precipitating causes of injury – most apparent at the 3<sup>rd</sup> character level. For example, an ‘explosion’ may cause ‘evaporation of gaseous chemicals’ and subsequently ‘poisoning by inhalation of gaseous substance’ (i.e. the mode of injury). If the case story contains relevant information on the ‘process’ of the injuring event, then *the basic rule* is to apply the code, which describes the *last part* of the chain of events that results in the actual mode of injury (how was injury vectored on to the body). In the above-mentioned example, *mode of injury* is ‘poisoning by inhalation of gaseous substance’; the *deviation* is ‘evaporation of gaseous chemicals’. For purposes of analyses the deviation refers to levels above (i.e. ‘Release of energy’ in this example, cf. the ‘explosion’). Thus, use of the injury event codes requires a choice of level of specification – in respect of the basic rule.

The “injury event” relates to either the *accidental event* (leading to unintentional injury) or to *violence* or *intentional self-harm* (leading to intentional injuries). For purposes of consistency with the injury model and for e.g. research, the ‘injury event’ is described by those mechanisms (incurring mode of injury) that are comparable – as far as possible – across the three categories: Unintentional injury, intentional injury due to violence and intentional self harm.

It should be noted that the term “loss of control” appears in certain groups of codes (C and D) of ‘event’ in *unintentional injury*. “Loss of control” covers either the victim’s or another person’s loss of control *without implying questions of culpability or liability held by any of the parties*. In principle, health care personnel does not participate in juridical examination of parties seeking medical care. In general, “loss of control” covers underlying factors, which cannot be further refined in emergency

room settings for routine data collection, e.g. lack of experience, lacking skills, lack of instructions/-manuals, lack of safety equipment or use hereof, etc.

The injury event can be linked to a product, which was directly involved in the event, i.e. in answer to the question: “Injury Event – with?” See the classification of products.

The product involved in the injury event and the product that causes the final injury may or may not be the same. It is the relationship ‘injury event – product’ and ‘mode of injury – product’ that enhances the preventive aspects of the case.

### **Mode of Injury**

The mode of injury designates the vectoring of harmful force to the victim’s body at the moment of injury. The mode of injury codes is also alphanumerical with three hierarchical levels, the 3<sup>rd</sup> character level providing the most detailed information.

The mode of injury can be linked to the product, which caused the injury, i.e. in answer to the question: “injury – by/with what?” See the classification of products (cf. above mention of deviation and products).

### **Transport Accident Module**

Although the term “accident” is used here it is important to note that *injuries sustained in connection with transport may be the result of an event of violence or intentional self-harm.*

This module (containing several sub dimensions) allows for classifying all types of transport accidents – on land, at sea and in air and space. Transport accidents are subdivided into vehicle accidents, railway accidents, maritime accidents, accidents during air transport and accidents involving transport on animals. When cases of vehicle accidents are encountered, further specification may be achieved by using the Vehicle Accidents Module mentioned below.

### **Vehicle Accident Module**

This module consists of a *basic part* with four dimensions: the victim’s mode of transport, the victim’s role in the traffic, the counterpart’s mode of transport and the accident situation. This basic part can be supplemented with codes for road condition and lighting condition.

## Industrial Module

This classification module is to be used as a supplementary description of occupational accidents that are sorted out by means of the Activity Code (cf. digits = 0 and 1: Paid work).

Up until the 2<sup>nd</sup> Edition of the NOMESCO Classification the industrial classification was based on the international standard classification, ISIC (International Standard Industrial Classification of All Economic Activities, Rev. 2, 1968).

By EU regulation member countries were required to use Rev. 1 of NACE (Nomenclature generale des Activités économique dans les Communautés Européennes) as per January 1<sup>st</sup> 1993. Accordingly, all Nordic and EU countries adopted NACE in replacement of the ISIC. EU regulations have further replaced this edition of NACE with NACE rev. 1.1 as per January 1<sup>st</sup> 2003.

The codes of NACE are internationally comparable at the first 4 characters (and widely compatible with the ISIC rev. 3.1). Additional digits may differ between countries. In the present edition of the NCECI the industrial classification follows the NACE rev. 1.1 codes at the 2-digit level (compatible with the former version of NACE used in the NCECI). The codes are structured hierarchically in the following manner:

The first digit is a broad grouping of “trade/industry” (0-8) with the digit “9” to be used for “Other and unspecified”. The next 2 digits are true NACE codes. In this way the classification module at the same time allows for simple broad grouping (1<sup>st</sup> digit) and true international comparability by the 2-digit NACE codes (2<sup>nd</sup> and 3<sup>rd</sup> digit).

## Sports Activity Module

This module allows for classification of activities typically referred to as athletics, sports and exercise. It enables the coder to specify what type of activity the injured person was engaged in at the time of injury (cf. sports as paid work or during education time and leisure time, respectively)

The module comprises an updated version of the preliminary list of sports activities contained in NOMESCO’s 3<sup>rd</sup> edition. It has been supplemented and revised taking both nordic and international experience into account.

In order to enhance overview the coding is alphanumeric. The first level is coded with a letter only. At the 2<sup>nd</sup> level the letter is followed by one digit. At the highest level the letter is followed by 2 digits – connotating the specific type of sports activity.

## Violence Module

This module should be used whenever the Reason for contact code indicates a case of violence (i.e. = 3 or 7), and as supplementary information about cases coded by use of the ‘violence events’ (cf. The injury event). The sub groupings allow for clas-

sifying the perpetrator's/counterparts' age and sex, the number of opponents and specification of whether the act of violence took place in the victim's, the opponent's or someone else's home.

## **Intentional Self-harm Module**

For cases where the Reason for contact code indicates a case of intentional self-harm (=4) this module can be used to classify certain additional information such as: previous treatment, underlying life events, family pattern etc. Note that this information is supplementary to the 'event of intentional self-harm' (cf. The injury event).

## **Product Classification**

The Product classification module is intended for coding *products appearing in an accident or injury process description*. This includes products that have been involved in the victim's *activity* at time of the injury event, in the *injury event* and in relation to the *mode of injury* (cf. the model for basic information).

The classification module has four levels with increasing degrees of detail. The 1<sup>st</sup> level makes use of a letter and is intended merely for overview. At the 2<sup>nd</sup> level the first letter is followed by one digit allowing for both overview and indexing. For purposes of detailed surveys a 3<sup>rd</sup> level is offered (a letter followed by two digits) specifying subgroups of products. At the 4<sup>th</sup> level, 4 digits – specifying the individual product, follow the initial letter.

This structure (hierarchical) should give plenty of space for any future expansion. The module is based on an empirical review of product related injury data based on the 3<sup>rd</sup> edition of NOMESCO's classification. The publication of the 4<sup>th</sup> revised edition includes the Product Classification at 3-character level. The electronic version of the 4<sup>th</sup> revised edition includes the full list of product codes (5-character level, [www.nordclass.uu.se](http://www.nordclass.uu.se)).

It seems appropriate however, to point out that the use of this module is limited if the recording scheme at the health care facility does not allow for a "free text" description of the course of the events in the data files along with the coded data. Retrieving just by the product codes alone rarely give basis for injury prevention.

## **Implementing the Classification**

Before bringing this classification into use at a given setting, one should give some thought to how comprehensive a registration system one is capable of running. Poten-



tial users should remember that the classification is only providing codes for the aetiology of injuries. Patient demographics, time-indicators, diagnoses, type of referral and other locally defined elements must also be covered by the registration scheme.

The implementation of the classification itself entails considerations on both the number of modules one may care to bring into use and the level of detail one can possibly cater for in a day-to-day routine.

This may not only be a matter of resources available. The motivation of personnel is equally important. This in turn is often influenced by the frequency, relevance and quality of the analyses performed on the collected data. As mentioned earlier, local networking with the end users of information works both ways. It keeps the injury-monitoring activity on a relevant track and helps to keep the data discipline high.

As a rule-of-thumb one should pay attention to the Reason for contact coding. It's the key entrance to the whole game. There are several studies (e.g. falls among the elderly) that were invalidated since the patients were not "caught" at the initial stage. Next, it seems that 2-digit coding of place of occurrence is worthwhile – and in fact easier to handle than a 1-digit scheme. If the system can handle it, it is quite rewarding to use a "free text field" to place a plain short description of the sequence of events in the data record. This may often prove very useful in local studies.

The more sophisticated modules should not be brought to full use unless there is a well established (contractual) agreement with end users.

Alternatively one might consider setting up a "basic" (1<sup>st</sup> level) registration on some modules and – perhaps for a period – throw more thrust into a particular module using it to its fullest extent.

Health care facilities are known to specialise. That goes for injury monitoring also.

Regardless of the scheme one might establish, one should ensure that the analysis of data could be done locally, quickly and in close co-operation with the staff that is responsible for the recording. It is the best safeguard for relevance and quality.

## Final Remarks

Classifications are tools for practical use, and the quality of a Classification can best be judged by using it. Any comments, experiences of its use and proposals for adjustment of the various modules are welcome and should be addressed to: The Nordic Centre for Classifications in Health Care, WHO Collaborating Centre for the Family of International Classifications in the Nordic Countries, Department of Public Health and Caring Sciences, Uppsala Science Park, 751 85 Uppsala, Sweden. [www.nordclass.uu.se](http://www.nordclass.uu.se)

## *Chapter II*

# NOMESCO Classification of External Causes of Injuries

This chapter contains the Classification of External Causes of Injuries. As described in Chapter I, the modules relating to external causes are applied according to their relevance to the event, which has led to injury. These events i.e. accident, violence or intentional self-harm are sorted out initially by using the Reason for Contact Codes (cf. Chapter I, Figure 2 and Figure 3).

It is important, however, to note that the Classification is not a registration manual. Figure 4 illustrates data elements that are commonly used in routine registration at a health care facility. Definitions and codes for these basic elements are to be supplied locally according to local rules and requirements.

Years of experience from routine injury registration have stressed the importance of adding a free text area (narrative text) to the registration system. This text may be helpful in analyses.

As shown in Figure 4, the NOMESCO Classification deals with the *external causes of injuries*. The ICD is suggested as the classification to be implemented for encoding *consequences of injuries*.

The diagnoses (types of injury) are covered by, e.g. ICD-10, Chapter XIX: “Injury, poisoning and certain other consequences of external causes (S00–T98)”.

According to international conventions, the ICD is used in mortality statistics. For fatal injuries the coding follows, e.g. ICD-10, Chapter XX: “External causes of morbidity and mortality”.

As mentioned earlier, comments on experiences from practical use of the NOMESCO Classification are welcome and can be forwarded to the Nordic Centre for Classifications in Health Care, WHO Collaborating Centre for the Family of International Classifications in the Nordic Countries.

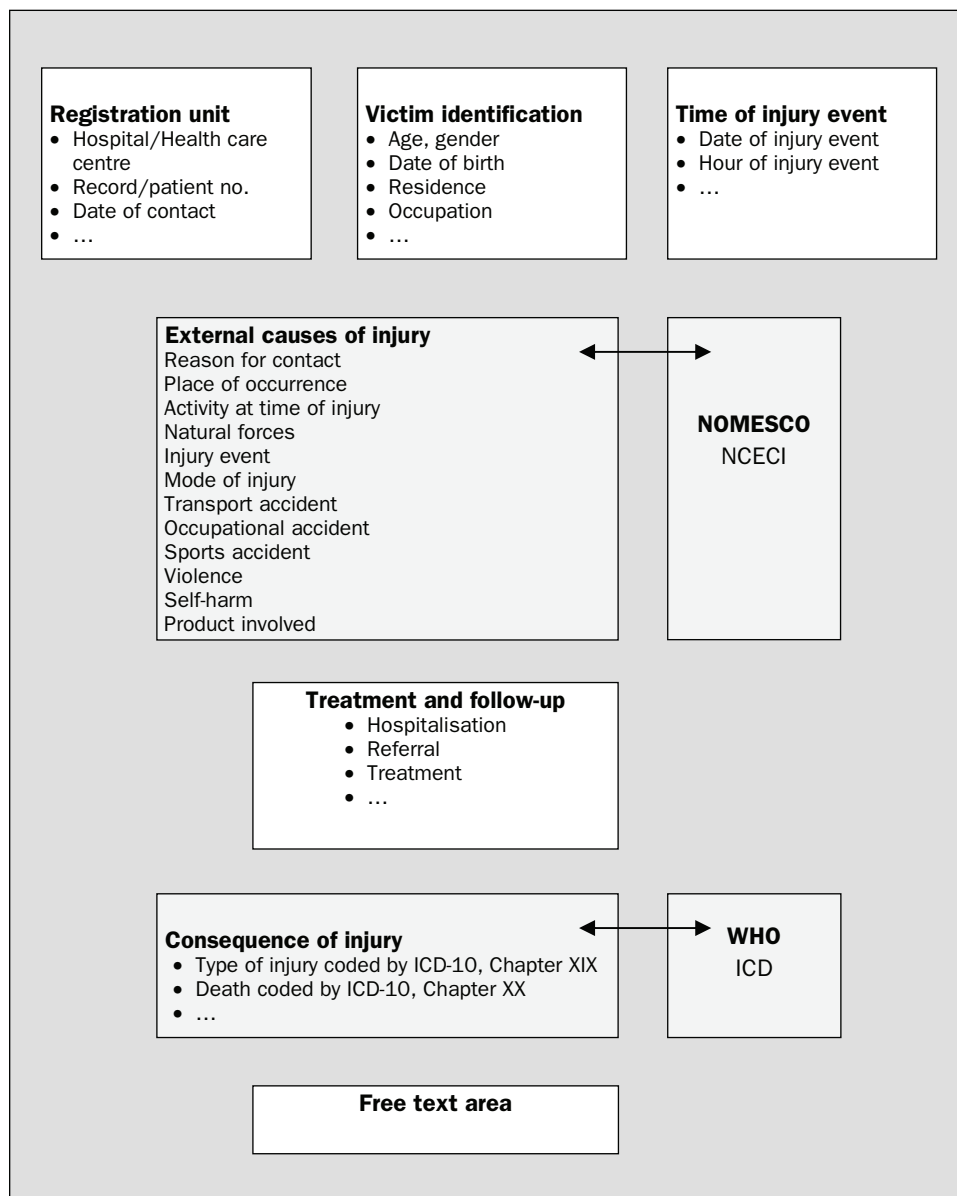


Figure 4. Basic elements and implementation of classifications in an injury registration system.

# Reason for Contact

**1 Disease and related condition not directly related to externally caused injury**

**2 Accident**

**3 Violence**

- 30 Assault, fight
- 31 Sexual assault
- 32 Neglect
- 38 Violence, other specified
- 39 Violence, unspecified

**4 Intentional self-harm**

- 40 Attempted suicide
- 41 Drug intoxication
- 42 Self-mutilation
- 48 Intentional self-harm, other specified
- 49 Intentional self-harm, unspecified

**5 Secondary contact after previously treated injury**

**7 Legal intervention or operations of war**

- 70 Legal intervention
- 73 Operations of war
- 78 Legal intervention/operations of war other specified
- 79 Legal intervention/operations of war unspecified

**8 Reason for contact, other specified**

**9 Reason for contact, unspecified**

<b>CODES</b>	<b>MANUAL</b>
<b>1 Disease and related condition not directly related to externally caused injury</b>	<p>1 Prolonged strain on the body not related to actual accident – e.g. attrition. Includes:</p> <ul style="list-style-type: none"> <li>▪ Toxic symptoms resulting from prolonged exposure (48 hours or more) or from exposure having no connection with an accident.</li> <li>▪ Medical, surgical, psychiatric and other similar symptoms not related to externally caused injury (or where injuries incurred are secondary to the condition that led to the contact with the health services).</li> <li>▪ Symptoms of after-effects, following previous treatment of a disease.</li> <li>▪ Complications of medical and surgical care: Includes adverse effects of drugs, medicaments and biological substances in therapeutic use, adverse incidents involving medical devices in diagnostic and therapeutic use, and surgical or medical procedures causing abnormal reaction of the patient without mention of misadventure at the time of the procedure.</li> </ul> <p><i>Excludes:</i> Accidental overdose of drug or wrong drug given or taken in error, and misadventures to patients during surgical and medical care (2). Assault (3), Intentional self-harm (4) and Secondary contact for previously treated injury (5).</p>
<b>2 Accident</b>	<p>2 An unintentional event characterized by a swift force or impact which can manifest itself as body injury. Accident includes:</p> <ul style="list-style-type: none"> <li>▪ Acute over-exertion injury, e.g. overlifting, sprain, twisted ankle.</li> <li>▪ Poisoning due to short-lasting exposure (less than 48 hours) as a result of accidental circumstances.</li> <li>▪ Attacks by animals and insects.</li> <li>▪ Excessive exposure to natural heat, cold, light and radiation, e.g. sunburn, heat stroke and congelation.</li> <li>▪ Unintended injury during medical/surgical treatment. Incl. unintentional, inappropriate administration of biological substance.</li> </ul> <p><i>Excludes:</i> adverse effects, etc. as mentioned in (1)</p>

<b>CODES</b>	<b>MANUAL</b>
<b>3 Violence</b>	3 An event of <i>violence</i> is assault by other person resulting in injury. Includes: <ul style="list-style-type: none"> <li>▪ Violence includes assault,</li> <li>▪ Brawl</li> <li>▪ Maltreatment</li> <li>▪ Sexual assault</li> </ul> <p><i>Excludes:</i> legal intervention and operations of war (7).</p>
30 Assault, fight	30 Incl. maltreatment.
31 Sexual assault	31 Rape, attempted rape and other types of sexual abuse/maltreatment.
32 Neglect Event of violence, other	
38 specified	
39 Violence, unspecified	
<b>4 Intentional self-harm</b>	4 An event of <i>intentional self-harm</i> is the deliberate use of physical or other force against oneself with the intent to cause harm or injury. Includes: <ul style="list-style-type: none"> <li>▪ Suicide</li> <li>▪ Attempted suicide</li> <li>▪ Intentional drug intoxication</li> <li>▪ Self-mutilation</li> </ul>
40 Attempted suicide	40 Suicidal intent may, but need not necessarily, be recognised as reason for the injured person's act. Examples: Attempted suicide, act of appeal, 'call for help'.
41 Intentional drug intoxication	41 Intoxication by alcohol, narcotics, etc. demanding treatment. <i>Excl.</i> intoxication caused by accidental circumstances (2) and events, which presumably are attempted suicide (40).
42 Self-mutilation	42 Intentional self-harm of a character, which is neither suicidal nor intentional intoxication. Examples: (Repeated) self-mutilation in mentally disabled persons. Self-inflicted harm in prisoner desiring sick leave or special attention.
48 Intentional self-harm, other specified	

**CODES**

**MANUAL**

49 Intentional self-harm,  
unspecified

**5 Secondary contact after  
previously treated injury**

Symptoms or after-effects following previously  
treated injury.

**7 Legal intervention or  
operations of war**

70 Legal intervention

70 The physical or other force used by police or  
other law-enforcing agents in the course of legal  
actions. E.g. police action during civil insurrec-  
tion, maintaining order.

73 Operations of war

73 The physical or other force used in the course of  
combat during war and resulting in injury.

78 Legal intervention/  
operations of war other  
specified

79 Legal intervention/  
operations of war  
unspecified

**8 Reason for contact, other  
specified**

**9 Reason for contact,  
unspecified**

# Place of Occurrence

## 0 Transport area

- 00 Pavement, pedestrian mall
- 01 Cycle ways
- 02 Motorway
- 03 Public road outside urban area
- 04 Public road inside urban area
- 05 Road, unspecified
- 06 Bus station, railway area, freight terminal, etc.
- 07 Quay, track way and vehicle access route in docks
- 08 Transport area, other specified
- 09 Transport area, unspecified

## 1 Residential area

- 10 Kitchen
- 11 Living room, bedroom
- 12 Bathroom, washroom
- 13 Stairs, indoors
- 14 Residence indoors, other
- 15 Residence, outdoors
- 16 Playground in residential area
- 17 Garden
- 18 Private driveway, yard, parking area, garage, carport, path, walking area
- 19 Residential area, other and unspecified

## 2 Production and workshop area

- 20 Farm, market garden
- 21 Forest and plantation as production area
- 22 Mine, quarry, gravel pit, etc.
- 23 Workshop, factory, shipyard
- 24 Public works

- 25 Buildings and roads under construction/demolition
- 26 Warehouse, storage
- 27 Administrative premises
- 28 Production and workshop area, other specified
- 29 Production and workshop area, unspecified

## 3 Retail, commercial and service area

- 30 Shop, wholesale and retail area, auction building, market stall
- 31 Private service area
- 32 Hotel, motel
- 38 Retail, commercial and service area, other specified
- 39 Retail, commercial and service area, unspecified

## 4 School, institutional area and public premises

- 40 Day-care institution for children and adolescents
- 41 School, university, college
- 42 School yard
- 43 Playground in institutional area
- 44 Buildings and offices accessible to the public
- 45 Hospital, outpatient clinic, health centre
- 46 Nursing home, home for the sick, institution for the disabled
- 47 Military institution
- 48 School, institutional area and public premises, other specified
- 49 School, institutional area and public premises, unspecified



**5 Sports area**

- 50 Sports hall, gymnasium
- 51 Sportsground (outdoors)
- 52 Swimmingpool
- 53 Riding school
- 54 Racetrack
- 55 Indoor ice rink, skating rink
- 56 Skiing and alpine facility
- 57 Exercise/jogging-, ski trail
- 58 Sports area, other specified
- 59 Sports area, unspecified

**6 Amusement, entertainment and park area**

- 60 Restaurant, cafeteria, pub
- 61 Discotheque, jazz club, dance hall
- 62 Cinema, theatre, concert hall
- 63 Amusement park, etc.
- 64 Playground in park area, etc.
- 65 Public gardens
- 66 Grand stand indoors/outdoors
- 68 Amusement, entertainment and park area, other specified
- 69 Amusement, entertainment and park area, unspecified

**7 Open nature**

- 70 Uncultivated land
- 74 Beach incl. foreshore
- 75 Ice cap, glacier
- 76 Camping site
- 77 Military training area
- 78 Open natures, other specified
- 79 Open nature, unspecified

**8 Sea, lake and river**

- 80 Sea, inlet
- 81 Lake
- 82 River, stream, canal
- 83 Vessel
- 84 Off-shore installation
- 85 Ice on water
- 88 Sea, lake and river, other specified
- 89 Sea, lake and river, unspecified

**9 Place, other and unspecified**

- 98 Place, other specified
- 99 Place, unspecified

**CODES****MANUAL**

General instructions: The level of specification differs from one main group to the other. Therefore, the superior code for a place should be used, if *no* inclusion or exclusion criteria are stated.

