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)

Denmark
Kirsten Jørgensen
Danish Working Environment Authority
Ole B. Larsen
National Board of Health

Finland
Matti Ojala
National Research and Development Centre for Welfare and Health (STAKES)

Iceland
Brynjólfur Mogensen
Landspítali University Hospital

Norway
Stefi Stabell Wetteland
Norwegian Centre for Informatics in Health and Social Care (KITH)

Sweden
Lars Berg
Anders Tennlind
The National Board of Health and Welfare

Editor/chair:
Birthe Frimodt-Møller
The WHO Collaborating Centre for the Family of International Classifications in the Nordic countries, Uppsala, Sweden

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Rie Bodilsen
University Hospital Herlev (Denmark)

Jeppe Woetmann Nielsen
National Institute of Public Health (Denmark)

Frida Lundgren
The National Board of Health and Welfare (Sweden)

Stig Svensson
The Västra Götaland Region (Sweden)
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Phone +45 72 22 76 25 • Fax +45 32 95 54 70
E-mail: mail@nom-nos.dk
Website: www.nom-nos.dk

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Layout: Liv Mølgaard Mathiasen
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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 3rd 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 3rd 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, 3rd 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, 4th 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, 4th 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-
“registration” 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 cooperating 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 sets1,2.

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INTRODUCTION

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 3rd 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 alphanumerical 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
- 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?
- 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](image)

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.

1st Step: What was the victim’s activity?
2nd Step: What went wrong?
3rd 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:

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

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

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.

Legal intervention is the physical or other force used by police or other law-
enforcing agents in the course of legal actions resulting in injury⁴.

Operation of war is the physical or other force used in the course of combat during war resulting in injury⁴.

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.](image)

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

⁴ 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.](image)

**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 (3rd 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 1st character level (alphabetical) gives an overview of main characteristics of (groups of) injury events. At the 2nd character level additional information is specified for some of the main groups. The 3rd 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 3rd 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 thereof, 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 3rd 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.
INTRODUCTION

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 2nd 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 économiques dans les Communautés Européennes) as per January 1st 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 1st 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 (1st digit) and true international comparability by the 2-digit NACE codes (2nd and 3rd 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 3rd 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 2nd 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-
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 1st level makes use of a letter and is intended merely for overview. At the 2nd level the first letter is followed by one digit allowing for both overview and indexing. For purposes of detailed surveys a 3rd level is offered (a letter followed by two digits) specifying subgroups of products. At the 4th 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 3rd edition of NOMESCO’s classification. The publication of the 4th revised edition includes the Product Classification at 3-character level. The electronic version of the 4th revised edition includes the full list of product codes (5-character level, 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” (1st 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
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

<table>
<thead>
<tr>
<th></th>
<th>Reason for Contact</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Disease and related condition not directly related to externally caused injury</td>
</tr>
<tr>
<td>2</td>
<td>Accident</td>
</tr>
<tr>
<td>3</td>
<td>Violence</td>
</tr>
<tr>
<td></td>
<td>30 Assault, fight</td>