Example: Sports hall in a prison is coded as *sports hall*, whereas bathroom in a prison is coded as *prison*.

**0 Transport area**

0 Public areas and areas accessible to the public, incl. bridges and tunnels.

Access and exit routes not accessible to the public, walking areas and footpaths, etc. within the other areas of the place code are coded the respective places.

Excl. transport area under construction (25), transport in the air (78) and on water (8).

00 Pavement, pedestrian mall

00 Incl. footbridge, tunnel and stairs in pedestrian area.

01 Cycleway

02 Motorway

03 Public road outside urban area

03 Incl. intersection between railroad/tram rails and road.  
Excl. motorway (02).

04 Public road inside urban area

04 Incl. intersection between railroad/tram rails and road.

05 Road, unspecified

05 Incl. private road accessible to the public, intersection between railroad/tram rails and road.

06 Bus station, railway area, freight terminal, etc.

06 Incl. coach, track area, subway, shunting yard, platform, waiting room with adjoining walking areas and access roads.  
Excl. railway workshop (23) and administration area (27).

07 Quay, track way and vehicle access route in docks

07 Excl. shipyard (23), sea, lake, etc. (8) and vessel alongside quay (83).

08 Transport area, other specified

08 Incl. parking lot and parking house, gasoline station, airport with runways, walking and vehicle access area, public area in airport terminal.  
Excl. garage at gasoline station, aircraft repair shop, hangar (23) and administration area (27).

09 Transport area, unspecified

<b>CODES</b>	<b>MANUAL</b>
<b>1 Residential area</b>	1 A person's permanent residence/registered residential address, i.e. private residences, incl. protected home, pensioners' home, weekend cottage, residential caravan park. Excl. residential institution (4), public institution, e.g. nursing home and home for the sick (46), day-and-night centre (48), prison (48), hotel, motel (32).
10 Kitchen	
11 Living room, bedroom	11 Incl. hall, lobby, dining room, lounge, study.
12 Bathroom, washroom	12 Incl. bath, toilet, shower, sauna, laundry room, scullery.
13 Stairs, indoors	13 Incl. landing.
14 Residence indoors, other	14 Incl. basement, cellar, loft, porch, passage, corridor, lift. Excl. building under construction (25).
15 Residence outdoors	15 Incl. balcony, frontage, roof, outdoor staircase. Incl. landing.
16 Playground in residential area	16 Incl. playground with play equipment, etc. in area for this purpose within residential area. Excl. playground in school-/institutional area (43) and playground in park area (64).
17 Garden	17 Incl. terrace, garden path, swimming pool, out-house, and tool shed.
18 Private driveway, yard, parking area, garage, carport, path, walking area	18 Excl. path and walking area in park area (65), in the open country otherwise (7) and path and walking/driving area accessible to the public (00 and 05).
19 Residential area, other and unspecified	19 Incl. stairs, unspecified as indoors or outdoors.
<b>2 Production and workshop area</b>	2 Includes road network and garages on the premises of any production field. Administrative areas within any kind of production field are to be coded under 27.
20 Farm, market garden	20 Incl. cultivated field, orchard and fish farm, pen/fold for reindeer, sheep, etc. Excl. residential area in connection with home industrial area, farm, fish farm, etc. which is coded as residential area (10-19).

<b>CODES</b>	<b>MANUAL</b>
21 Forest and plantation as production area	21 E.g. plantation of teak trees, rubber estate, etc. Excl. cultivated field (20) and forest as recreation area (70).
22 Mine, quarry, gravel pit, etc.	
23 Workshop, factory, shipyard	23 Excl. vessels (83), oilrig and other offshore installations (84).
24 Public works	24 Incl. refuse disposal plant, refuse dump, (nuclear) power plant.
25 Buildings and roads under construction/demolition	
26 Warehouse, storage	
27 Administrative premises	27 Incl. canteens within any kind of production area.
28 Production and workshop area, other specified	28 Excl. vessels (83), oilrig and other offshore installations (84).
29 Production and workshop area, unspecified	
<b>3 Retail, commercial and service area</b>	
30 Shop, wholesale and retail area, auction building, market stall	30 Excl. gasoline station (08).
31 Private service area	31 Independent business, such as physician, dentist, lawyer, hairdresser, bank, insurance company, etc.
32 Hotel, motel	32 Incl. youth hostel (e.g. go youth hostelling), bed-and-breakfast.
38 Retail, commercial and service area, other specified	
39 Retail, commercial and service area, unspecified	
<b>4 School, institutional area and public premises</b>	
	4 Incl. residential institutions. Excl. sports areas in connection with all types of institutions (5).

<b>CODES</b>	<b>MANUAL</b>
40 Day-care institution for children and adolescents	40 Incl. leisure centre and youth club, 'after school care', kindergarten. Excl. playground (43). Private day-care home is coded as residential area (10-19).
41 School, university, college	41 Incl. scientific plants and research stations. Excl. sports area (5), and private residence in connection with school and institutional area, which is coded as residential area (10-19).
42 School yard	42 Incl. school playground. Playground equipment involved in accident may be coded by the product classification.
43 Playground in institutional area	43 Incl. playground in institutions for children and adolescents. Excl. playground in residential area (16) and playground in park area (64).
44 Buildings and offices accessible to the public	44 Incl. post office, social insurance office, parish hall, police station, courthouse, museum, library, association premises, church.
45 Hospital, outpatient clinic, health centre	
46 Nursing home, home for the sick, institution for the disabled	46 Incl. day-centre for elderly and disabled people, hospice. Excl. protected home and pensioners' dwelling (10-19).
47 Military institution	47 Excl. military training area (77).
48 School, institutional area and public premises, other specified	48 Incl. day-and-night centre for children and adolescents, open and closed prison, asylum centre. Excl. playground in day-and-night centre for children (43).
49 School, institutional area and public premises, unspecified	
<b>5 Sports area</b>	5 Incl. sports area in connection with all types of institutions. Note that the type of sports, etc. may be coded by the sports codes.
50 Sports hall, gymnasium	
51 Sports grounds (outdoors)	

<b>CODES</b>	<b>MANUAL</b>
52 Swimming pool	52 Incl. bathing facility with water slide. Excl. holiday recreation centre (63) and private swimming pool (17).
53 Riding school	53 Indoors/outdoors.
54 Racetrack	54 Incl. Racetracks for animals, bicycles, motor vehicles.
55 Indoor ice rink, skating rink	
56 Skiing and alpine facility	56 Incl. ski lift. Excl. established ski trails (57).
57 Exercise/jogging-, ski trail	57 Incl. established trails for exercise (e.g. jogging) and skiing.
58 Sports area, other specified	
59 Sports area, unspecified	
<b>6 Amusement, entertainment and park area</b>	6 Incl. the immediate surroundings (see especially 60, 61 and 62).
60 Restaurant, cafeteria, pub	60 Incl. inn, bodega, bar.
61 Discotheque, jazz club, dance hall	
62 Cinema, theatre, concert hall	62 Excl. grandstand for audience at special entertainment (66).
63 Amusement park, etc.	63 Incl. circus, tivoli, zoo, animal park, fair ground, holiday recreation centre.
64 Playground in park area, etc.	64 Excl. playground in residential area (16), and playground in institutional areas (43).
65 Public gardens	65 Incl. park, green area, walking area, footpath, picnic area.
66 Grand stand indoors/outdoors	66 Incl. indoors/outdoors grandstand of permanent or temporary kind for audience in sports-/ athletic grounds or at special entertainment. Example: At ice hockey rink, rock concert in sports ground or open square, drive-in cinema. Excl. cinema hall, theatre, concert hall (62).
68 Amusement, entertainment and park area, other specified	68 Incl. cemetery.
69 Amusement, entertainment and park area, unspecified	

<b>CODES</b>	<b>MANUAL</b>
<b>7 Open nature</b>	
70 Uncultivated land	70 Incl. mountain, nature park, forest, desert, with lanes, paths and tracks.
74 Beach incl. foreshore	74 Incl. wharf, bathing jetty. Excl. sea, lake, etc. (80-89).
75 Ice-cap, glacier	
76 Camping site	76 Incl. hut, etc. for temporary use. Example: Nomad settlement.
77 Military training area	77 Excl. military institution (47).
78 Open nature, other specified	78 Incl. air space.
79 Open nature, unspecified	
<b>8 Sea, lake and river</b>	
80 Sea, inlet	
81 Lake	81 Incl. marsh.
82 River, stream, canal	82 Incl. brook, spring, creek.
83 Vessel	83 Incl. vessels and boats of all types at sea and alongside quay. Excl. quay, etc. (07).
84 Offshore installation	84 Incl. oil rig, etc.
85 Ice on water	
88 Sea, lake and river, other specified	
89 Sea, lake and river, unspecified	
<b>9 Place, other and unspecified</b>	
98 Place, other specified	
99 Place, unspecified	

# Activity

The activity code describes the activity of the injured person at the time the event occurred. The rationale for using the activity codes is explained in the following. As mentioned in the Introduction, the registration system should include questions, which are considered supplementary to the subsequent coding of activity:

- Occupational injury? Yes/No
- Transport injury? Yes/No

The first question divides daily life into time spent as ‘paid work’ and ‘unpaid work’. The latter expression covers ‘non-working time’, which again could identify *leisure time* activities. The second question further relates these divisions to whether or not the activity involved ‘transport’. The combinations of these key elements of activity are subsequently included in the activity codes. See the following table, which gives an overview of codes related to this scheme:

Activity?	Paid work	Unpaid work/leisure time
Transport	Activity code = 0	Activity code = 2
Not transport	Activity code = 1	Activity codes = 3-7

The following definitions and guidelines should be noted:

*An occupational accident* is an accident that occurs during working hours in connection with wage-earning employment or independent business.

*A leisure time accident* is an accident occurring outside working hours connected with wage-earning employment or independent business.

*A transport accident* is any accident involving a device or an animal, being used at the time of the accident primarily for conveying persons or goods from one place to another.

*A vehicle* is a means of transport (powered or non-powered) on wheels, runners or belt for use on roadway or off-road.

Land transport by use of *vehicles* can be characterized as *traffic* or *non-traffic*, depending on the designation of the particular area:

*Traffic injuries*: A *traffic accident* is a vehicle accident that occurs in a publicly accessible street, road, square and the like.

*Non-traffic injuries*: A *non-traffic (vehicle) accident* is a vehicle accident that occurs in any place other than a publicly accessible street, road, square and the like.



Traffic/non-traffic accidents are located by use of the *Place of Occurrence Code*, which distinguishes between public traffic area and all other non-traffic areas, e.g. 'Production and workshop area' or 'Retail, commercial and service area'.

Details of 'Transport' and 'Vehicle accidents' are found in the respective modules.

Activity code 0 = 'Paid work and transport' includes transport injury during paid work. In compliance with the rules above, the activity also includes transportation with vehicles mainly used on industrial premises, e.g. fork-lift, passenger or baggage vehicle in airport, railway station, self-propelled farm machinery, e.g. tractor, combine harvester, and special construction vehicle, e.g. bulldozer or road-roller, see the list in 'Vehicle accidents'.

Activity code 1 = 'Paid work, not transport' includes injury during paid work but not as transport defined above.

'Work' is described as the actual type of work, which the injured person was engaged in. It is *not* synonymous with the type of 'industry', which characterizes the employer. The employer's type of work is coded in the "Industrial module". As an example, the victim might be performing *cleaning* or *repair work* as an employee of a public school or of a manufacturing company.

Activity code 2 = 'Transport' includes transport injury during non-working time also named 'leisure time'.

Activity codes 3-7 relate to 'leisure time' in the meaning that this is the negation of 'paid work'. Some activities are indeed typical of 'work', such as domestic work, schoolwork or other tasks, which are un-paid work – for example, voluntary organisational work. Referring to the table above, these activities are all non-transport and un-paid work.

See Activity codes and manual on the following pages.

**1<sup>ST</sup> AND 2<sup>ND</sup> CHARACTER LEVEL**

**0 Paid work and transport**

- 01 Transportation as paid work
- 02 Transportation between work places
- 08 Paid work and transport, other spec.
- 09 Paid work and transport, unspecified

**1 Paid work (not transport)**

- 11 Production, manufacturing
- 12 Construction work
- 13 Agricultural work
- 14 Maintenance, repair work
- 15 Cleaning, waste management
- 16 Services
- 18 Paid work, other specified
- 19 Paid work, unspecified

**2 Transport (excl. paid work)**

- 21 Transport to/from paid work
- 22 Transport to/from educational inst.
- 28 Transport, other specified
- 29 Transport unspecified

**3 Domestic activity (unpaid work)**

- 31 Cooking
- 32 Cleaning, maintenance
- 33 Garden work
- 34 Do-it-yourself work
- 35 Caring for child/relative
- 36 Shopping
- 37 Moving about in home
- 38 Domestic activity, other specified
- 39 Domestic activity, unspecified

**4 Education**

- 41 Education, training
- 42 Sports during education time
- 43 play during education time
- 48 Educational activity, other specified
- 49 Educational activity, unspecified

**5 Sports and exercise**

**6 Play and other leisure activity**

- 61 Play
- 62 Leisure/hobby activity
- 63 Entertainment
- 64 Recreation/holidaying
- 68 Play and other leisure activity, other specified
- 69 Play and other leisure activity, unspecified

**7 Vital activity**

- 71 Taking meals
- 72 Sleeping, resting
- 73 Personal hygiene
- 78 Vital activity, other specified
- 79 Vital activity, unspecified

**8 Activity, other specified**

**9 Activity, unspecified**

## CODES

## MANUAL

The activity codes serve as indicators of key elements of a person's daily life. The first codes 0 and 1 *Paid work* are used as identifiers of *occupational injuries*. These codes are further linked to the question, whether or not the injury is related to *transport*. The main purpose is to demarcate occupational injuries, which are of sector-specific interest.

**0 Paid work and transport**

0 An *occupational accident* is an accident that occurs during working hours in connection with wage-earning employment or independent business. A *transport accident* is any accident involving a device or an animal, being used at the time of the accident primarily for conveying persons or goods from one place to another.

This code should be used in preference to 'sports', if the victim is e.g. a professional racing cyclist. Type of sports can be coded by use of the "Classification of athletics, sports and exercise".

Go to "Industrial Codes" to classify employer's type of work. Go to "Transport Accidents" to classify type of accident, and when relevant go to "Vehicle accidents".

Excl. accident *during transport to/from work* – this follows the national rules for occupational accidents; go to 2 Transport (21 Transport to/from paid work).

01 Transportation as paid work

01 Comprises all kinds of transport related to paid work, incl. professional driving of taxi, bus, lorry or train, navigation of ship, air transport, etc., and working vehicular devices within premises of industrial and other enterprises, etc.

02 Transportation between work places

02 Comprises transport during working hours, incl. being aboard means of transport, when the person needs to travel between work places for business purposes, e.g. the craftsman moving between work places, a salesperson following a given route, travelling to meeting, conference etc.

08 Paid work and transport, other specified

09 Paid work an transport, unspecified

CODES	MANUAL
<b>1 Paid work (not transport)</b>	<p>1 An <i>occupational accident not related to transport</i> (see paid work <i>and</i> transport (0)). This code should be used in preference to other activities that may have taken place at work or during work hours, e.g. vital activity. Incl. education and training prescribed by the victim's occupation, incl. Military service. Example: injury of a sports master during sports is coded 'paid work', and type of sports can be coded by use of the "Classification of athletics, sports and exercise".</p> <p>At the 2nd character level the broad categories describe the <i>type of working process</i> performed by the victim at the time of injury<sup>1</sup>. This should not be confused with the occupational industry of the employer – go to "Industrial Codes" to classify employer's type of work.</p>
11 Production, manufacturing	11 Comprises all types of production, manufacturing, processing, storing work. Excl. agricultural types of work (13).
12 Construction work	12 Comprises all types of construction, excavation, demolition work, e.g. in buildings, roads, bridges, ports.
13 Agricultural work	13 Comprises all types of agricultural work, horticulture, forestry, fish farming and work with live animals.
14 Maintenance, repair work	14 Comprises all types of maintenance and repair work, e.g. installing, disassembling, tuning, adjusting, etc.
15 Cleaning, waste management	15 Comprises all kinds of cleaning work (industrial and manual) and waste management, disposal and treatment.
16 Service	16 Comprises work in private or public service, care, assistance, intellectual work, e.g. teaching, office work, organising, research, commercial activity, i.e. buying, selling and associated services, and sports and artistic activities.
18 Paid work, other specified	
19 Paid work, unspecified	

CODES	MANUAL
<b>2 Transport</b>	2 Comprises all forms of transport <i>not during paid work</i> (Paid work and transport (0)), e.g. walking, by bicycle, car, bus, train or travel by sea or by air. Go to “Transport Accidents” to classify type of accident.
21 Transport to/from paid work	21 Transport to/from paid work is <i>transport from home to work</i> , and follows the national rules in regard to insurance for occupational accidents.
22 Transport to/from educational inst.	22 Transport to/from school and other educational institution.
28 Transport, other specified	
29 Transport, unspecified	
	<b><i>The codes 3-7 relate to domestic life, schooling, education, leisure time, etc. Excl. Paid work (0-1) and Transport (2).</i></b>
<b>3 Domestic activity (unpaid work)</b>	3 Comprises an activity for which income is not gained. Incl. domestic work, e.g. household maintenance, cleaning, cooking, shopping, do-it-yourself work, caring for children and relatives. Domestic activities etc. include such activities taking place in own home or elsewhere – but as <i>unpaid work</i> . Excl. transport (2).
31 Cooking	
32 Cleaning, maintenance	
33 Garden work	
34 Do-it-yourself work	34 Incl. repairs, etc. Excl. hobby-related work (62).
35 Caring for child/relative	
36 Shopping	36 Excl. transport in connection with shopping (23).
37 Moving about the home	37 General stay or moving about in home without specific purpose for activity (as described in 31-36).
38 Domestic activity, other specified	
39 Domestic activity, unspecified	
<b>4 Education</b>	4 Comprises receiving education at school, college or university studies, educational and vocational training, e.g. apprenticeship, etc. Incl. sports and athletics during education time. Excl. transport to/from education (21).

<b>CODES</b>	<b>MANUAL</b>
41 Education, training	41 Excl. sports and athletics during education time (42).
42 Sports during education time	42 Comprises sports, athletics and exercise in school, college, university etc. Go to "Classification of athletics, sports and exercise" to code type of sports.
43 Play during education time	43 Comprises playing, relaxation during education time, i.e. during time for recess, break, and interval.
48 Educational activity, other specified	
49 Educational activity, unspecified	
<b>5 Sports and exercise</b>	5 Comprises sports and exercise during leisure time, i.e. sports and exercise activity with functional purpose, e.g. football, jogging, riding, skiing, trekking, water-skiing, swimming, golf or contest dancing. Go to "Classification of athletics, sports and exercise" to code type of sports. Excl. sports and athletics during education time (42), excl. transport to/from sports (28).
<b>6 Play and other leisure activity</b>	6 Comprises any kind of leisure activity with the purpose of entertainment or recreation, e.g. going to the theatre, cinema, dance, party, etc. Incl. hobbies and voluntary club or organisational activities. Excl. transport to/from activity (28).
61 Play	61 Incl. play e.g. with ball, whereas the ball game (following given rules) is coded in (5). Excl. play during education time (43).
62 Leisure/hobby activity	
63 Entertainment	
64 Recreation/holidaying	
68 Leisure activity, other specified	
69 Leisure activity, unspecified	
<b>7 Vital activity</b>	7 Vital activity comprises sleep, taking meals, personal hygiene, etc. Incl. vital activity within any of the groups 3-6.

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<b>CODES</b>	<b>MANUAL</b>
71 Taking meals	71 Incl. eating, drinking.
72 Sleeping, resting	
73 Personal hygiene	
78 Vital activity, other specified	
79 Vital activity, unspecified	
<b>8 Activity, other specified</b>	8 Incl. harvesting natural resources, i.e. the activity typical of the basic self-sufficiency system of indigenous people, e.g. fishing, hunting, herding, berry-picking, etc.
<b>9 Activity, unspecified</b>	

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<sup>i</sup> Partly based on: European Statistics on Accidents at Work (ESAW), Methodology. 2001 Edition, Eurostat, Employment & Social affairs, European Commission.

# Natural Forces

As mentioned in the Introduction, the registration system should include a question, which relates the presenting case to preceding factors, such as:

- Natural forces? Yes/no

Natural forces are perceived as factors contributing to the aetiology of injury. The occurrence of natural forces is considered a 'previous event' (cf. the injury model) compared to the step describing 'what went wrong', i.e. the *injury event* in the model. However, it may be relevant to describe the exposure to natural force, when this has led to an unavoidable *accidental event*, which further entails coding the *mode of injury*. In some cases, the exposure to natural forces may be the primary external cause of the injury.

Codes for Natural Forces are given in the following table:



<b>CODES</b>	<b>MANUAL</b>
<b>N01 Heat wave</b>	N01 Comprises exposure to extremely high ambient temperature, e.g. excessive heat as cause of heatstroke.
<b>N02 Cold wave</b>	N02 Comprises exposure to extremely low ambient temperature, e.g. excessive cold as cause of frostbite.
<b>N03 Solar radiation</b>	N03 Comprises exposure to harmful solar rays due to ozone depletion. Excl. radiation heat due to sunlight (N01).
<b>N04 Stroke of lightning</b>	
<b>N05 Earthquake</b>	N05 Excl. tsunami (flood N10).
<b>N06 Volcanic activity</b>	
<b>N07 Avalanche</b>	N07 Comprises exposure to movement of masses of snow
<b>N08 Landslide</b>	N08 Comprises exposure to earth movement, incl. mudslide. Excl. earthquake (N05).
<b>N09 Cataclysmic storm</b>	N09 Comprises exposure to torrential rain, cyclone, tornado, hurricane, etc. Excl. flood (N10).
<b>N10 Flood</b>	N10 Comprises exposure to flood resulting directly from storm or earthquake, e.g. storm surge, tsunami.
<b>N98 Natural force, other specified</b>	
<b>N99 Natural force, unspecified</b>	

# Accidental Events

## Unintentional injury or unknown reason for contact

### 1<sup>ST</sup> AND 2<sup>ND</sup> CHARACTER LEVEL

#### **A Release of energy**

- A0 Release of energy by explosion, air pressure and fire and flames
- A1 Release of energy as electricity, heat, cold, radiation and sound waves
- A2 Release of liquid and gaseous substances and chemicals

#### **B Collapse, breakage and deformation of materials**

- B0 Collapse, breakage and deformation of materials

#### **C Malfunction and loss of control of machinery, equipment and materials**

- C0 Malfunction and loss of control of machinery (stationary/mobile), technical equipment and/or tools and utensils (manual/mechanical)
- C9 Malfunction and loss of control of materials and objects other specified and unspecified

#### **D Malfunction and loss of control of means of transport**

- D0 Malfunction and loss of control of means of transport
- D1 Malfunction and loss of control of lifting, hoisting systems

#### **E Falls**

- E0 Falls

#### **F Inexpedient movements**

- F0 Inexpedient movements

#### **G Inexpedient contact between animates**

- G0 Inexpedient contact between animates

#### **H Deviating action by the injured person self, NEC**

- H0 Deviating action by the injured person self, NEC

#### **J Accidental misuse of biological substances**

- J0 Accidental misuse of biological substances

#### **Z Accidental event, other and unspecified**

- Z9 Accidental event, other specified and unspecified

### **3<sup>RD</sup> CHARACTER LEVEL**

#### **A0 Release of energy by explosion, air pressure and fire and flames**

- A00 Release of energy by explosion
- A01 Release of energy as air pressure
- A02 Release of energy as fire, flames
- A07 Release of energy by combination of energy forms (A00-A02)
- A08 Release of energy by explosion, air pressure or fire, flame, other specified
- A09 Release of energy by explosion, air pressure or fire, flame, unspecified

#### **A1 Release of energy as electricity, heat, cold, radiation and sound waves**

- A10 Release of electric energy
- A11 Release of energy as extreme heat
- A12 Release of energy as extreme cold
- A13 Release of radiation energy
- A14 Release of energy as sound wave/loud noise
- A15 Release of energy as vibrations
- A17 Release of energy by combination of energy forms (A10-A15)
- A18 Release of energy as electricity, heat, cold, radiation or sound waves, other specified
- A19 Release of energy as electricity, heat, cold, radiation or sound waves, unspecified

#### **A2 Release of liquid and gaseous substances and chemicals**

- A20 Overflowing (liquids)
- A21 Leakage of liquid substance and chemical
- A22 Evaporation of gaseous substance and chemical
- A23 Formation of smoke, dust or powder
- A27 Combination of deviations (A20-A23)
- A28 Release of liquid and gaseous substance or chemical, other specified
- A29 Release of liquid and gaseous substance or chemical, unspecified

#### **B0 Collapse, breakage and deformation of materials**

- B00 Collapse of material on higher level
- B01 Collapse of material on lower level
- B02 Collapse of material on same level
- B03 Breakage of material or joint
- B04 Fragmentation of material
- B08 Collapse, breakage or deformation of material, other specified
- B09 Collapse, breakage or deformation of material, unspecified

**C0 Malfunction and loss of control of machinery (stationary/mobile), technical equipment and/or tools and utensils (manual/mechanical)**

- C00 Malfunction of machinery, technical equipment, tool or utensil
- C01 Own loss of control of machinery, technical equipment, tool or utensil
- C02 Other person's loss of control of machinery, technical equipment, tool or utensil
- C08 Malfunction and loss of control of machinery, technical equipment, tool or utensil, other specified
- C09 Malfunction and loss of control of machinery, technical equipment, tool or utensil, unspecified

**C9 Malfunction and loss of control of materials and objects other specified**

- C90 Malfunction of material and object other specified
- C91 Own loss of control of material and object other specified
- C92 Other person's loss of control of material and object other specified
- C98 Malfunction and loss of control of material or object, other specified
- C99 Malfunction and loss of control of material or object, unspecified

**D0 Malfunction and loss of control of means of transport**

- D00 Malfunction of means of transport
- D01 Own loss of control of means of transport
- D02 Other person's loss of control of means of transport
- D08 Malfunction and loss of control of means of transport, other specified
- D09 Malfunction and loss of control of means of transport, unspecified

**D1 Malfunction and loss of control of lifting, hoisting and conveyer systems**

- D10 Malfunction of lifting, hoisting and conveyer system
- D11 Own loss of control of lifting, hoisting and conveyer system
- D12 Other person's loss of control of lifting, hoisting and conveyer system
- D18 Malfunction and loss of control of lifting, hoisting or conveyer system, other specified
- D19 Malfunction and loss of control of lifting, hoisting or conveyer system, unspecified

**E0 Falls**

- E00 Fall on same level
- E01 Fall from lesser height
- E02 Fall from greater height
- E03 Fall from unspecified height
- E08 Fall, other specified
- E09 Fall, unspecified

**F0 Inexpedient movements**

- F00 Pushing, pulling inexpediently
- F01 Carrying inexpediently
- F02 Setting down, picking up/lifting inexpediently
- F03 Turning, twisting inexpediently
- F04 Slipping, tripping (without falling)
- F05 Stepping, kneeling, sitting down on harmful object
- F06 Being caught/entangled by something
- F07 Moving against inexpediently
- F08 Inexpedient movement, other specified
- F09 Inexpedient movement, unspecified

**G0 Inexpedient contact between animates**

- G00 Contact or collision with person
- G01 Foreign body entered into natural orifice (by other person)
- G02 Contact or collision with animal
- G08 Inexpedient contact between animates, other specified
- G09 Inexpedient contact between animates, unspecified

**H0 Deviating action by the injured person self, NEC**

- H01 Enter (self) foreign body into natural orifice
- H02 Ingestion of wrong substance, NEC
- H03 Contact with wrong substance, NEC
- H08 Deviating action by injured person self, other specified
- H09 Deviating action by injured person self, unspecified

**J0 Accidental misuse of biological substances**

- J00 Accidental misuse of biological substance by injured person self
- J01 Accidental misuse of biological substance by other person
- J08 Accidental misuse of biological substance, other specified
- J09 Accidental misuse of biological substance, unspecified

**Z9 Deviation, other specified and unspecified**

- Z90 Shocking experience without physical injury
- Z98 Deviation, other specified
- Z99 Deviation, unspecified

<b>CODE</b>	<b>MANUAL</b>
<b>A0 Release of energy by explosion, air pressure and fire and flames</b>	A0 Events in which unexpected explosion, high air pressure or fire or flames occur.
A00 Release of energy as explosion	A00 Event of unexpected explosion, or the (expected) explosion occurs at unplanned time.
A01 Release of energy as air pressure	A01 The deviation is release of high air pressure rather than what caused this. Incl. strong wind.
A02 Release of energy as fire, flames	A02 Event of unexpected fire, or unexpected contact with fire or flames.
A07 Release of energy by combination of energy forms above	A07 Event in which combination of energy forms in A00-A02 occurs.
A08 Release of energy as explosion, air pressure or fire, flame other specified	
A09 Release of energy as explosion, air pressure or fire, flame, unspecified.	
<b>A1 Release of energy as electricity, heat, cold, radiation and sound waves</b>	A1 Events in which an unexpected release of energy occurs in form of electricity, heat, cold, radiation or sound waves.
A10 Release of electric energy	A10 Event of electric deviation, e.g. electric shock, voltage drop, power failure, etc.
A11 Release of energy as extreme heat	A11 Event in which deviation in form of extreme heat or any kind of heat radiation occurs, e.g. superheating, etc. Excl. contact with fire or flames (A02).
A12 Release of energy as extreme cold	A12 Event in which deviation in form of extreme cold or any kind of cold radiation occur, e.g. freezing, hypothermia, etc.
A13 Release of radiation energy	A13 Event in which deviation of potentially harmful radiation occurs, e.g. deviation of x-rays, radioactivity, ultra-violet rays, etc. Incl. exposure to excessive solar rays.
A14 Release of energy as sound wave/loud noise	A14 Event in which deviation in form of unexpected loud noise occurs, incl. sound wave/loud noise causing fright or deafening alarm signals.

<b>CODE</b>	<b>MANUAL</b>
A15 Release of energy as vibrations	A15 Event in which deviation in form of vibrations or tremor occur.
A17 Release of energy by combination of energy forms above	A17 Event in which combination of energy forms in A10-A15 occurs.
A18 Release of energy as electricity, heat, cold, radiation, sound waves, other specified	
A19 Release of energy as electricity, heat, cold, radiation, sound waves, unspecified	
<b>A2 Release of liquid and gaseous substances and chemicals</b>	A2 Events in which the deviation is the unexpected release of energy in substances of liquid, gaseous or solid form, incl. chemicals, or due to processes hereof.
A20 Overflowing (liquids)	A20 Event in which the deviation is the overflowing of liquids from any kind of container, incl. over boil of water.
A21 Leakage of liquid substances or chemicals	A21 Event in which liquid substances are leaking due to a leak or insufficient closure of container, etc.
A22 Evaporation of gaseous substances or chemicals	A22 Event in which gaseous substances evaporate or they are emitted in an unexpected chemical process, etc.
A23 Formation of smoke, dust or powder	A23 Event in which the formation of smoke, dust or powder occurs, e.g. due to fire, a chemical process, or other activity.
A27 Combination of deviations above	A27 Event in which the deviation is a combination of A20-A23.
A28 Release of liquid and gaseous substances /chemicals, other specified	
A29 Release of liquid and gaseous substances /chemicals, unspecified.	

<b>CODE</b>	<b>MANUAL</b>
<b>B0 Collapse, breakage and deformation of materials</b>	B0 Events in which the deviation is collapse, breakage or deformation of solid materials. These include all kinds of materials in either raw or manufactured form, e.g. pipes, wires, construction elements, technical equipment, utensils, etc. The decisive point is the collapse, breaking or deformation hereof.
B00 Collapse of materials on higher level	B00 Event in which the deviation is collapse of materials, which fall from a higher level and thereby, may hit persons being on a lower level.
B01 Collapse of materials on lower level	B01 Event in which the deviation is collapse of materials or the supporting surface below persons and thereby causing the person to fall or tumble down, e.g. the collapse of a ladder carrying a person, an earth slip or landslide pulling down persons, etc.
B02 Collapse of materials on same level	B02 Event in which the deviation is collapse of materials at same level as a person, i.e. within the height of a person so the person may be hit or get in contact with harmful objects.
B03 Breakage of materials, joints	B03 Event in which the deviation is the breakage or crushing of materials, incl. break down of joints e.g. of pipelines, wires etc.
B04 Fragmentation of materials	B04 Event in which the deviation is fragmentation of e.g. glass, iron, stone, metal, etc. due to breakage, crushing of materials causing splinters.
B08 Collapse, breakage or deformation of materials, other specified	
B09 Collapse, breakage or deformation of materials, unspecified.	
<b>C-D Note: 'Loss of control'</b>	C-D "Loss of control" covers either the victim's or another person's loss of control without implying questions of culpability or liability held by either party. In general, "loss of control" covers underlying factors, which cannot be further refined in these settings for data collection, e.g. lack of experience, lacking skills, lack of instructions/-manuals, lack of safety equipment or use hereof, etc.



CODE	MANUAL
<b>C0 Malfunction and loss of control of machinery (stationary/mobile), technical equipment and/or tools and utensils (manual/mechanical)</b>	C0 Events in which the deviation is the malfunction or loss of control of any kind of machinery, technical equipment or tools and utensils, whether it is stationary or mobile, or manual or mechanical, e.g. a circular saw, power chain saw, drilling machine, electric cooker, mixer, lawn mower, shovel, screwdriver, knife, scissors, etc. Excl. Means of transport (D).
C00 Malfunction of machinery, technical equipment, tool or utensil	C00 Event in which the deviation is the malfunction of the machinery, the technical equipment or the tool or utensil itself.
C01 Own loss of control of machinery, technical equipment, tool or utensil	C01 Event in which the deviation is the victim's loss of control, e.g. improper use of the equipment or the tool, interrupting the function of a machine, etc.
C02 Other person's loss of control of machinery, technical equipment, tool or utensil	C02 Event in which the deviation is the loss of control on the part of a person other than the victim, e.g. that person's improper use of the equipment or the tool, interrupting the function of a machine, etc.
C08 Malfunction and loss of control of machinery, technical equipment, tool or utensil, other specified	
C09 Malfunction and loss of control of machinery, technical equipment, tool or utensil, unspecified.	
<b>C9 Malfunction and loss of control of materials and objects other specified</b>	C9 Events in which the deviation is malfunction or loss of control of materials or objects of other kind. Excl. collapse, breakage or deformation of materials (B0).
C90 Malfunction of material and object other specified	C90 Event in which the deviation is 'malfunction' of the material, e.g. sharp edges, or something is wrong with the material itself.

<b>CODE</b>	<b>MANUAL</b>
C91 Own loss of control of material and object other specified	C91 Event in which the deviation is the victim's loss of control of the material or object, e.g. use of the material for a purpose other than its original intent, or an ill-considered act, e.g. putting his hand into a container with acid.
C92 Other person's loss of control of material and object other specified	C92 Event in which the deviation is the loss of control on the part of a person other than the victim, e.g. that person's improper use of the material or interruption of the function of an object.
C98 Malfunction and loss of control of material and object, other specified	
C99 Malfunction and loss of control of material and object, unspecified.	
<b>D0 Malfunction and loss of control of means of transport</b>	D0 Events in which the deviation is the malfunction or loss of control of any kind of means of transport, i.e. means of transport on land, water or airborne; e.g. car, bicycle, bus, train, ship, aircraft, and transport by means of runners or belt. Incl. animals. Excl. lifting, hoisting and conveyer systems (D1).
D00 Malfunction of means of transport	D00 Event in which the deviation is the malfunction of the means of transport itself.
D01 Own loss of control of means of transport	D01 Event in which the deviation is the victim's loss of control of the means of transport, e.g. improper use of a vehicle, or interrupting the function of the vehicle.
D02 Other person's loss of control of means of transport	D02 Event in which the deviation is loss of control on the part of a person other than the victim, e.g. that person's improper use of a vehicle, crashing into the victim, or interrupting the function of the vehicle.
D08 Malfunction and loss of control of means of transport, other specified	
D09 Malfunction and loss of control of means of transport, unspecified.	

CODE	MANUAL
<b>D1 Malfunction and loss of control of lifting, hoisting and conveyer systems</b>	D1 Events in which the deviation is the malfunction or loss of control of any kind of lifting, hoisting or conveyer system, e.g. a lift (elevator), escalator, crane, ski lift, etc. Excl. means of transport as defined by (D0).
D10 Malfunction of lifting, hoisting, and conveyer system	D10 Event in which the deviation is the malfunction of the lifting, hoisting or conveyer system itself.
D11 Own loss of control of lifting, hoisting and conveyer system	D11 Event in which the deviation is the victim's loss of control of the lifting or hoisting etc. system, e.g. improper use of the system or interrupting its function.
D12 Other person's loss of control of lifting, hoisting and conveyer system	D12 Event in which the deviation is loss of control on part of a person other than the victim, e.g. that person's improper use of the system or interrupting its function.
D18 Malfunction and loss of control of lifting, hoisting or conveyer system, other specified	
D19 Malfunction and loss of control of lifting, hoisting or conveyer system, unspecified.	
<b>E0 Falls</b>	E0 Events in which the deviation is the victim's fall either to a lower level or on the same level. Incl. slipping or tripping resulting in fall. Excl. falls caused by collapse of the supporting surface under the person (B03).
E00 Fall on same level	E00 Event in which the deviation is the victim's fall on the same level, where he is standing/moving, e.g. fall on floor, fall on stair step incl. upwards on the stairs. Excl. falls down from stairs, see E01 or E02.
E01 Fall from lesser height	E01 Event in which the deviation is the victim's fall from lesser height, i.e. less than 1 meter, e.g. fall from bicycle, fall down a few steps of stairs (< 1 meter), etc.

ACCIDENTAL EVENTS

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<b>CODE</b>	<b>MANUAL</b>
E02 Fall from greater height	E02 Event, in which the deviation is the victim's fall from greater height, i.e. from 1 meter or more, e.g. fall from roof, fall from ladder, fall down the (length of) stairs (1 meter +), etc.
E03 Fall from unspecified height	E03 Event in which the deviation is the victim's fall to a lower level, but from unspecified height.
E08 Fall, other specified	
E09 Fall, unspecified	
<b>F0 Inexpedient movements</b>	F0 Events in which the deviation is the victim's own movement, which entails acute (i.e. event within the last 48 hours) overexertion to his motor apparatus (muscles, joints) due to the effect of external force, e.g. lifting or pushing a heavy burden, or due to the victim's own violent movement or strenuous position without relation to external forces. These events have not involved use of technical aids.
F00 Pushing, pulling	F00 Event in which the deviation is the victim's inappropriate way of pushing or pulling a load, which was too heavy, too bulky, or in other ways unmanageable, e.g. pulling a heavy load, pushing an elephant, etc.
F01 Carrying	F01 Event in which the deviation is the victim's inappropriate way of carrying a burden, which was too heavy, too bulky, or in other ways unmanageable, e.g. carrying a person, heavy object, animal, etc.
F02 Setting down, picking up/lifting	F02 Event in which the deviation is the victim's inexpedient way of setting down or picking up/lifting a heavy load.
F03 Turning, twisting	F03 Event in which the deviation is the victim's inexpedient way of turning or twisting his body or body part, e.g. while carrying/lifting a burden. Excl. twisting an ankle in slipping, tripping (F04).
F04 Slipping, tripping	F04 Event in which the deviation is the victim's slipping or tripping without falling, e.g. twisting an ankle.
F05 Stepping, kneeling, sitting down	F05 Event in which the deviation is the victim stepping, kneeling or sitting himself down on a harmful object, e.g. a sharp or piercing object, or unexpectedly missing his seat or a step.

<b>CODE</b>	<b>MANUAL</b>
F06 Being caught/entangled by	F06 Event in which the deviation is the victim being caught or entangled by something or someone, e.g. caught by a door handle, entangled by fluttering material/object, or caught by a passing person.
F07 Moving against	F07 Event in which the deviation is the victim moving against or into something, without any other deviation, e.g. walking against a lamp pole, into a wall or a door.
F08 Inexpedient movement, other specified	
F09 Inexpedient movement, unspecified	
<b>G0 Inexpedient contact between animates</b>	G0 Events in which the deviation is inexpedient contact between two or more persons or between a person and an animal or animals.
G00 Contact or collision with person	G00 Event in which unintentional contact or collision occurs between the victim and other person(s). E.g. unintentional collision during play, sports, etc.
G01 Foreign body entered into natural orifice (by other person)	G01 Event in which someone unintentionally caused injury to the victim by entering a foreign body into natural orifice of the victim, e.g. foreign body into nose during child play.
G02 Contact or collision with animal	G02 Event in which the victim is in contact with animals, e.g. dog who bites, a horse kicking, trampling, etc. or insect stinging, etc.
G08 Inexpedient contact between animates, other specified	
G09 Inexpedient contact between animates, unspecified	
<b>H0 Deviating action by the injured person self, NEC</b>	H0 Events in which the deviation is the victim's own action or behaviour, which leads to unintentional self-harm, and which is not classified elsewhere. E.g. a child or demented person with unauthorized access to potential risk areas or risk factors, or the person's behaviour entails exposure to risks despite warnings or restrictions to access or admission.

ACCIDENTAL EVENTS

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<b>CODE</b>	<b>MANUAL</b>
H01 Enter (self) foreign body into natural orifice	H01 Event in which the deviation is the victim entering a foreign body into own natural orifice, e.g. a bead into nose, object through mouth or other natural orifice.
H02 Ingestion of wrong substance, NEC	H02 Event in which the victim has unauthorized access to harmful chemicals or substances, and is unaware of the consequences of ingestion hereof, e.g. ingesting detergents, poisons, drugs, etc. Excl. contact other than ingestion (H03), accidental misuse of biological substance (J0).
H03 Contact with wrong substance, NEC	H03 Event in which the victim has unauthorized access to harmful chemicals or substances, and is unaware of the consequences of contact other than ingestion of the substance, e.g. touching, pouring or spilling acid or corrosive substance over oneself.
H08 Deviating action by injured person self, other specified	
H09 Deviating action by injured person self, unspecified	
<b>J0 Accidental misuse of biological substances</b>	J0 Event in which the victim or other person intended to use a biological substance, meaning no harm thereby, but accidentally used the right substance in wrong dosage, or accidentally used a wrong substance, which resulted in harm to the victim.
J00 Accidental misuse of biological substance by injured person self	J00 Accidental use of biological substance by the injured person himself/herself, e.g. taking right drug in wrong dosage, or by mistake taking wrong drug and thereby suffering harm. Excl. intentional self-harm events: Intentional self-harm by use of biological substances (J0).
J01 Accidental misuse of biological substance by other person	J01 Accidental use of biological substance by other person administering to the victim, e.g. giving right drug in wrong dosage, or by mistake giving wrong drug, causing harm to the victim. Excl. Violence events: Assault by use of biological substances (J0).

<b>CODE</b>		<b>MANUAL</b>	
J08	Accidental misuse of biological substance, other specified	J08	Incl. wrong packaging and/or labelling by the pharmaceutical company.
J09	Accidental misuse biological substance, unspecified		
<b>Z9</b>	<b>Accidental event, other specified and unspecified</b>	Z9	Events in which deviation is other specified or unspecified.
Z90	* Shocking experience without physical injury	Z90	Incl. event in which the victim was involved and subsequently sought medical care, but without sustaining physical injury, i.e. a violent event leading to unintentional or intentional injury in other persons, e.g. being bystander to explosion, involved in a crash, bystander to assault on others, etc. * Note: These cases are brought to the emergency room, typically as cases in shock, requiring observation and sometimes treatment.
Z98	Accidental event, other specified		
Z99	Accidental event, unspecified		

# Violence Events

## 1<sup>ST</sup> AND 2<sup>ND</sup> CHARACTER LEVEL

### **A Assault by release of energy**

- A0 Assault by use of explosion, air pressure and fire
- A1 Assault by use of other forms of energy
- A2 Assault by use of liquid and gaseous substances and chemicals

### **B Assault by collapse of materials**

- B0 Assault by collapse of materials

### **C Assault by use of machinery, equipment and materials**

- C0 Assault by use of machinery (stationary/mobile), technical equipment and/or tools and weapons (manual/mechanical)
- C9 Assault by use of materials and objects other specified

### **D Assault by use of means of transport**

- D0 Assault by use means of transport

### **E Push or pull resulting in fall (assault)**

- E0 Push or pull resulting in fall (assault)

### **G Assault by bodily force (incl. sexual assault)**

- G0 Assault by bodily force in contact between animates
- G1 Sexual assault

### **J Assault by use of biological substances**

- J0 Assault by use of biological substances

### **K Neglect, abandonment and other maltreatment**

- K0 Neglect, abandonment and other maltreatment

### **Z Violence event, other specified and unspecified**

- Z9 Violence event, other specified and unspecified



**3<sup>RD</sup> CHARACTER LEVEL****A0 Assault by use of explosion, air pressure and fire**

- A00 Assault by explosion
- A01 Assault by air pressure
- A02 Assault by fire or flames
- A07 Assault by combination of energy forms (A00-A02)
- A08 Assault by explosion, air pressure or fire, other specified
- A09 Assault by explosion, air pressure or fire, unspecified

**A1 Assault by use of other forms of energy**

- A10 Assault by electric energy
- A11 Assault by extreme heat
- A12 Assault by extreme cold
- A13 Assault by radiation
- A14 Assault by sound wave/loud noise
- A17 Assault by combination of energy forms (A10-A14)
- A18 Assault by other form of energy, specified
- A19 Assault by other form of energy, unspecified

**A2 Assault by use of liquid and gaseous substances and chemicals**

- A20 Assault by overflowing (liquids)
- A21 Assault by leakage of liquid substance or chemical
- A22 Assault by evaporation of gaseous substance or chemical
- A23 Assault by formation of smoke, dust, powder
- A27 Assault by combination of methods (A20-A23)
- A28 Assault by liquid and gaseous substance or chemical, other specified
- A29 Assault by liquid and gaseous substance or chemical, unspecified

**B0 Assault by collapse of materials**

- B00 Assault by collapse of material on higher level
- B01 Assault by collapse of material on lower level
- B02 Assault by collapse of material on same level
- B08 Assault by collapse of material, other specified
- B09 Assault by collapse of material, unspecified

**C0 Assault by use of machinery (stationary/mobile), technical equipment and/or tools and weapons (manual/mechanical)**

- C03 Assault by use of weapon
- C08 Assault by use of machinery, technical equipment, tool or weapon, other spec.
- C09 Assault by use of machinery, technical equipment, tool or weapon, unspecified

**C9 Assault by use of materials and objects other specified**

C98 Assault by use of materials or objects, other specified

C99 Assault by use of materials or objects, unspecified

**D0 Assault by use of means of transport**

D03 Assault by crashing means of transport

D08 Assault by use of means of transport, other specified

D09 Assault by use of means of transport, unspecified

**E0 Push or pull resulting in fall (assault)**

E00 Push or pull resulting in fall on same level

E01 Push or pull resulting in fall from lesser height

E02 Push or pull resulting in fall from greater height

E03 Push or pull resulting in fall from unspecified height

E08 Push or pull resulting in fall, other specified

E09 Push or pull resulting in fall, unspecified

**G0 Assault by bodily force in contact between animates**

G00 Assault by fight between persons

G01 Assault by entering foreign body into natural orifice

G02 Assault by contact or collision with animal

G08 Assault by bodily force in contact between animates, other specified

G09 Assault by bodily force in contact between animates, unspecified

**G1 Sexual assault**

G10 Rape

G11 Sexual abuse

G18 Sexual assault, other specified

G19 Sexual assault, unspecified

**J0 Assault by use of biological substances**

J01 Assault by use of biological substance

J08 Assault by use of biological substance, other specified

J09 Assault by use of biological substance, unspecified

**K0 Neglect, abandonment and other maltreatment**

K00 Neglect or abandonment

K01 Other maltreatment

K08 Neglect, abandonment or other maltreatment, other specified

K09 Neglect, abandonment or other maltreatment, unspecified

**Z9 Violence event, other specified and unspecified**

Z98 Violence event, other specified

Z99 Violence event, unspecified

CODE	MANUAL
<b>A0 Assault by explosion, air pressure and fire</b>	A0 Events in which harm is intended by use of explosion, high air pressure or fire and flames.
A00 Assault by explosion	A00 Event of intended harm by causing explosion.
A01 Assault by air pressure	A01 Event of intended harm by use of high air pressure, e.g. compressed air.
A02 Assault by fire or flames	A02 Event of intended harm by use of fire or flames, e.g. arson.
A07 Assault by combination of energy forms	A07 Event of intended harm by combining energy forms in A00-A02.
A08 Assault by explosion, air pressure or fire, other specified	
A09 Assault by explosion, air pressure or fire, unspecified.	
<b>A1 Assault by other forms of energy</b>	A1 Events in which harm is intended by use of electricity, heat, cold, radiation, sound waves or other forms of energy.
A10 Assault by electric energy	A10 Event of intended harm by use of electricity, e.g. electric shock.
A11 Assault by extreme heat	A11 Event of intended harm by exposing victim to extreme heat, e.g. superheating, scalding, etc. Excl. assault by fire, flame (A02).
A12 Assault by extreme cold	A12 Event of intended harm by exposing victim to extreme cold, e.g. freezing, hypothermia, etc.
A13 Assault by radiation	A13 Event of intended harm by use of harmful radiation, e.g. radioactivity, ultra-violet rays, laser beam, etc. Incl. exposing victim to excessive solar rays.
A14 Assault by sound wave/loud noise	A14 Event of intended harm by exposing victim to loud noise or other harmful use of sound waves.
A17 Assault by combination of energy forms	A17 Event of intended harm by combining energy forms in A10-A14.
A18 Assault by other form of energy, specified	
A19 Assault by other form of energy, unspecified	

<b>CODE</b>	<b>MANUAL</b>
<b>A2 Assault by use of liquid and gaseous substances and chemicals</b>	A2 Events in which harm is intended by use of substances of liquid, gaseous or solid form, incl. chemicals and poisons, or harmful effect due to processes hereof. Excl. assault by use of biological substances, e.g. drugs, psychoactive drugs and alcohol (J0).
A20 Assault by overflowing (liquids)	A20 Event of intended harm by causing overflowing of liquids from any kind of container, incl. over boil of water.
A21 Assault by leakage of liquid substance or chemical	A21 Event of intended harm by causing leakage of harmful liquid substance or chemical.
A22 Assault by evaporation of gaseous substance or chemical	A22 Event of intended harm by causing evaporation of harmful gaseous substance or chemical.
A23 Assault by formation of smoke, dust, powder	A23 Event of intended harm by causing formation of smoke, dust or powder, e.g. due to fire, a chemical process, etc.
A27 Assault by combination of methods	A27 Event of intended harm by combining the release of energy forms described in A20-A23.
A28 Assault by use of liquid and gaseous substance or chemical, other specified	
A29 Assault by use of liquid and gaseous substance or chemical, unspecified.	
<b>B0 Assault by collapse of materials</b>	B0 Events in which harm is intended by causing collapse, breakage or deformation of solid materials. These include all kinds of materials in either raw or manufactured form, e.g. pipes, wires, construction elements, technical equipment, utensils, etc. The decisive point is the collapse, breaking or deformation hereof.
B00 Assault by collapse of material on higher level	B00 Event of intended harm by causing collapse of material, which falls from a higher level and thereby may hit persons being on a lower level.

CODE	MANUAL
B01 Assault by collapse of material on lower level	B01 Event of intended harm by collapse of material or the supporting surface below the victim and thereby causing the person to fall or tumble down, e.g. the collapse of a ladder carrying a person, collapse of surface pulling down persons, etc.
B02 Assault by collapse of material on same level	B02 Event of intended harm by collapse of material at same level as the victim, i.e. within the height of a person, and thereby the victim is hit by or otherwise in contact with harmful objects.
B08 Assault by collapse of material, other specified	
B09 Assault by collapse of material, unspecified.	
<b>C0 Assault by use of machinery (stationary/mobile), technical equipment, and/or tools and weapons (manual/mechanical)</b>	C0 Events in which harm is intended by use of any kind of machinery, technical equipment, or tools and weapons, whether it is stationary or mobile, or manual or mechanical, e.g. a circular saw, electric appliance or other technical device, a knife, scissors, shovel, drilling machine, power chain saw, baseball bat or gun, etc.
C03 Assault by use of weapon	C03 Event in which harm is intended by use of a tool or a utensil as weapon or an actual weapon, e.g. hammer, baseball bat, gun, spear, bayonet, etc.
C08 Assault by use of machinery, technical equipment, tools or weapons, other specified	
C09 Assault by use of machinery, technical equipment, tools or weapons, unspecified.	
<b>C9 Assault by use of materials and objects other specified</b>	C9 Events in which harm is intended by use of materials or objects of other kind, e.g. plastic bag or sheet, rope, etc. Excl. collapse, breakage or deformation of materials (B0).

<b>CODE</b>	<b>MANUAL</b>
C98 Assault by use of material or object, other specified	
C99 Assault by use of material or object, unspecified.	
<b>D0 Assault by use of means of transport</b>	D0 Events in which harm is intended by use of any kind of means of transport, i.e. means of transport on land, water or airborne; e.g. car, bicycle, bus, train, ship, aircraft, and transport by means of runners or belt. Incl. animals.
D03 Assault by crashing means of transport	D03 Event in which harm is intended by crashing e.g. a vehicle into other person(s), into means of transport carrying person(s) or into a building.
D08 Assault by use of means of transport, other specified	D08 Incl. lifting, hoisting and conveyer systems.
D09 Assault by use of means of transport, unspecified.	
<b>E0 Push or pull resulting in fall (assault)</b>	E0 Events in which harm is intended by pushing or pulling the victim, who falls to a lower level or on the same level. Excl. falls caused by intentional collapse of materials (B01).
E00 Push or pull resulting in fall on same level	E00 Event in which harm is intended by pushing or pulling the victim, who falls on the same level, where he is standing or moving, e.g. fall on floor, fall on stair step incl. upwards on the stairs. Excl. fall down from stairs, see E01 or E02.
E01 Push or pull resulting in fall from lesser height	E01 Event in which harm is intended by pushing or pulling the victim, who falls from lesser height, i.e. less than 1 meter, e.g. fall from bicycle, fall down a <i>few steps</i> of stairs (< 1 meter), etc.

CODE	MANUAL
E02 Push or pull resulting in fall from greater height	E02 Event in which harm is intended by pushing or pulling the victim, who falls from greater height, i.e. from 1 meter or more, e.g. fall from bridge, fall from wall, fall down the (length of) stairs (1 meter +), etc.
E03 Push or pull resulting in fall from unspecified height	E03 Event in which harm is intended by pushing or pulling the victim, who falls to a lower level, but from unspecified height.
E08 Push or pull resulting in fall, other specified	
E09 Push or pull resulting in fall, unspecified	
<b>G0 Assault by bodily force in contact between animates</b>	G0 Events in which harm is intended by use of bodily force in <i>unarmed</i> contact with person(s), e.g. interpersonal brawl or fights. Incl. assault by causing contact with animal, e.g. setting a dog on somebody. Excl. Assault by use of weapon (C03). Sexual assault (G1).
G00 Assault by fight between persons	G00 Event of assault as unarmed fight or brawl between victim and other person(s). Excl. push or pull resulting in fall due to assault (E0).
G01 Assault by entering foreign body into natural orifice	G01 Event in which harm is intended by forcefully entering harmful object into natural orifice of other person. Note: Excl. sexual assault (G1)
G02 Assault by contact or collision with animal	G02 Event in which harm is intended by causing harmful contact between the victim and an animal, including insects, e.g. attack by dog, snake, insect, etc.
G08 Assault by bodily force in contact between animates, other specified	
G09 Assault by bodily force in contact between animates, unspecified	

<b>CODE</b>	<b>MANUAL</b>
<b>G1 Sexual assault</b>	G1 Events of intentional harm by exerting sexual assault. Incl. penetration of natural orifice with object(s).
G10 Rape	G10 Incl. attempted rape.
G11 Sexual abuse	
G18 Sexual assault, other specified	
G19 Sexual assault, unspecified	
<b>J0 Assault by use of biological substances</b>	J0 Events in which harm is intended by using drugs, psychoactive drugs or alcohol or combinations hereof.
J01 Assault by use of biological substance	J01 Event in which harm is intended by abuse of a medical drug, i.e. a registered pharmaceutical drug for therapeutic use in human beings, e.g. using overdose of the drug. Incl. use of psychoactive drugs, i.e. natural or synthetic derivatives of opioids: Opium, heroin, codeine, morphine, methadone, pethidine, cocaine, other or unspecified opioids; cannabis, LSD, euphoriant mushrooms, mescaline, psilocine, psilocybine, abuse of combinations of hallucinogens, other or unspecified hallucinogens; amphetamine, ecstasy, khat, 'design drug', other and unspecified psychoactive drugs. Use of alcohol, e.g. in excessive dosage. Use of combination of drugs, psycho-active drugs and/or alcohol.
J08 Assault by use of biological substance, other specified	
J09 Assault by use of biological substance, unspecified	
<b>K0 Neglect, abandonment and other maltreatment</b>	K0 Events of intentional neglect, abandonment or other maltreatment of other person(s).
K00 Neglect or abandonment	
K01 Other maltreatment	



<b>CODE</b>	<b>MANUAL</b>
K08 Neglect, abandonment or other maltreatment, other specified	
K09 Neglect, abandonment or other maltreatment, unspecified	
<b>Z9 Violence events, other specified and unspecified</b>	Z9 Events of assault, other specified or unspecified.
Z98 Violence event, other specified	
Z99 Violence event, unspecified	

# Intentional Self-harm Events

## 1<sup>ST</sup> AND 2<sup>ND</sup> CHARACTER LEVEL

### **A Intentional self-harm by release of energy**

- A0 Intentional self-harm by use of explosion, air pressure and fire, flames
- A1 Intentional self-harm by use of other forms of energy
- A2 Intentional self-harm by use of liquid and gaseous substances and chemicals

### **B Intentional self-harm by collapse of materials**

- B0 Intentional self-harm by collapse of materials

### **C Intentional self-harm by use of machinery, equipment, materials**

- C0 Intentional self-harm by use of machinery (stationary/mobile), technical equipment and/or tools and weapons (manual/mechanical)
- C9 Intentional self-harm by use of materials and objects other specified

### **D Intentional self-harm by use of means of transport**

- D0 Intentional self-harm by use of means of transport

### **E Jump resulting in fall (intentional self-harm)**

- E0 Jump resulting in fall (intentional self-harm)

### **G Intentional self-harm by bodily force and contact with animal**

- G0 Intentional self-harm by bodily force and contact with animal

### **J Intentional self-harm by use of biological substances**

- J0 Intentional self-harm by use of biological substances

### **K Auto-neglect and other self-mutilation**

- K0 Auto-neglect and other self-mutilation

### **Z Intentional self-harm event, other specified and unspecified**

- Z9 Intentional self-harm event, other specified and unspecified

### **3<sup>RD</sup> CHARACTER LEVEL**

#### **A0 Intentional self-harm by use of explosion, air pressure and fire**

- A00 Intentional self-harm by explosion
- A01 Intentional self-harm by air pressure
- A02 Intentional self-harm by fire or flames
- A07 Intentional self-harm by combination of energy forms (A00-A02)
- A08 Intentional self-harm by explosion, air pressure or fire, other specified
- A09 Intentional self-harm by explosion, air pressure or fire, unspecified

#### **A1 Intentional self-harm by use of other forms of energy**

- A10 Intentional self-harm by electric energy
- A11 Intentional self-harm by extreme heat
- A12 Intentional self-harm by extreme cold
- A13 Intentional self-harm by radiation
- A14 Intentional self-harm by sound wave/loud noise
- A17 Intentional self-harm by combination of energy forms (A10-A14)
- A18 Intentional self-harm by other forms of energy, specified
- A19 Intentional self-harm by other forms of energy, unspecified

#### **A2 Intentional self-harm by use of liquid and gaseous substances and chemicals**

- A20 Intentional self-harm by overflowing (liquids)
- A21 Intentional self-harm by leakage of liquid substance or chemical
- A22 Intentional self-harm by evaporation of gaseous substance or chemical
- A23 Intentional self-harm by formation of smoke, dust, powder
- A27 Intentional self-harm by combination of methods (A20-A23)
- A28 Intentional self-harm by liquid and gaseous substance or chemical, other spec.
- A29 Intentional self-harm by liquid and gaseous substance or chemical, unspecified

#### **B0 Intentional self-harm by collapse of materials**

- B00 Intentional self-harm by collapse of material on higher level
- B01 Intentional self-harm by collapse of material on lower level
- B02 Intentional self-harm by collapse of material on same level
- B08 Intentional self-harm by collapse of material, other specified
- B09 Intentional self-harm by collapse of material, unspecified

#### **C0 Intentional self-harm by use of machinery (stationary/mobile), technical equipment and/or tools and weapons (manual/mechanical)**

- C03 Intentional self-harm by use of weapon

C08 Intentional self-harm by use of machinery, technical equipment, tool or weapon, other specified

C09 Intentional self-harm by use of machinery, technical equipment, tool or weapon, unspecified

**C9 Intentional self-harm by use of materials and objects other specified**

C98 Intentional self-harm by use of materials or objects, other specified

C99 Intentional self-harm by use of materials or objects, unspecified

**D0 Intentional self-harm by use of means of transport**

D03 Intentional self-harm by crashing means of transport

D08 Intentional self-harm by use of means of transport, other specified

D09 Intentional self-harm by use of means of transport, unspecified

**E0 Jump resulting in fall (intentional self-harm)**

E01 Jump resulting in fall from lesser height

E02 Jump resulting in fall from greater height

E03 Jump resulting in fall from unspecified height

E08 Jump resulting in fall, other specified

E09 Jump resulting in fall, unspecified

**G0 Intentional self-harm by bodily force and contact with animal**

G01 Intentional self-harm by entering foreign body into natural orifice

G02 Intentional self-harm by contact or collision with animal

G03 Intentional self-harm by own bodily force

G08 Intentional self-harm by bodily force or contact with animal, other specified

G09 Intentional self-harm by bodily force or contact with animal, unspecified

**J0 Intentional self-harm by use of biological substances**

J00 Intentional self-harm by use of biological substance

J08 Intentional self-harm by use of biological substance, other specified

J09 Intentional self-harm by use of biological substance, unspecified

**K0 Auto-neglect and other self-mutilation**

K00 Auto-neglect

K08 Other form of self-mutilation, specified

K09 Self-mutilation, unspecified

**Z9 Intentional self-harm event, other specified and unspecified**

Z98 Intentional self-harm event, other specified

Z99 Intentional self-harm event, unspecified

<b>CODE</b>	<b>MANUAL</b>
<b>A0 Intentional self-harm by use of explosion, air pressure and fire</b>	A0 Events of intentional self-harm (incl. attempted suicide) by use of explosion, high air pressure or fire and flames.
A00 Intentional self-harm by explosion	A00 Event of intentional self-harm by causing explosion.
A01 Intentional self-harm by air pressure	A01 Event of intentional self-harm by use of high air pressure, e.g. compressed air.
A02 Intentional self-harm by fire or flames	A02 Event of intentional self-harm by use of fire or flames, e.g. self-immolation.
A07 Intentional self-harm by combination of energy forms	A07 Event of intentional self-harm by combining energy forms in A00-A02.
A08 Intentional self-harm by explosion, air pressure or fire, other specified	
A09 Intentional self-harm by explosion, air pressure or fire, unspecified.	
<b>A1 Intentional self-harm by use of other forms of energy</b>	A1 Events of intentional self-harm (incl. attempted suicide) by use of electricity, heat, cold, radiation, sound waves or other forms of energy.
A10 Intentional self-harm by electric energy	A10 Event of intentional self-harm by use of electricity, e.g. electric shock.
A11 Intentional self-harm by extreme heat	A11 Event of intentional self-harm by exposing oneself to extreme heat, e.g. superheating, scalding, etc. Excl. intentional self-harm by fire or flames (A02).
A12 Intentional self-harm by extreme cold	A12 Event of intentional self-harm by exposing oneself to extreme cold, e.g. freezing, hypothermia, etc.
A13 Intentional self-harm by radiation	A13 Event of intentional self-harm by use of harmful radiation, e.g. radioactivity, ultra-violet rays, laser beam, etc. Incl. exposing oneself to excessive solar rays.
A14 Intentional self-harm by sound wave/loud noise	A14 Event of intentional self-harm by exposing oneself to loud noise or other harmful use of sound waves.
A17 Intentional self-harm by combination of energy forms	A17 Event of intentional self-harm by combining energy forms in A10-A14.

INTENTIONAL SELF-HARM EVENTS

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<b>CODE</b>	<b>MANUAL</b>
A18 Intentional self-harm by other form of energy, specified	
A19 Intentional self-harm by other form of energy, unspecified	
<b>A2 Intentional self-harm by use of liquid and gaseous substances and chemicals</b>	A2 Events of intentional self-harm (incl. attempted suicide) by use of substances of liquid, gaseous or solid form, incl. chemicals and poisons, or harmful effect due to processes hereof. Excl. intentional self-harm by use of biological substances, e.g. drugs, psychoactive drugs and alcohol (J0).
A20 Intentional self-harm by overflowing (liquids)	A20 Event of intentional self-harm by causing overflowing of liquids from any kind of container, incl. over boil of water.
A21 Intentional self-harm by leakage of liquid substance or chemical	A21 Event of intentional self-harm by causing leakage of harmful liquid substance or chemical.
A22 Intentional self-harm by evaporation of gaseous substance or chemical	A22 Event of intentional self-harm by causing evaporation of harmful gaseous substance or chemical.
A23 Intentional self-harm by formation of smoke, dust, powder	A23 Event of intentional self-harm by causing formation of smoke, dust or powder, e.g. due to fire, a chemical process, etc.
A27 Intentional self-harm by combination of methods	A27 Event of intentional self-harm by combining the release of energy forms described in A20-A23.
A28 Intentional self-harm by use of liquid and gaseous substance or chemical, other specified	
A29 Intentional self-harm by use of liquid and gaseous substance or chemical, unspecified.	

CODE	MANUAL
<b>B0 Intentional self-harm by collapse of materials</b>	B0 Events of intentional self-harm (incl. attempted suicide) by causing collapse, breakage or deformation of solid materials. These include all kinds of materials in either raw or manufactured form, e.g. pipes, wires, construction elements, technical equipment, utensils, etc. The decisive point is the collapse, breaking or deformation hereof.
B00 Intentional self-harm by collapse of material on higher level	B00 Event of intentional self-harm by causing collapse of material, which falls from a higher level and thereby may hit the victim being on a lower level.
B01 Intentional self-harm by collapse of material on lower level	B01 Event of intentional self-harm by collapse of material or the supporting surface below the victim and thereby causing the person to fall or tumble down, e.g. the collapse of a stool carrying the person, collapse of surface pulling down the person, etc.
B02 Intentional self-harm by collapse of material on same level	B02 Event of intentional self-harm by collapse of material at same level as the victim, i.e. within the height of a person, and thereby the victim is hit by or otherwise in contact with harmful objects.
B08 Intentional self-harm by collapse of material, other specified	
B09 Intentional self-harm by collapse of material, unspecified.	
<b>C0 Intentional self-harm by use of machinery (stationary/mobile), technical equipment and/or tools and weapons (manual/mechanical)</b>	C0 Events of intentional self-harm by use of any kind of machinery, technical equipment, or tools and weapons, whether it is stationary or mobile, or manual or mechanical, e.g. a circular saw, electric appliance or other technical device, a knife, scissors, shovel, drilling machine, power chain saw, or gun, etc.
C03 Intentional self-harm by use of weapon	C03 Event of intentional self-harm by use of a tool or a utensil as weapon or an actual weapon, e.g. knife, hammer, gun, spear, bayonet, etc.

<b>CODE</b>	<b>MANUAL</b>
C08 Intentional self-harm by use of machinery or technical equipment, other specified	
C09 Intentional self-harm by use of machinery or technical equipment, unspecified.	
<b>C9 Intentional self-harm by use of materials and objects other specified</b>	C9 Events of intentional self-harm (incl. attempted suicide) by use of materials or objects of other kind, e.g. plastic bag or sheet, rope, etc. Excl. collapse, breakage or deformation of materials (B0).
C98 Intentional self-harm by use of material or object, other specified	
C99 Intentional self-harm by use of material or object, unspecified.	
<b>D0 Intentional self-harm by use of means of transport</b>	D0 Events of intentional self-harm (incl. attempted suicide) by use of any kind of means of transport, i.e. means of transport on land, water or airborne; e.g. car, bicycle, bus, train, ship, aircraft, and transport by means of runners or belt. Incl. animals.
D03 Intentional self-harm by crashing means of transport	D03 Event of intentional self-harm by crashing e.g. a vehicle into a tree, into other means of transport or into a building.
D08 Intentional self-harm by use of means of transport, other specified	D08 Incl. lifting, hoisting and conveyer systems.
D09 Intentional self-harm by use of means of transport, unspecified.	
<b>E0 Jump resulting in fall (intentional self-harm)</b>	E0 Events of intentional self-harm (incl. attempted suicide) by purposely jumping in order to fall to a lower level. Excl. falls caused by intentional collapse of materials (B01).



<b>CODE</b>	<b>MANUAL</b>
E01 Jump resulting in fall from lesser height	E01 Event of intentional self-harm by jumping from lesser height, i.e. less than 1 meter, e.g. jump from a sailing boat, fall down a <i>few steps</i> of stairs (< 1 meter), etc.
E02 Jump resulting in fall from greater height	E02 Event of intentional self-harm by jumping from greater height, i.e. from 1 meter or more, e.g. fall from bridge, fall from wall, fall down the (length of) stairs (1 meter +), etc.
E03 Jump resulting in fall from unspecified height	E03 Event of intentional self-harm by jumping and falling to lower level, but from unspecified height.
E08 Jump resulting in fall, other specified	
E09 Jump resulting in fall, unspecified	
<b>G0 Intentional self-harm by bodily force and contact with animal</b>	G0 Events of intentional self-harm (incl. attempted suicide) by use of bodily force to harm oneself, or purposely causing contact with animal, e.g. exposing oneself to harmful bite from animal. Excl. Intentional self-harm by use of weapon (C13).
G01 Intentional self-harm by entering foreign body into natural orifice	G01 Event of intentional self-harm by entering harmful object into natural orifice of oneself.
G02 Intentional self-harm by contact or collision with animal	G02 Event of intentional self-harm by causing harmful contact with an animal, including insects, e.g. bite by dog, snake, insect, etc.
G08 Intentional self-harm by bodily force or contact with animal, other specified	
G09 Intentional self-harm by bodily force or contact with animal, unspecified	
<b>J0 Intentional self-harm by use of biological substances</b>	J0 Events of intentional self-harm (incl. attempted suicide) by using drugs, psychoactive drugs or alcohol or combinations hereof.

INTENTIONAL SELF-HARM EVENTS

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<b>CODE</b>	<b>MANUAL</b>
J00 Intentional self-harm by use of biological substance	J00 Event of intentional self-harm by abuse of a medical drug, i.e. a registered pharmaceutical drug for therapeutic use in human beings, e.g. using overdose of the drug. Incl. use of psychoactive drugs, i.e. natural or synthetic derivatives of opioids: Opium, heroin, cocaine, morphine, methadone, pethidine, cocaine, other or unspecified opioids; cannabis, LSD, euphoriant mushrooms, mescaline, psilocine, psilocybine, abuse of combinations of hallucinogens, other or unspecified hallucinogens; amphetamine, ecstasy, khat, 'design drug', other and unspecified psychoactive drugs. Use of alcohol, e.g. in excessive dosage. Use of combination of drugs, psychoactive drugs and/or alcohol.
J08 Intentional self-harm by use of biological substance, other specified	
J09 Intentional self-harm by use of biological substance, unspecified	
<b>K0 Auto-neglect and other self-mutilation</b>	K0 Events of intentional auto-neglect or other self-mutilation.
K00 Auto-neglect	K00 Event of intentional self-harm by depriving oneself of vital necessities, e.g. going on hunger strike.
K08 Other form of self-mutilation, specified	
K09 Self-mutilation, unspecified	
<b>Z9 Intentional self-harm events, other specified and unspecified</b>	Z9 Events of intentional self-harm, other specified or unspecified.
Z98 Intentional self-harm event, other specified	
Z99 Intentional self-harm event, unspecified	

# Mode of Injury

## 1<sup>ST</sup> AND 2<sup>ND</sup> CHARACTER LEVEL

### **A Struck, hit by**

- A0 Struck, hit against, victim in motion
- A1 Struck, hit by object or animate in motion
- A2 Struck, hit by collision, victim and objects or animates in motion

### **B Cut, tear, abrade, pierce**

- B0 Cut, tear, abrade, pierce

### **C Pinch, crush**

- C0 Pinch, crush

### **D Suffocation/Asphyxiation**

- D0 Suffocation/asphyxiation

### **E Chemical effect**

- E0 Chemical corroding
- E1 Chemical poisoning

### **F Thermal effect**

- F0 Thermal, heat effect
- F1 Thermal, cold effect

### **G Electrical, radiation, other energy wave effect**

- G0 Electrical, radiation, other energy wave effect

### **H Air pressure effect**

- H0 Air pressure effect

### **J Acute overexertion of body/body part**

- J0 Acute overexertion of body or body part

### **Z Mode of injury, other and unspecified**

- Z8 Mode of injury, other specified
- Z9 Mode of injury, unspecified

**3<sup>RD</sup> CHARACTER LEVEL**

**A0 Struck, hit against, victim in motion**

- A00 Victim in vertical movement
- A01 Victim in horizontal movement
- A08 Victim's movement other specified
- A09 Victim's movement unspecified

**A1 Struck, hit by object or animate in motion**

- A10 Object or animate in vertical movement
- A11 Object or animate in horizontal movement
- A12 Rotating or swinging object or animate
- A18 Object or animates in motion, other specified
- A19 Object or animates in motion, unspecified

**A2 Struck, hit by collision, victim and object or animate in motion**

- A20 Victim and object in motion
- A21 Victim and person or animal in motion
- A28 Collision, other specified
- A29 Collision, unspecified

**B0 Cut, tear, abrade, pierce**

- B00 Cutting, clipping
- B01 Slash, sawing
- B02 Tearing, abrading
- B03 Piercing
- B04 Bite by human
- B05 Bite or sting by animal or insect
- B08 Cut, tear, abrade, pierce, other specified
- B09 Cut, tear, abrade, pierce, unspecified

**C0 Pinch, crush**

- C00 Pinched, crushed under weight
- C01 Pinched, crushed between objects
- C08 Pinch, crush, other specified
- C09 Pinch, crush, unspecified

**D0 Suffocation/asphyxiation**

- D00 Strangulation
- D01 Obstruction of airways
- D02 Drowning, near-drowning
- D03 Compression of chest
- D04 Oxygen deficient inhaled air
- D08 Suffocation, other specified
- D09 Suffocation, unspecified

**E0 Chemical corroding**

- E00 Corroding by contact with solid substances
- E01 Corroding by ingestion of solid substances
- E02 Corroding by contact with liquid substances
- E03 Corroding by ingestion of liquid substances
- E04 Corroding by contact (exterior) with gaseous substances
- E05 Corroding by inhalation of gaseous substances
- E06 Corroding by injection of substance
- E08 Chemical corroding, other specified
- E09 Chemical corroding, unspecified

**E1 Chemical poisoning**

- E10 Poisoning by contact with solid substances
- E11 Poisoning by ingestion of solid substances
- E12 Poisoning by contact with liquid substances
- E13 Poisoning by ingestion of liquid substances
- E14 Poisoning by contact (exterior) with gaseous substances
- E15 Poisoning by inhalation of gaseous substances
- E16 Poisoning by injection of substance
- E18 Chemical poisoning, other specified
- E19 Chemical poisoning, unspecified

**F0 Thermal, heat effect**

- F00 Contact with hot liquids
- F01 Contact with steam, hot gases
- F02 Contact with hot objects
- F03 Contact with open fire, flames
- F04 Overheating
- F08 Heat, other specified
- F09 Heat, unspecified

**F1 Thermal, cold effect**

- F10 Contact with ice-cold liquids
- F11 Airway cooling
- F12 Contact cooling
- F13 Body cooling
- F18 Cold, other specified
- F19 Cold, unspecified

**G0 Electrical, radiation, other energy wave effect**

- G00 Contact with electric current
- G01 Exposure to welding light
- G02 Light radiation
- G03 Acoustic effect
- G04 Vibrations
- G05 Radiation, other
- G08 Electrical, radiation, other energy wave, other specified
- G09 Electrical, radiation, other energy wave, unspecified

**H0 Air pressure effect**

- H00 Low air pressure
- H01 High air pressure
- H02 Atmospheric pressure change
- H08 Air pressure, other specified
- H09 Air pressure, unspecified

**J0 Acute overexertion of body or body part**

- J00 Acute overexertion by horizontal force
- J01 Acute overexertion by vertical force
- J02 Acute overexertion by twisting
- J03 Acute effect of centrifugal force
- J08 Acute overexertion of body/body part, other specified
- J09 Acute overexertion of body/body part, unspecified

**Z9 Mode of injury, other specified and unspecified**

- Z98 Mode of injury, other specified
- Z99 Mode of injury, unspecified

CODE	MANUAL
<b>A0 Struck, hit against, victim in motion</b>	<p>Groups A0–A2 comprise being struck, hit, when the victim through his own motion meets with a <i>resting object</i> (incl. person or animal), or when the victim is injured by a <i>moving object</i> (incl. person or animal) and the harmful effect is chiefly of a mechanical kind (blunt trauma). Objects, persons or animals may be specified by use of the product classification.</p> <p>A0 Comprises blunt trauma, when the victim in motion strikes, hits against a resting object or animate.</p>
A00 Victim in vertical movement	A00 Struck, hit due to exposure to force that caused the victim's fall (vertical movement).
A01 Victim in horizontal movement	A01 Exposure to force that caused the victim hitting against something in a horizontal movement, e.g. stumbling against a wall.
A08 Victim's movement other specified	
A09 Victim's movement, unspecified	
<b>A1 Struck, hit by object or animate in motion</b>	A1 Comprises blunt trauma, when the victim at rest is struck, hit by moving object(s) or animate(s).
A10 Object or animate in vertical movement	A10 Struck, hit by an object falling freely (vertical movement), e.g. tile from roof, person diving off a diving board, etc.
A11 Object or animate in horizontal movement	A11 Struck, hit by object moving freely in horizontal or projectile movement, e.g. hit by a thrown object, hit by driving car, hit by flying object due to breakage or explosion.
A12 Rotating or swinging object or animate	A12 Struck, hit by object fixed at one point, but in rotating or swinging motion, e.g. seesaw motion around a hinge, hatch, trap door; swinging door, rotating object, e.g. fan, merry-go-round, etc.
A18 Object or animates in motion, other specified	
A19 Object or animates in motion, unspecified	

<b>CODE</b>	<b>MANUAL</b>
<b>A2 Struck, hit by collision, victim and object or animate in motion</b>	A2 Comprises blunt trauma, when victim in motion collides with object or animate in motion.
A20 Victim and object in motion	A20 Struck, hit by object in motion, e.g. victim and counterpart in collision of motor vehicles.
A21 Victim and person or animal in motion	A21 Comprises any contact with person(s), e.g. kicking, pushing, occurring unintentionally (e.g. during sports or violent play) or intentionally (violence), or contact with animal e.g. trampling, kicking. Excl. Bite by human (B04) and Bite or sting by animal or insect (B05).
A28 Collision, other specified	
A29 Collision, unspecified	
<b>B0 Cut, tear, abrade, pierce</b>	B0 Comprises exposure to mechanical forces, which cause contact with sharp or rough objects or edges and subsequently injury to skin (or mucous membranes) and subcutaneous layers.
B00 Cutting, clipping	B00 Two-sided effect due to interaction between sharp objects or edges. Excl. Bite by human (B04) and Bite or sting by animal or insect (B05).
B01 Slash, sawing	B01 One-sided effect due to contact with sharp object or edge.
B02 Tearing, abrading	B02 One-sided effect due to contact with rough object or edge.
B03 Piercing, penetrating	B03 One-sided effect due to directly penetrating contact, e.g. penetration of skin by foreign body such as splinter, chip of metal, wood, bullet, projectile, or puncture by (hypodermic) needle.
B04 Bite by human	B04 Comprises biting by humans.
B05 Bite/sting by animal/insect	B05 Comprises bites or stinging by animals, e.g. dog bite, wasp sting, weever sting, etc.
B08 Cut, tear, abrading, pierce, other specified	
B09 Cut, tear, abrading, pierce, unspecified	



<b>CODE</b>	<b>MANUAL</b>
<b>C0 Pinch, crush</b>	C0 Comprises exposure to interaction between different objects or parts hereof, and when objects or surfaces are blunt.
C00 Pinched, crushed under weight	C00 Two-sided effect due to being pressed tightly or crushed under weight, e.g. caught under beam falling from above. Excl. suffocation, see D0.
C01 Pinched, crushed between objects	C01 Victim caught between objects at same level as victim, e.g. body part caught between objects, victim crushed against a wall by moving machine.
C08 Pinch, crush, other specified	
C09 Pinch, crush, unspecified	
<b>D0 Suffocation (asphyxiation)</b>	D0 Comprises suffocation due to lack of oxygen in inhaled air. The oxygen deficiency may be caused by obstruction of airways, e.g. by solid mass or snow.
D00 Strangulation	
D01 Obstruction of airways	D01 Incl. foreign body or food in airway.
D02 Drowning, near-drowning	D02 Incl. aspiration of water or other fluids
D03 Compression of chest	D03 Incl. buried under corn, earth, snow, etc.
D04 Oxygen deficient inhaled air	D04 Incl. enveloped in oxygen deficient air.
D08 Suffocation, other specified	
D09 Suffocation, unspecified	
<b>E0 Chemical corroding</b>	E0 Comprises corrosive effect of acute/short lasting exposure (less than 48 hours) to chemical substances in solid, liquid or gaseous form. Related to events of unintentional or intentional injury.
E00 Corroding by contact with solid substance	E00 Comprises exterior contact with solid substance, e.g. skin contact. Excl. ingestion (E01).
E01 Corroding by ingestion of solid substance	

<b>CODE</b>	<b>MANUAL</b>
E02 Corroding by contact with liquid substance	E02 Comprises exterior contact with liquid substance, e.g. skin contact. Excl. ingestion (E03).
E03 Corroding by ingestion of liquid substance	
E04 Corroding by contact with gaseous substance	E04 Comprises exterior contact with gaseous substance, e.g. skin contact. Excl. inhalation (E05).
E05 Corroding by inhalation of gaseous substance	
E06 Corroding by injection of substance	E06 Comprises contact with corrosive substance by injection into tissue or blood stream.
E08 Chemical corroding, other specified	E08 Incl. corrosive effect of combinations of chemicals in different forms and/or combination of forms of contact.
E09 Chemical corroding, unspecified	
<b>E1 Chemical poisoning</b>	E1 Comprises poisonous (toxic) effect of acute/short lasting exposure (less than 48 hours) to chemicals /toxins in solid, liquid or gaseous form. Related to events of unintentional or intentional injury. <i>Excl. poisoning with radioactive substance (G05).</i>
E10 Poisoning by contact with solid substance	E10 Comprises exterior contact, e.g. skin contact. Excl. ingestion (E11).
E11 Poisoning by ingestion of solid substance	
E12 Poisoning by contact with liquid substance	E12 Comprises exterior contact with liquid substance, e.g. skin contact. Excl. ingestion (E13).
E13 Poisoning by ingestion of liquid substance	
E14 Poisoning by contact with gaseous substance	E14 Comprises exterior contact with gaseous substance, e.g. skin contact. Excl. inhalation (E15).
E15 Poisoning by inhalation of gaseous substance	E15 Incl. inhalation of smoke (from fire)
E16 Poisoning by injection of substance	E16 Comprises contact with poisonous or toxic substance by injection into tissue or blood stream.
E18 Chemical poisoning, other specified	E18 Incl. poisonous or toxic effect of combinations of chemicals/toxins in different forms and/or combination of forms of contact.

<b>CODE</b>	<b>MANUAL</b>
E19 Chemical poisoning, unspecified	
<b>F0 Thermal heat effect</b>	F0 Comprises effect of contact with hot objects, fire, flames and exposure to extreme ambient heat.
F00 Contact with hot liquids	
F01 Contact with steam, hot vapour	F01 Incl. thermal effect of inhalation of steam
F02 Contact with hot objects	
F03 Contact with open fire, flames	F03 Contact with open fire, flames. Excl. inhalation of smoke from fire (E15)
F04 Overheating	F04 Incl. overheating of body e.g. due to extremely high ambient temperature.
F08 Heat, other specified	
F09 Heat, unspecified	
<b>F1 Thermal cold effect</b>	F1 Comprises effect of contact with ice-cold objects, freezing air and exposure to extreme ambient cold.
F10 Contact with ice-cold liquids	
F11 Airway cooling	F11 Comprises inhalation of freezing air.
F12 Contact cooling (object)	F12 Contact with cold, frozen object.
F13 Body cooling	F13 Incl. cooling of whole body or part hereof, e.g. hypothermia due to exposure to extremely low ambient temperature. Excl. airway cooling (F11). Hypothermia without aspiration of water may be the main mode of injury for victims of near drowning.
F18 Cold, other specified	
F19 Cold, unspecified	
<b>G0 Electrical, radiation, other energy wave effect</b>	G0 Comprises effect of acute exposure to energy waves of different physical form.
G00 Contact with electric current	G00 Incl. stroke of lightning. Excl. thermal heat effect (F0).
G01 Exposure to welding light	

MODE OF INJURY

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<b>CODE</b>	<b>MANUAL</b>
G02 Light radiation	G02 Incl. exposure to sunlight, solarium, etc.
G03 Acoustic effect	G03 Acute effect of loud noise, e.g. explosion of fireworks, gunshot, etc.
G04 Vibrations	G04 Acute effect of vibrations from e.g. pneumatic drill, infrasound waves, etc.
G05 Radiation, other	G05 Incl. radioactive radiation, x-ray radiation, laser beams, poisoning with radioactive substance.
G08 Electrical, radiation, other energy wave, other specified	
G09 Electrical, radiation, other energy wave, unspecified	
<b>H0 Air pressure effect</b>	H0 Comprises effect of acute exposure to air pressure higher or lower than normal atmospheric pressure.
H00 Low air pressure	
H01 High air pressure	
H02 Atmospheric pressure change	H02 Incl. effect of exposure to sudden change in air pressure, causing e.g. diver's palsy, nitrogen narcosis.
H08 Air pressure, other specified	
H09 Air pressure, unspecified	
<b>J0 Acute overexertion of body or bodypart</b>	J0 Comprises acute overexertion (within less than 48 hours) of muscles, joints, etc. due to the external force transferred to the victim from object/person /animal, or when acute overexertion is due to the victim's own inexpedient movements and not an effect of external physical force.
J00 Acute overexertion by horizontal force	J00 E.g. by pushing, pulling
J01 Acute overexertion by vertical force	J01 E.g. lifting
J02 Acute overexertion by twisting	J02 E.g. twisting one's body while carrying heavy load.

<b>CODE</b>	<b>MANUAL</b>
J03 Acute effect of centrifugal force	J03 Comprises acute gravitational effect.
J08 Acute overexertion of body/body part, other specified	
J09 Acute overexertion of body/body part, unspecified	
<b>Z9 Mode of injury, other specified and unspecified</b>	Z9 Comprises mode of injury other specified and unspecified.
Z98 Mode of injury, other specified	
Z99 Mode of injury, unspecified	

# Transport Accident Module

- 0 Vehicle
- 1 Animal
- 2 Streetcar/tramcar
- 3 Train
- 4 Ship
- 5 Aircraft
- 8 Means of transport, other specified
- 9 Means of transport, unspecified

**CODES**

**MANUAL**

A transport accident is an accident involving a means of transport (incl. animal), being used at the time primarily for conveying persons or goods from one place to another.

Transport accidents involving a driving vehicle are coded 0 = Vehicle (and may subsequently be coded by 'Codes for Vehicle Accidents'). Transport accidents on land (e.g. codes 1-3) are coded as vehicle accidents (code = 0), if the accident involves a driving vehicle. Any transport accident on land can involve pedestrians.

0 Vehicle

- 0 Incl. powered or non-powered vehicle on wheels, runners or belt for use on roadway or off-road:
- Pedal cycle (bicycle, tricycle) incl. trailer attached to the cycle (excl. play cycles).
  - Motor-driven bicycle or tricycle.
  - Rickshaw (powered).
  - Motorcycle with 2 or more wheels, incl. sidecar.
  - Automobile (3-wheeled or 4-wheeled).
  - Minibus (up to 10 persons).
  - Bus (more than 10 persons).
  - Pick-up truck or van.
  - Lorry, truck, heavy transport vehicle.
  - Special vehicles mainly used on industrial premises, e.g. forklift, passenger or baggage vehicle in airport, railway station, etc.
  - Self-propelled farm machinery, e.g. tractor, combine harvester.
  - Special construction vehicle, e.g. bulldozer, road-roller.
  - All-terrain vehicle, e.g. snowmobile.
  - Animal-drawn vehicle.

1 Animal

1 Excl. animal-drawn vehicle (0).

2 Streetcar/tramcar

2 Incl. trolley.

3 Train

4 Ship

4 Incl. all types of ships/boats.

5 Aircraft

5 Incl. all types of aircraft.  
Excl. spacecraft (8).

8 Means of transport, other specified

8 Incl. spacecraft.

9 Means of transport, unspecified

# Vehicle Accident Module

## **Mode of transport, victim**

- 1 Walking
- 2 Bicycle
- 3 Moped
- 4 Motorcycle, motor-scooter
- 5 Passenger car
- 6 Van, pick-up truck
- 7 Lorry, truck, bus, etc.
- 8 Mode of transport, victim, other specified
- 9 Mode of transport, victim, unspecified

## **Traffic role, victim**

- 0 Pedestrian
- 1 Driver
- 2 Passenger, front
- 3 Passenger, rear
- 4 Bus passenger
- 5 Passenger, unspecified
- 6 Driver or passenger, unspecified
- 7 Person boarding or alighting
- 8 Traffic role, victim, other specified
- 9 Traffic role, victim, unspecified

## **Mode of transport, counterpart**

- 0 No counterpart
- 1 Walking
- 2 Bicycle
- 3 Moped
- 4 Motorcycle, motor-scooter
- 5 Passenger car
- 6 Van, pick-up truck
- 7 Lorry, truck, bus, etc.
- 8 Mode of transport, counterpart, other specified

- 9 Mode of transport, counterpart, unspecified

## **Accident situation**

- 0 Single accident
- 1 Counterpart in crossing direction
- 2 Counterpart in same direction
- 3 Counterpart in opposite direction
- 4 Counterpart in unknown direction
- 8 Accident situation, other specified
- 9 Accident situation, unspecified

## **Road and track condition**

- 0 Road surface dry
- 1 Road surface wet
- 2 Road surface slippery due to snow and/or ice
- 3 Road surface slippery due to other conditions
- 4 Track irregularities, obstacles
- 8 Road condition, other specified
- 9 Road condition, unspecified

## **Light condition**

- 0 Daylight
- 1 Twilight
- 2 Dark, with road lighting
- 3 Dark, without road lighting
- 4 Dark, road lighting unspecified
- 6 Fog
- 8 Light condition, other specified
- 9 Light condition, unspecified



**CODES**

**MANUAL**

A vehicle accident is an accident where at least one driving vehicle has been involved. A vehicle is a means of transport (powered or non-powered) on wheels, runners or belt for use on roadway or off-road.

**Mode of transport, victim**

- |                                    |  |
|------------------------------------|--|
| <p>1 Walking</p>                   | <p>1 <i>Pedestrian</i>: A person who was not at the time of the accident riding in or on a motor vehicle, railway train, streetcar, animal-drawn or other vehicle, or on a pedalcycle.<br/>Roller skates, scooter, play cycle, roller ski, skateboard, etc. should not be used if Mode of transport, counterpart is coded as 0 or 1, i.e. accidents with playthings are only coded in instances where an actual vehicle has been involved.<br/><i>Includes:</i><br/>Person on foot and user of pedestrian conveyance such as:</p> <ul style="list-style-type: none"> <li>• Baby carriage.</li> <li>• Perambulator.</li> <li>• Push-cart.</li> <li>• Push-chair.</li> <li>• Ice-skates/roller-skates.</li> <li>• Skateboard.</li> <li>• Scooter.</li> <li>• Play cycle.</li> <li>• Skis.</li> <li>• Sledge.</li> <li>• Wheelchair (powered).</li> </ul> |
| <p>2 Bicycle</p>                   | <p>2 Excl. child's cycle (tricycle, play cycle with supporting wheel (1)).</p>   |
| <p>3 Moped</p>                     |  |
| <p>4 Motorcycle, motor-scooter</p> | <p>4 Incl. cross-country motorcycle with two wheels or more.</p>   |
| <p>5 Passenger car</p>             |  |
| <p>6 Van, pick-up truck</p>        | <p>6 Comprises vehicles with a total weight of 3,500 kilograms or less.</p>  |
| <p>7 Lorry, truck, bus, etc.</p>   | <p>7 Comprises vehicles with a total weight of more than 3,500 kilograms. Note that bus passenger is coded by Traffic role, victim.</p>  |

**CODES**

8 Mode of transport, victim, other specified

9 Mode of transport, victim, unspecified

**Traffic role, victim**

0 Pedestrian

1 Driver

2 Passenger, front

3 Passenger, rear

4 Bus passenger

5 Passenger unspecified

6 Driver or passenger, unspecified

7 Person boarding or alighting

8 Traffic role, victim, other specified

9 Traffic role, victim, unspecified

**Mode of transport, counterpart**

0 No counterpart

1 Walking

2 Bicycle

3 Moped

4 Motorcycle, motor-scooter

5 Passenger car

6 Van, pick-up truck

7 Lorry, truck, bus, etc.

**MANUAL**

8 Incl. tractor, fork-lift truck, train, tramcar, off-road scooter, combine harvester and other self-propelling agricultural machinery.

Excl. perambulator, chair sled, sledge (1).

0 See manual for Mode of transport, victim (1).

2 Incl. passenger on cycle, moped, chair sled and sledge

7 Incl. boarding/alighting any type of vehicle.

8 Incl. side-car passenger on motorcycle, passenger in tramcar or train, rider on animal.

0 Comprises single accidents, fall off bicycle on the roadway, collision with parked vehicles, crash fence, animals, stationary objects such as trees, lamp posts, etc.

Objects, animals, etc. can be coded using the Product classification.

1 See manual for Mode of transport, victim (1).

2 Excl. play cycle (tricycle, play cycle with supporting wheels).

4 Incl. cross-country motorcycle with two wheels or more.

6 Comprises vehicles with a total weight of 3,500 kilograms or less.

7 Comprises vehicles with a total weight of more than 3,500 kilograms.

<b>CODES</b>	<b>MANUAL</b>
8 Mode of transport, counterpart, other specified	8 Incl. tractor, fork-lift truck, train, tramcar, off-road scooter, combine harvester and other self-propelling agricultural machinery. Train – only in case of collision with road-users on public roads.
9 Mode of transport, counterpart, unspecified	
<b>Accident situation</b>	
0 Single accident	0 Comprises collision with parked vehicles, fall off bicycle on the roadway, collision with crash fence, animals, stationary objects such as trees, lamp posts, etc. Objects, animals, etc. can be coded using the Product classification.
1 Counterpart in crossing direction	1 The direction of travel is to be understood as the originally intended direction no matter if swinging occurs in the course of events. This also applies to pedestrians.
2 Counterpart in same direction	2 The direction of travel is to be understood as the originally intended direction no matter if swinging occurs in the course of events. This also applies to pedestrians.
3 Counterpart in opposite direction	3 The direction of travel is to be understood as the originally intended direction no matter if swinging occurs in the course of events. This also applies to pedestrians.
4 Counterpart, direction unknown	
8 Accident situation, other specified	
9 Accident situation, unspecified	
<b>Road and track condition</b>	
0 Road surface dry	
1 Road surface wet	
2 Road surface slippery due to snow and/or ice	
3 Road surface slippery due to other conditions	3 Comprises oil spillage, loose soil, gravel, wet leaves and other parts of plants.

**CODES**

- 4 Track irregularities, obstacles
- 8 Other road condition
- 9 Unspecified road condition

**Light condition**

- 0 Daylight
- 1 Twilight
- 2 Dark, with road lighting
- 3 Dark, without road lighting
- 4 Dark, road lighting unspecified
- 6 Fog
- 8 Light condition, other specified
- 9 Light condition, unspecified

**MANUAL**

- 4 Incl. obstacle, irregularity on road, e.g. snowdrift.

# Industrial Module

## 0 Agriculture, hunting, forestry, fishing

- 001 Agriculture and hunting, etc.
- 002 Forestry, etc.
- 005 Fishing

## 1 Mining and quarrying

- 110 Mining of coal, etc.
- 111 Extraction of crude petroleum, natural gas, etc.
- 112 Mining of uranium and thorium ores
- 113 Mining of metal ores
- 114 Other mining and quarrying

## 2 Manufacturing

- 215 Manufacture of food products and beverages
- 216 Manufacture of tobacco products
- 217 Manufacture of textiles
- 218 Manufacture of wearing apparel
- 219 Manufacture of leather and leather products
- 220 Manufacture of wood and wood products
- 221 Manufacture of paper and paper products
- 222 Publishing, printing, reproduction of recorded media
- 223 Manufacture of refined petroleum products
- 224 Manufacture of chemicals and chemical products

- 225 Manufacture of rubber and plastic products
- 226 Manufacture of other non-metallic mineral products
- 227 Manufacture of basic metals
- 228 Manufacture of fabricated metal products
- 229 Manufacture of machinery and equipment
- 230 Manufacture of office machinery and computers
- 231 Manufacture of electrical machinery and apparatus
- 232 Manufacture of radio, television and communication equipment
- 233 Manufacture medical, precision and optical instruments, watches and clocks
- 234 Manufacture of motor vehicles, etc.
- 235 Manufacture of other transport equipment
- 236 Manufacture of furniture, manufacturing N.E.C.
- 237 Recycling

## 3 Electricity, gas, steam, and water supply

- 340 Electricity, gas, steam and hot water supply
- 341 Collection, purification and distribution of water

## 4 Construction

- 445 Construction

**5 Wholesale and retail trade, hotels and restaurants**

- 550 Sale, maintenance and repair of motor vehicles, retail sale of automotive fuel
- 551 Wholesale trade and commission trade
- 552 Retail trade and repair of personal and household goods
- 555 Hotels and restaurants

**6 Transport, storage and communication**

- 660 Land transport
- 661 Shipping
- 662 Air transport
- 663 Supporting and auxiliary transport activities, activities of travel agencies
- 664 Post and telecommunications

**7 Financial intermediation, insurance, real estate, renting and business activities**

- 765 Financial intermediation
- 766 Insurance and pension funding
- 767 Activities auxiliary to financial intermediation
- 770 Real estate activities
- 771 Renting of machinery, equipment and of personal and household goods
- 772 Computer and related activities
- 773 Research and development
- 774 Other business activities

**8 Public and private services**

- 875 Public administration and defence, compulsory social security
- 880 Education
- 885 Health and social work
- 890 Sewage and refuse disposal, sanitation and similar activities
- 891 Activities of membership organisation N.E.C.
- 892 Recreational, cultural and sporting activities
- 893 Other service activities
- 895 Private households with employed persons
- 899 Extra-territorial organisations and bodies

**9 Industries, other specified and unspecified**

- 997 Industry, other specified
- 998 Industry, unspecified

<b>CODES</b>	<b>MANUAL</b>
<b>0 Agriculture, hunting, forestry, fishing</b>	<i>NACE: Section A – main groups 01-02</i> <i>NACE: Section B – main group 05</i>
001 Agriculture, hunting, etc.	001 Growing of crops, market gardening, horticulture, farming of animals, mixed farming, agricultural and animal husbandry service activity, hunting, trapping and related service activity.
002 Forestry, etc.	002 Forestry, logging and related service activity.
005 Fishing	005 Fishing, operation of fish hatcheries and fish farms, service activities incidental to fishing.
<b>1 Mining and quarrying</b>	<i>NACE: Section C – main groups 10-14</i>
110 Mining of coal, etc.	
111 Extraction of crude petroleum, natural gas, etc.	
112 Mining of uranium and thorium ores	
113 Mining of metal ores	113 Incl. iron ore and non-ferrous metal ore.
114 Other mining and quarrying	114 Quarrying of stone, sand, clay, mining of chemical and fertilizer minerals, production of salt.
<b>2 Manufacturing</b>	<i>NACE: Section D – main groups 15-37</i>
215 Manufacture of food products and beverages	215 Production, processing and preserving of meat, poultry meat, fish, fruit and vegetables, and products hereof, manufacture of vegetable and animal oils and fats, dairy products, pastry goods, alcoholic and non-alcoholic beverages. <i>215-216 = NACE: DA 15-16</i>
216 Manufacture of tobacco products	
217 Manufacture of textiles	217 Preparation and spinning of fibres, weaving, manufacture of carpets, rope, twine, netting, knitted and crocheted articles.
218 Manufacture of wearing apparel	218 Manufacture of leather clothes, workwear, outerwear, underwear, dressing and dyeing of fur, manufacture of fur articles. <i>217-218 = NACE: DB 17-18</i>
219 Manufacture of leather and leather products	219 Incl. tanning, dressing of leather, manufacture of luggage, handbags, saddlery, harness, footwear. <i>219 = NACE: DC 19</i>
220 Manufacture of wood and wood products	220 Incl. sawmilling, manufacture of builder's carpentry, wooden containers, cork, straw and plaiting materials. <i>220 = NACE: DD 20</i>

<b>CODES</b>	<b>MANUAL</b>
221 Manufacture of paper and paper products	221 Manufacture of pulp, paper, paperboard and articles of paper and paperboard.
222 Publishing, printing, reproduction of recorded material	222 Publishing and printing of books, newspapers, journals, etc., reproduction of sound, video, computer media. <i>221-222 = NACE: DE 21-22</i>
223 Manufacture of refined petroleum products	223 Incl. manufacture of coke, processing of nuclear fuel. <i>223 = NACE: DF 23</i>
224 Manufacture of chemicals and chemical products	224 Incl. manufacture of industrial gases, dyes, pigments, plastics in primary forms, pesticides, paints, pharmaceuticals, cleaning and polishing preparations, photographic chemical material, unrecorded media (e.g. videotapes), man-made fibres, explosives. <i>224 = NACE: DG 24</i>
225 Manufacture of rubber and plastic products	225 Incl. manufacture of rubber tyres and tubes (incl. retreading), plastic articles, plastic packing goods, builder's ware of plastic. <i>225 = NACE: DH 25</i>
226 Manufacture of other non-metallic mineral products	226 Incl. manufacture of glass and glass products, ceramic products, bricks, tiles, cement, lime, plaster, concrete products, fibre cement articles (e.g. corrugated sheets), cutting, shaping and finishing of stone. <i>226 = NACE: DI 26</i>
227 Manufacture of basic metals	227 Manufacture of basic iron and steel, basic precious and non-ferrous metals, casting of metals.
228 Manufacture of fabricated metal products	228 Manufacture of metal structures, tanks, reservoirs, containers, central heating radiators and boilers, treatment and coating of metals, manufacture of cutlery, tools and general hardware. <i>227-228 = NACE: DJ 27-28</i>
229 Manufacture of machinery and equipment	229 Incl. manufacture of engines, pumps, compressors, taps and valves, bearings, gears, furnaces, cooling and ventilation equipment, agriculture and forestry machinery, machine-tools, weapons and ammunition. <i>229 = NACE: DK 29</i>
230 Manufacture of office machinery and computers	230 <i>230-233 = NACE: DL 30-33</i>



<b>CODES</b>	<b>MANUAL</b>
231 Manufacture of electrical machinery and apparatus	231 Manufacture of electric motors, generators, transformers, electricity distribution and control apparatus, accumulators, primary cells and batteries, lighting equipment.
232 Manufacture of radio, television and communication equipment	232 Manufacture of electronic valves, tubes, and other components, telecommunication apparatus and associated goods.
233 Manufacture of medical, precision and optical instruments, watches and clocks	233 Manufacture of medical and surgical equipment, instruments for navigation, measuring and checking, industrial process control equipment, optical instruments and photographic equipment.
234 Manufacture of motor vehicles, etc.	234 Incl. manufacture of trailers, semitrailers, parts and accessories for motor vehicles and their engines.
235 Manufacture of other transport equipment	235 Building and repairing of ships, boats, railway and tramway locomotives and rolling stock, aircraft and spacecraft, motorcycles, cycles. <i>234-235 = NACE: DM 34-35</i>
236 Manufacture of furniture, manufacture N.E.C.	236 Incl. manufacture of mattresses, jewellery and related articles, musical instruments, sport goods, games and toys, playground equipment, candles.
237 Recycling	237 <i>236-237 = NACE: DN 36-37</i>
<b>3 Electricity, gas, steam and water supply</b>	<i>NACE: Section E – main groups 40-41</i>
340 Electricity, gas, steam and hot water supply	
341 Collection, purification and distribution of water	
<b>4 Construction</b>	<i>NACE: Section F – main group 45</i>
445 Construction	445 Site preparation, test drilling and boring, building of complete constructions or parts thereof, civilengineering, construction of highways, roads, airfields, water projects, building installations (incl. electrical, insulation, plumbing activities), building completion. <i>NACE: Section G – main groups 50-52</i> <i>NACE: Section H – main group 55</i>
<b>5 Wholesale and retail trade, hotels and restaurants</b>	

<b>CODES</b>	<b>MANUAL</b>
550 Sale, maintenance and repair of motor vehicles, retail sale of automotive fuel	550 Incl. motorcycles.
551 Wholesale trade and commission trade	551 Excl. wholesale trade of motor vehicles and motorcycles (550).
552 Retail trade and repair of personal and household goods	552 Excl. trade and repair of motor vehicles, etc. (550).
555 Hotels and restaurants	555 Incl. motels, camping sites, bars, canteens and catering.
<b>6 Transport, storage and communication</b>	<i>NACE: Section I – main groups 60-64</i>
660 Land transport	660 Transport via railways, taxi operation, freight transport by road, transport via pipelines.
661 Shipping	
662 Air transport	
663 Supporting and auxiliary transport activities of travel agencies	663 Cargo handling and storage, warehousing, activities in support of land, water, air transport.
664 Post and telecommunications	664 Incl. post and courier activities other than national activity.
<b>7 Financial intermediation, insurance real estate, renting and business activities</b>	<i>NACE: Section J – main groups 65-67</i> <i>NACE: Section K – main groups 70-74</i>
765 Financial intermediation	
766 Insurance and pension funding	
767 Activities auxiliary to financial intermediation	767 Administration of financial markets, etc. (e.g. stock exchange, stock broking), activities of insurance agents.
770 Real estate activities	770 Real estate activities with own property and on fee or contract basis.
771 Renting of machinery, equipment and of personal and household goods	771 Incl. renting of automobiles, other land transport, water and air transport equipment.
772 Computer and related activities	

<b>CODES</b>	<b>MANUAL</b>
773 Research and development	773 Independent institutions other than higher educational institutions (880).
774 Other business activities	774 Legal, accounting, auditing activities, market research, architectural and engineering activities, advertising, labour recruitment, industrial cleaning, photographic, packaging, secretarial activities.
<b>8 Public and private services</b>	<i>NACE: Section L – main group 75</i> <i>NACE: Section M – main group 80</i> <i>NACE: Section N – main group 85</i> <i>NACE: Section O – main groups 90-93</i> <i>NACE: Section P – main group 95</i> <i>NACE: Section Q – main group 99</i>
875 Public administration and defence, compulsory social security	875 Incl. justice and judicial, law and other activities (e.g. prisons, police), fire service activities.
880 Education	880 Primary, secondary, higher education, driving schools and other adult education.
885 Health and social work	885 Incl. veterinary activities, social work activities with and without accommodation (e.g. rehabilitation homes, day-care institutions).
890 Sewage and refuse disposal, sanitation and similar services	890 Incl. refuse dump, refuse disposal plants.
891 Activities of membership organisation N.E.C.	891 Activities of business, employers and professional organisations, trade unions, religious and political organisations. Excl. international organisations (899).
892 Recreational, cultural and sporting activities	892 Incl. motion picture and video production, radio and television activities, news agency, library, museum activities, operation of sports arenas and stadiums.
893 Other service activities	893 Washing, dry-cleaning, hairdressing, beauty treatment, funeral and related activities.
895 Private households with employed persons	
899 Extra-territorial organisations and bodies	
<b>9 Industries, other and unspecified</b>	
997 Industry, other specified	
998 Industry, unspecified	<i>NACE: 98</i>

# Sports Activity Module

## **1<sup>ST</sup> CHARACTER LEVEL**

- A Athletics
- B Gymnastics
- C Sports with racket, bat or stick
- D Teams sports with ball
- E Combat sports
- F Non-motorised wheel sports
- G Motor sports
- H Animal sports
- J Winter sports
- K Water sports
- L Air sports
- M Weapon sports
- N Sports with solid balls
- P Climbing sports
- Q Dance sports
- X Combined sports
- Z Sports activities,  
other and unspecified

**2<sup>ND</sup> AND 3<sup>RD</sup> CHARACTER LEVEL****A ATHLETICS****A0 Running**

- A00 Track running without hurdles
- A01 Hurdle racing
- A02 Marathon racing
- A03 Orienteering and cross-country running
- A04 Jogging
- A05 Walking
- A06 Nordic walking (w. stick)
- A08 Running, other specified
- A09 Running, unspecified

**A1 Throwing**

- A10 Javelin throwing
- A11 Shot-putting
- A12 Discus-throwing
- A13 Hammer throwing
- A18 Throwing, other specified
- A19 Throwing, unspecified

**A2 Jumping**

- A20 High jumping
- A21 Pole vaulting
- A22 Long jumping
- A23 Hop, step and jump
- A28 Jumping, other specified
- A29 Jumping, unspecified

**A3 Lifting**

- A30 Weight lifting, powerlifting
- A38 Lifting, other specified
- A39 Lifting, unspecified

**A4 Training of muscle strength/bodybuilding**

- A40 Training of muscle strength
- A45 Bodybuilding
- A48 Training of muscle strength/bodybuilding, other specified
- A49 Training of muscle strength/bodybuilding, unspecified

**A9 Athletics, other and unspecified**

- A98 Athletics, other specified
- A99 Athletics, unspecified

**B GYMNASTICS****B0 Gymnastics without appliance**

- B08 Gymnastics without appliance, other specified
- B09 Gymnastics without appliance, unspecified

**B1 Gymnastics with appliance**

- B10 Horizontal bar
- B11 Parallel bars
- B12 Boom
- B13 Flying rings
- B14 Horse/Swedish box
- B15 Trampoline
- B16 Wall bar
- B17 Rope
- B18 Gymnastics with appliance, other specified
- B19 Gymnastics with appliance, unspecified

**B2 Gymnastics with manual appliance**

- B20 Clubs
- B21 Hoop
- B22 Balls
- B23 Skipping rope
- B28 Gymnastics with manual appliance, other specified
- B29 Gymnastics with manual appliance, unspecified

**B3 Aerobics**

- B38 Aerobics, other specified
- B39 Aerobics, unspecified

**B9 Gymnastics, other and unspecified**

- B98 Gymnastics, other specified
- B99 Gymnastics, unspecified

**C SPORTS WITH RACKET, BAT OR STICK**

**C0 Sports with racket**

- (Incl. table tennis.
- Excl. in enclosed court (C3))
- C00 Tennis
- C02 Badminton
- C03 Table tennis
- C08 Sports with racket, other specified
- C09 Sports with racket, unspecified

**C1 Sports with bat**

- C10 Baseball
- C11 Cricket
- C12 Rounders
- C13 Softball
- C18 Sports with bat, other specified
- C19 Sports with bat, unspecified

**C2 Sports with stick**

- C20 Ordinary hockey
- C21 Ice hockey
- C22 Bandy
- C23 Bandy, on ice
- C24 Roller skate hockey/ street hockey
- C25 Hurling
- C26 Camogie
- C27 Hockey-bockey, rinkbandy
- C28 Sports with stick, other specified
- C29 Sports with stick, unspecified

**C3 Sports (with racket) played in enclosed court**

- C30 Squash
- C31 Racket ball
- C38 Sports (with racket) played in enclosed court, other specified
- C39 Sports (with racket) played in enclosed court, unspecified

**C9 Sports with racket, bat or stick, other and unspecified**

- C98 Sports with racket, bat or stick, other specified
- C99 Sports with racket, bat or stick, unspecified

**D TEAM SPORTS WITH BALL**

(Excl. water polo, see K02)

**D0 Football**

- D00 Football (soccer)
- D01 Rugby
- D02 American football
- D03 Gaelic football
- D08 Football, other specified
- D09 Football, unspecified

**D1 Handball**

- D10 Handball (team)
- D12 Handball (enclosed court)
- D18 Handball, other specified
- D19 Handball, unspecified

**D2 Volleyball**

- D20 Volleyball (conventional)
- D22 Beachvolley
- D28 Volleyball, other specified
- D29 Volleyball, unspecified

**D3 Basketball**

- D30 Basketball (conventional)
- D38 Basketball, other specified
- D39 Basketball, unspecified

**D9 Team sports with ball, other and unspecified**

- D98 Team sports with ball, other specified
- D99 Team sports with ball, unspecified

**E COMBAT SPORT****E0 Boxing**

- E02 Kickboxing
- E03 Thaiboxing
- E08 Boxing, other specified
- E09 Boxing, unspecified

**E1 Wrestling**

- E10 Greek/Roman wrestling
- E11 All-in wrestling
- E18 Wrestling, other specified
- E19 Wrestling, unspecified

**E2 Asian combat sports**

- E20 Jiu-jitsu
- E21 Karate
- E22 Judo
- E23 Aikido
- E24 Kendo
- E25 Taek-won-do
- E28 Asian combat sports, other specified
- E29 Asian combat sports, unspecified

**E3 Fencing**

- E30 Fencing (rapier)
- E31 Swordplay
- E38 Fencing, other specified
- E39 Fencing, unspecified

**E9 Combat sports, other and unspecified**

- E98 Combat sports, other specified
- E99 Combat sports, unspecified

**F NON-MOTORISED WHEEL SPORTS**

(Excl. animal-drawn vehicles (H))

**F0 Cycling**

- F00 Cycling on road
- F01 Cycling on track
- F02 Mountain biking
- F03 Trick cycling
- F04 Cycle-cross
- F08 Cycling, other specified
- F09 Cycling, unspecified

**F3 Roller-skates/ski/board**

- F30 Roller-skating
- F31 Roller-skiing
- F32 Skateboarding
- F38 Roller-skates/ski/board,  
other specified
- F39 Roller-skates/ski/board,  
unspecified

**F9 Non-motorised wheel sports, other and unspecified**

- F98 Non-motorised wheel sports,  
other specified
- F99 Non-motorised wheel sports,  
unspecified

**G MOTOR SPORTS**

**G0 Automobile sports**

- G00 Automobile sports, on roads
- G01 Automobile sports, on track
- G08 Automobile sports, other  
specified
- G09 Automobile sports, unspecified

**G1 Motor cycling**

- (Excl. snowscooter, see J50)
- G10 Roadracing (motor cycling)
- G11 Speedway
- G12 Motor-cross
- G13 Enduro (motor cycling)
- G14 Trial (motor cycling)
- G15 Ice racing (motor cycling)
- G18 Motor cycling, other specified
- G19 Motor cycling, unspecified

**G7 Go-cart racing**

- G78 Go-cart racing, other specified
- G79 Go-cart racing, unspecified

**G9 Motor sports, other and unspecified**

- G98 Motor sports, other specified
- G99 Motor sports, unspecified

**H ANIMAL SPORTS**

**H0 Horse riding**

- H00 Horse riding
- H01 Show jumping
- H02 Terrain riding, without obsta-  
cles
- H03 Terrain riding, with obstacles  
(military)
- H08 Horse riding, other specified
- H09 Horse riding, unspecified

**H1 Horse-racing**

- H10 Horse-racing, gallop
- H11 Trotting race
- H12 Steeplechase
- H13 Point-to-point racing
- H18 Horse-racing, other specified
- H19 Horse-racing, unspecified

**H2 Other sports on horseback**

- H20 Polo on horseback
- H28 Polo, other specified
- H29 Polo, unspecified

**H5 Sports with dogs**

- H50 Dog racing
- H51 Agility
- H58 Sports with dogs, other specified
- H59 Sports with dogs, unspecified

**H9 Animal sports, other and unspecified**

- H98 Animal sports, other specified
- H99 Animal sports, unspecified



**J WINTER SPORTS**

(The following types of 'winter' sports comprise activities practised on natural or artificial snow/ice and other types of surfaces, during any season of the year.  
Excl. biathlon, see X00)

**J0 Ski sports**

- J00 Cross-country skiing
- J01 Downhill racing
- J02 Slalom
- J03 Ski jumping
- J04 Freestyle
- J05 Skiboarding/snowboarding
- J06 Snowblading
- J07 Telemark skiing
- J08 Ski sports, other specified
- J09 Ski sports, unspecified

**J3 Sledge sports**

- J30 Sledge, ordinary (incl. skeleton)
- J31 Bob sleigh
- J38 Sledge sports, other specified
- J39 Sledge sports, unspecified

**J4 Skating sports**

- (Excl. ice hockey, see C21)
- J40 Trip skating
  - J41 Figure skating
  - J42 Skate racing
  - J43 Skating with sail
  - J44 Short track skating
  - J48 Skating sports, other specified
  - J49 Skating sports, unspecified (incl. the public's skating).

**J5 Sports with snowscooter**

- J50 Snowscooter racing

- J58 Sports with snowscooter, other specified

- J59 Sports with snowscooter, unspecified

**J6 Iceboat sailing**

- J60 Ice yachting
- J68 Iceboating, other specified
- J69 Iceboating, unspecified

**J8 Curling**

- J88 Curling, other specified
- J89 Curling, unspecified

**J9 Winter sports, other and unspecified**

- J98 Winter sports, other specified
- J99 Winter sports, unspecified

**K WATER SPORTS****K0 Swim sports**

- K00 Swimming in pool
- K01 Swimming in open water
- K02 Water polo
- K03 Diving (from height into water)
- K08 Swim sports, other specified
- K09 Swim sports, unspecified

**K1 Underwater sports**

- K10 Diving without equipment
- K11 Diving with snorkel
- K12 Scuba-diving
- K13 Underwater hockey
- K14 Underwater rugby
- K18 Underwater sports, other specified
- K19 Underwater sports, unspecified

**K2 Rowing/paddling** (rafting sports K7)

- K20 Paddling in canoe
- K21 Paddling in kayak
- K22 Boat-racing
- K28 Rowing/paddling, other specified
- K29 Rowing/paddling, unspecified

**K3 Sailing**

- K30 Yachting
- K31 Windsurfing
- K38 Sailing, other specified
- K39 Sailing, unspecified

**K4 Motor vessel sailing**

- K40 Motor boat navigation
- K41 Water scooter sailing
- K42 Jet-skiing
- K48 Motor vessel sailing, other specified
- K49 Motor vessel sailing, unspecified

**K5 Water skiing**

- K50 Water skiing, ordinary
- K51 Wakeboarding
- K58 Water skiing, other specified
- K59 Water skiing, unspecified

**K6 Surfing (on water without sail)**

- K60 Kitesurfing
- K68 Surfing (without sail), other specified
- K69 Surfing (without sail), unspecified

**K7 Rafting sports** (Rowing, paddling K2)

- K70 River rafting
- K78 Rafting sports, other specified
- K79 Rafting sports, unspecified

**K9 Water sports, other and unspecified**

- K98 Water sports, other specified
- K99 Water sports, unspecified

**L AIR SPORTS**

**L0 Sports with gliders**

- L00 Kite-gliding
- L01 Hang-gliding
- L02 Gliding
- L08 Sports with gliders, other specified
- L09 Sports with gliders, unspecified

**L1 Parachuting**

- L10 Parachute jumping
- L18 Parachuting, other specified
- L19 Parachuting, unspecified

**L2 Flying balloon**

- L20 Flying hot air balloon
- L28 Flying balloon, other specified
- L29 Flying balloon, unspecified

**L3 Bungy jumping**

- L38 Bungy jumping, other specified
- L39 Bungy jumping, unspecified

**L6 Motor flying**

- (Incl. gliding with use of motor)
- L68 Motor flying, other specified
- L69 Motor flying, unspecified

**L9 Air sports, other and unspecified**

- L98 Air sports, other specified
- L99 Air sports, unspecified

**M WEAPON SPORTS**

(Excl. fencing, see E3)

**M0 Sports with firearms**

- M00 Pistol shooting
- M01 Rifle shooting
- M02 Field shooting
- M03 Claypigeon shooting
- M04 Paintball shooting
- M08 Sports with firearms, other specified
- M09 Sports with firearms, unspecified

**M1 Shooting with bow and arrow**

- M10 Archery
- M12 Crossbow
- M18 Shooting with bow and arrow, other specified
- M19 Shooting with bow and arrow, unspecified

**M7 Darts**

- M70 Darts (conventional)
- M78 Darts, other specified
- M79 Darts, unspecified

**M9 Weapon sports, other and unspecified**

- M98 Weapon sports, other specified
- M99 Weapon sports, unspecified

**N SPORTS WITH SOLID BALLS****N0 Golf sports**

- N00 Golf, ordinary
- N01 Miniature (mini) golf
- N08 Golf, other specified
- N09 Golf, unspecified

**N1 Bowling**

- N10 Ten-pin bowling
- N11 Lawn bowling
- N12 Road bowling
- N18 Bowling, other specified
- N19 Bowling, unspecified

**N8 Sports with solid balls, other**

- N80 Billiard
- N81 Croquet
- N82 Boccia
- N83 Petanque
- N88 Sports with solid balls, other specified

**N9 Sports with solid balls, unspecified**

- N99 Sports with solid balls, unspecified

**P CLIMBING SPORTS****P1 Mountain climbing**

- P10 Mountaineering
- P11 Abseiling, rappelling
- P18 Mountain climbing, other specified
- P19 Mountain climbing, unspecified

**P2 Cave sports**

- P20 Climbing in caves
- P28 Cave sports, other specified
- P29 Cave sports, unspecified

**P3 Wall-climbing**

- P38 Wall-climbing, other specified
- P39 Wall-climbing, unspecified

**P9 Climbing sports, other and unspecified**

- P98 Climbing sports, other specified
- P99 Climbing sports, unspecified

**X9 Combined sports, other and unspecified**

- X98 Combined sports, other specified
- X99 Combined sports, unspecified

**Q DANCE, BREAKDANCE SPORTS**

**Q0 Dancing sports**

- Q00 Ballet
- Q01 Ballroom dancing, etc.
- Q02 Jitterbug
- Q03 Breakdance
- Q08 Dancing, other specified
- Q09 Dancing, unspecified

**Z SPORTS ACTIVITIES, OTHER AND UNSPECIFIED**

**Z9 Sports activity, other and unspecified**

- Z90 Sports fishing/angling
- Z98 Sports activity, other specified
- Z99 Sports activity, unspecified

**X COMBINED SPORTS**

**X0 Athlon**

- X00 Biathlon
- X01 Triathlon
- X02 Pentathlon
- X03 Military pentathlon
- X05 Decathlon/heptathlon  
(male/female rules)
- X08 Athlon, other specified
- X09 Athlon, unspecified

# Violence Module

**Counterpart in event of violence**

- 0 Person unknown
- 1 Person known
  - 10 Present spouse/partner
  - 11 Former spouse/partner
  - 12 Child/grandchild
  - 13 Parent/grandparent
  - 14 Other family member
  - 15 Friend
  - 16 Acquaintance
  - 17 Person in dependence
  - 18 Person known, other specified
  - 19 Person known, unspecified
- 2 Police authority
- 9 Counterpart unspecified

**Number of counterparts**

- 1 One person
- 2 Two persons
- 3 3-5 persons
- 4 Six persons or more
- 9 Number of counterparts unspecified

**Counterpart's sex**

- 1 Male
- 2 Female
- 9 Counterpart's sex unspecified

**Counterpart's age**

- 1 Child
- 2 Adolescent
- 3 Adult
- 4 Old
- 9 Counterpart's age unspecified

**Event of violence in home/residence**

- 1 Injured person's home
- 2 Counterpart's home
- 3 Other person's home
- 9 Home/residence unspecified

<b>CODES</b>	<b>MANUAL</b>
<b>Counterpart in event of violence</b>	If several aggressors have participated in the same event of violence, that person should be coded who was <i>most active</i> in the event. Mention of the injured person or counterpart being influenced by alcohol, narcotics, drugs, etc. should be noted in the narrative text or coded according to the product classification.
0 Person unknown	0 The counterpart is <i>unknown</i> to the injured person.
1 Person known	
10 Present spouse/partner	10 Incl. common-law husband/wife, cohabitant partner.
11 Former spouse/partner	11 Incl. common-law husband/wife, cohabitant partner.
12 Child/grandchild	
13 Parent/grandparent	
14 Other family member	14 Incl. stepparent, common-law husband/wife, cohabitant partner.
15 Friend	
16 Acquaintance	16 More remote friendly relation. Excl. neighbour, colleague, etc.
17 Person in dependence	17 Incl. person interdependent of the injured person. Example: Teacher/pupil, employer/employee, interdependence in economical affairs, consequence of gang-rules, etc. Excl. person in family relationship (10-14).
18 Person known, other specified	
19 Person known, unspecified	
2 Police authority	
9 Counterpart unspecified	
<b>Number of counterparts</b>	
1 One person	
2 Two persons	
3 3-5 persons	
4 Six persons or more	
9 Number of counterparts unspecified	

<b>CODES</b>	<b>MANUAL</b>
<p><b>Counterpart's sex</b></p> <p>1 Male 2 Female 9 Counterpart's sex unspecified</p>	<p>Note the general code rule regarding coding of the <i>most active</i> aggressor in the event of violence. Sex and age should be coded for this person.</p>
<p><b>Counterpart's age</b></p> <p>1 Child 2 Adolescent 3 Adult 4 Old 9 Counterpart's age unspecified</p>	<p>The counterpart's age may be estimated within the four categories which in principle are defined as follows:</p> <p>1 0-14 years. 2 15-24 years. 3 25-64 years. 4 65 years or more.</p>
<p><b>Event of violence in home/residence</b></p> <p>1 Injured person's home  2 Counterpart's home  3 Other person's home 9 Home/residence unspecified</p>	<p>'Home' is defined as a person's permanent residence.</p> <p>1 Incl. counterpart's home, when counterpart lives in same home as the victim, e.g. intimate partner violence 2 Excl. cases, where counterpart lives in same home as the victim (1)</p>

# Intentional Self-harm Module

## **Previous treatment/place of treatment**

- 0 No treatment
- 1 Psychiatric out-patient treatment clinic, district-psychiatry, etc.
- 2 Psychiatric in-patient treatment
- 3 Primary health care practice, etc.
- 4 Somatic ward
- 5 Alcohol-/addiction treatment for out-patients
- 6 Family counsellor
- 7 Child-/youth psychiatric treatment
- 8 Social welfare agency
- 9 Previous treatment/place of treatment, other and unspecified

## **Reason for actual event**

- 0 Separation, discontinuation of marital/partner relation, problems in family relations
- 1 Problem with public authorities
- 2 Own somatic disease
- 3 Own mental disease
- 4 Disease/death of close relative/person
- 5 Economical and/or housing problem
- 6 Employment/school problem
- 7 Unemployment
- 8 Use of toxic substances
- 9 Reason for actual event, other and unspecified

## **Previous attempt to intentional self-harm**

- 0 Never
- 1 One attempt
- 2 Two or more attempts
- 9 Previous attempt to intentional self-harm, unspecified

## **Employment situation**

- 0 Unemployed
- 1 Gainfully employed
- 2 Labour market initiative
- 3 Pensioner
- 4 Student
- 5 Housewife (husband)
- 6 Military service/training
- 8 Employment situation, other specified
- 9 Employment situation, unspecified

## **Cohabitation**

- 1 Living alone
- 2 Living alone with child(ren)
- 3 Living with partner without child(ren)
- 4 Living with partner and child(ren)
- 5 Living with parent(s)
- 6 Living with other relative(s)/friend(s)
- 7 Living in institution
- 8 Cohabitation, other specified
- 9 Cohabitation, unspecified



**Contact/network**

- 1 Yes
- 2 No
- 9 Unspecified

**Earlier treatment given for intentional self-harm**

- 1 Yes
- 2 No
- 9 Unspecified

<b>CODES</b>	<b>MANUAL</b>
<b>Previous treatment/place of treatment</b>	Treatment or place of treatment within the last month before the actual event.
0 No treatment	
1 Psychiatric out-patient treatment clinic, district-psychiatry, etc.	1 Incl. psychiatric outpatient ward.
2 Psychiatric in-patient treatment	2 Incl. psychiatric ward or hospital.
3 Primary health care practice, etc.	3 Incl. general practitioner, private specialist.
4 Somatic ward	4 Incl. outpatient or in-patient treatment.
5 Alcohol-/addiction treatment for out-patients	
6 Family counsellor	
7 Child-/youth psychiatric treatment	7 Incl. outpatient or in-patient treatment.
8 Social welfare agency	
9 Treatment/place of treatment, other and unspecified	
<b>Reason for actual event</b>	The most important reason which released the actual event according to the patient.
0 Separation, discontinuation of marital/partner relations, and problems in family or marital/partner relations	0 Incl. spouses and cohabitants/common-law partner, conflict between parents and children. Incl. separation from child(ren).
1 Problem with public authorities	1 Incl. social welfare office, police, judicial system, fiscal system, etc.
2 Own somatic disease	
3 Own mental disease	
4 Disease/death in close relative/person	
5 Economical and/or housing problem	
6 Employment/school problem	6 Cf. supplementary information on employment situation. Incl. mobbing at school or at work.
7 Unemployment	7 Cf. supplementary information on employment situation.
8 Use of toxic substances	8 Incl. alcohol, narcotics, drugs, etc. Note that recognized addiction will appear in the diagnosis.
9 Reason for actual event, other and unspecified	
<b>Previous attempt to intentional self-harm</b>	
0 Never	

**CODES**

**MANUAL**

- 1 One attempt
- 2 Two or more attempts
- 9 Previous attempt, unspecified

**Employment situation**

- 0 Unemployed
- 1 Gainfully employed
- 2 Labour market initiative
- 3 Pensioner
- 4 Student
- 5 Housewife (-husband)
- 6 Military service/training
- 8 Employment situation, other specified
- 9 Employment situation, unspecified

- 1 Incl. wage earner or independent business.
- 2 Incl. job training, rehabilitation, retraining, job creation programme.
- 3 Incl. retirement pensioner, early retirement pensioner, invalidity pensioner.

**Cohabitation**

- 1 Living alone
- 2 Living alone with child(ren)
- 3 Living with partner without child(ren)
- 4 Living with partner and child(ren)
- 5 Living with parent(s)
- 6 Living with other relative(s)/friend(s)
- 7 Living in institution
- 8 Cohabitation, other specified
- 9 Cohabitation, unspecified

**Contact/network**

Question: Within the last month had visit in, or paid visit outside own house:

- 1 Yes
- 2 No
- 9 Unspecified

**Earlier treatment given for intentional self-harm**

- 1 Yes
- 2 No
- 9 Unspecified

# Product Classification

## **1<sup>ST</sup>, 2<sup>ND</sup> AND 3<sup>RD</sup> CHARACTER LEVEL**

### **A Raw materials, structural elements and particles**

#### **A0 Raw material, semi-manufacture**

A00 Raw material, semi-manufacture

#### **A1 Structural element**

A10 Structural element of wood

A11 Structural element of tile, concrete/cement, etc.

A12 Structural element of metal

A13 Structural element of stone

A14 Structural element of plastic

A15 Structural element of glass

A16 Structural element, material unspecified

A17 Insulation material

A18 Nail, screw, bolt, nut

A19 Structural element, other and unspecified

#### **A7 Particle**

A70 Particle

#### **A8 Chip, splinter, piece**

A80 Chip, splinter, piece

### **B Stationary equipment outside, processed surface outdoors and natural surface**

#### **B0 Stationary equipment outside**

B00 Stationary equipment on roads, etc.

B01 Stationary equipment in recreational grounds, gardens, etc.

- B02 Stationary equipment in playground
- B03 Stationary equipment in amusement park, etc.
- B04 Stationary equipment for bathing, water sports and shipping
- B09 Stationary equipment outside building, other and unspecified

**B1 Stairs and processed surface, outdoors**

- B10 Processed surface, outdoors (excl. stairs outdoors)
- B11 Stairs, outdoors (Stairs, part of building, etc., see C00)
- B19 Stairs and processed surface, outdoors, other and unspecified

**B2 Natural surface**

- B20 Earthen surface
- B21 Waters, stream (incl. ice on water)
- B29 Natural surface, other and unspecified

**C Part of building and stationary furniture**

(Wherever relevant, the codes may also apply to means of transport, K)

**C0 Part of building**

- C00 Stairs, part of building
- C01 Wall, roof, balcony, etc.
- C02 Floor, flooring, indoors
- C03 Window
- C04 Door
- C05 Shutter, gate, opening
- C06 Chimney, fireplace (Heating apparatus, mobile, see E4-E5)
- C07 Swimmingpool indoors
- C09 Other part of building

**C5 Stationary furniture (furniture, see F1)**

- C50 Stationary cupboard, table, bench, entire or part hereof

**D Industrial installations, stationary installations for water, sanitation and electricity**

**D0 Water, ventilation, sanitary and industrial water/steam installation/equipment**

D00 Water, ventilation, sanitary and industrial water/steam installation/equipment

**D2 Special installation in industry, agriculture, ship, etc.**

D20 Special installation in industry, agriculture, ship, etc.

**D4 Stationary electric installations**

D40 Stationary electric installations

**D5 Stationary gas installations**

D50 Stationary gas installations (For central heating, see C06)

**D6 Sanitary installation in kitchen, bathroom, etc.**

D60 Stationary sanitary equipment in kitchen, wash-/bathroom, toilet and sauna

**E Equipment primarily for use in household**

**E0 Household machines**

E00 Major household machines

E01 Minor electric household machines

E02 Cleaning apparatus

E09 Electric household machines, other and unspecified

**E1 Sewing and knitting machines**

E10 Sewing- and knitting machine

**E2 Lighting equipment, electric (lighting with flame, see G30)**

E20 Lighting equipment, electric

**E3 Radio, TV/video and telephone**

E30 Radio, TV/video and telephone

**E4 Heating apparatus, electric**

E40 Heating apparatus, electric

**E5 Heating apparatus with open fire and barbecue**

E50 Heating apparatus with open fire and barbecue

**F Furniture and textile**

**F0 Baby/child furniture**

F00 Baby/child furniture (Baby safety gate, see C00)

**F1 Furniture (stationary furniture, see C5)**

F10 Chair, bench

F11 Settee

F12 Bed

F13 Table

F14 Case furniture

F18 Furniture, other

F19 Furniture, other and unspecified

**F2 Garden furniture**

F20 Garden furniture

**F4 Textile**

F40 Bed clothes, bed linen

F41 Household linen

F42 Curtain/curtain accessories

F43 Floor covering, movable (Stationary flooring, see C02)

F49 Textile, other and unspecified

**G Domestic appliances and equipment**

**G0 Cutlery, tableware and kitchen utensils**

G00 Cutlery and tableware

G01 Frying and cooking utensils (Electric, see E01)

G02 Other kitchen utensils (Electric, see E01)

G09 Cutlery, tableware and kitchen utensils, other and unspecified

**G1 Washing accessories, cleaning tool/implement, manual**

G10 Washing accessories

G11 Cleaning tool/implement, manual

G19 Washing accessories, cleaning tool/implement, manual, other and unspecified

**G3 Non-fixtures**

G30 Lighting accessories with flame (Lighting equipment, electric, see E20)

G31 Accessories with flame

G39 Other non-fixtures

**H Machinery, implement for industry, handicraft and hobby**

**H0 Fixed machinery for industry**

H00 Saw, fixed

H01 Grinding/polishing machine (fixed)

H02 Lathe, fixed

H09 Fixed machine for industry, etc., other

**H1 Machines for lifting, construction, transport and agriculture**

H10 Lifting machine

H11 Machine/equipment for construction work

H12 Transport machine

H13 Lifting, construction and transport machinery, other

H14 Securing implement

H15 Lifting and pulling implement

H16 Tractor, agricultural machinery, etc.

H19 Machines for lifting, construction, transport and agricultural, other and unspecified

**H2 Fishing tackle**

H20 Fishing tackle (See also Angling, N82)

**H3 Tool/implement, mechanical (driven by electricity, petrol or air-pressure)**

H30 Welding and heating tool/implement

H31 Hewing tool/implement, mechanical

H32 Cutting/clipping tool/implement, mechanical

H33 Sawing tool/implement, mechanical, hand-held



H34 Drilling/grinding machine, hand-held  
H35 Spraying, shooting tool/implement, hand-held  
H39 Tool/implement, mechanical, other

**H4 Tool/implement, manual**

H40 Breaking tool/implement, manual  
H41 Striking/hewing tool/implement, manual  
H42 Sawing tool/implement, manual  
H43 Cutting/clipping tool/implement, manual  
H44 Screwing tool/implement, manual  
H45 Drilling/grinding/sticking tool/implement, manual  
H46 Gripping, holding and nipping tool/implement, manual  
H49 Manual tool/implement, other and unspecified

**H5 Tool/implement for painting, needlework and measuring**

H50 Painting implement  
H51 Tools for needlework  
H55 Measuring tool  
H59 Tool/implement for painting, needlework and measuring, other and unspecified

**H6 Ladder, scaffold**

H60 Ladder, scaffold

**H7 Garden tool**

H70 Garden tool, mechanical  
H71 Garden tool, manual  
H79 Garden tool/implement, other and unspecified

**I Office and shop furniture**

**I0 Office machines**

I00 Office machine/appliance

**I1 Shop furniture**

I10 Shop furniture

**I3 Writing/drawing implement**

I30 Writing/drawing implement

**J Medico-technical equipment, laboratory equipment**

**J0 Medical equipment**

J00 Medical equipment

**J5 Laboratory equipment**

J50 Laboratory equipment

**K Means of transport**

**K0 Motor vehicle, part hereof, and safety equipment**

K01 Motor vehicle, etc.

K02 Trailer

K03 Part of motor vehicle

K07 Safety equipment in motor vehicle

K09 Motor vehicle, part hereof, safety equipment, other and unspecified

**K1 Motorcycle, moped, snowmobile**

K10 Motorcycle, moped, etc.

**K2 Bicycle and bicycle accessories**

K20 Bicycle and accessories

**K3 Railway, tramcar, aerial ropeway**

K30 Railway, tramcar

K35 Aerial ropeway

K39 Railway, tramcar, aerial ropeway, other and unspecified

**K4 Ship/boat**

K40 Sailing vessel with and without auxiliary engine

K41 Vessel with engine

K42 Small vessels

K43 Part of ship/boat

K44 Safety equipment at sea

K49 Ship/boat, other and unspecified

**K5 Aircraft**

K50 Aircraft for transport

**K7 Animal-drawn vehicle**

K70 Animal-drawn vehicle

**K9 Means of transport, other and unspecified**

K99 Means of transport, other and unspecified

**L Toys**

**L0 Toys**

L00 Toys on wheels carrying the weight of a child

L01 Toy weapon

L02 Model set

L90 Other toys

**M Musical instrument, photographic/optical equipment**

**M0 Musical instrument**

M00 Musical instrument (Amplifier, microphone, etc., see E30)

**M1 Photographic/optical equipment**

M10 Photographic/optical equipment

**N Sports equipment**

(Weapons used in sports, see X0)

**N0 Equipment for ball games**

N00 Ball

N01 Solid balls for game

N02 Racket, club for ball game

N09 Other equipment for ball game

**N1 Equipment for skiing, sledging, skating and rollersport**

N10 Ski

N11 Ski stick

N12 Ski binding

N13 Sledge riding equipment

N14 Skating equipment

N15 Rolling sports equipment

N16 Installations for skiing, sledging, ice skating and roller sport

N19 Equipment for skiing, sledging, skating and roller sport, other and unspecified

**N2 Equipment for gymnastics, body-building and athletics**

N20 Gymnastic and body-building equipment

N21 Equipment for athletics, incl. tracks

N29 Equipment for gymnastics, body-building and athletics, other specified

**N3 Equipment for water sports**

N30 Equipment for swimming, bathing and diving

**N8 Equipment for other sports**

N80 Horse riding equipment

N81 Aircraft for sports

N82 Angling equipment (See also Fishing tackle, H20)

N83 Camping equipment (Heating apparatus with open fire, see E50)

N84 Equipment for clay pigeon shooting

N87 Climbing equipment

N89 Sporting and recreational equipment, other and unspecified

**P Clothing and personal effects**

**P0 Clothing and accessories**

P00 Clothing detail/accessories

P01 Clothes

**P1 Helmet**

P10 Helmet

**P2 Shoes/footwear**

- P20 Sports shoe/boot
- P21 Boot
- P22 Low shoe
- P29 Shoe/footwear, other and unspecified

**P3 Baby caring equipment**

- P30 Baby caring equipment

**P4 Carrying equipment for baby/child**

- P40 Carrying equipment for baby/child

**P5 Article for personal care/hygiene**

- P50 Hair caring equipment, accessories
- P51 Article for care of skin and nails
- P52 Article for oral hygiene
- P53 Shaving outfit
- P59 Article for personal care/hygiene, other and unspecified

**P6 Jewellery, spectacles/contact lenses, other personal effects**

- P60 Jewellery
- P61 Spectacles, contact lenses
- P69 Personal effects, other

**P7 Ancillary equipment, aids for walking**

- P70 Ancillary equipment, aids for walking

**P8 Carrying equipment, luggage**

- P80 Carrying equipment, luggage

**Q Food, beverages, tobacco**

**Q0 Food**

- Q00 Meat and poultry
- Q01 Fish and shellfish
- Q02 Milk and egg product
- Q03 Vegetables, fruits, nuts

Q04 Chocolate, sweets

Q05 Fats and hot liquids (Boiling water, see Y01)

Q09 Other food

**Q3 Beverages**

Q30 Drinks, non-alcoholic

Q32 Alcoholic beverages

Q39 Beverages, other

**Q7 Tobacco, snuff, smoking accessories**

Q70 Tobacco, snuff, smoking accessories

**R Chemical products, detergents, pharmaceutical products**

**R0 Chemical products**

R00 Industrial alcohol

R01 Organic solvent, petroleum product

R02 Corrosive chemicals

R03 Gas/steam/smoke

R04 Agricultural chemicals, biocides

R05 Explosives, pyrotechnical products

R06 Glue, paste

R07 Liquid gases

R09 Chemical products, other

**R3 Soap, polish and detergent**

R30 Soap, polish and detergent (Personal care/hygiene, see P5)

**R6 Pharmaceutical products**

R60 Non-narcotic, analgetic, antipyretic and antirheumatic drugs

R61 Hypnotics, sedatives and psychopharmacological drugs

R62 Opiates, narcotics, psychodysleptic drugs

R63 Drugs acting on the central and autonomous nervous system

R64 Hormonal preparation and synthetic substitute

R65 Systemic antibiotics and other chemotherapeutics

R69 Other pharmaceutical products

## **S Packaging, containers**

### **S0 Packaging, containers**

- S00 Packaging of glass
- S01 Packaging of metal
- S02 Packaging of plastic
- S03 Bag, sack
- S04 Container, case, box
- S05 Industrial packaging
- S09 Other packaging, container, part of packaging

## **T Human being, animals, animal's articles, human and animal tissue fluids**

### **T0 Human being**

- T00 Person

### **T1 Animal**

- T10 Mammal
- T12 Reptile, amphibian
- T13 Birds

### **T2 Human and animal tissue fluids**

- T20 Human and animal tissue fluids

### **T3 Animal's articles**

- T30 Animal's articles (Veterinary medicine, see R69)

## **X Weapons, war materiel**

### **X0 Weapons (incl. weapons used in sports)**

- X00 Archery (Bow and arrow, toy, see L01)
- X01 Fencing equipment
- X02 Firearm, handgun

**X5 War materiel (Armoured vehicle, see K0)**

X50 Artillery, incl. ammunition

X55 Mines

X99 Weapons, war materiel, other and unspecified

**Y Natural element, plants and trees**

**Y0 Natural element**

Y00 Snow, ice

Y01 Water

Y09 Natural element, other and unspecified

**Y1 Vegetation and garden accessories (natural surface, see B2)**

Y10 Small plant

Y11 Bush, thorn, berry

Y12 Tree, branch, tree trunk

Y19 Other plants and garden accessories

**Z Product, other and unspecified**

**Z0 Isotopes, rays**

Z00 Isotopes, rays

**Z9 Product, other and unspecified**

Z99 Product, other and unspecified



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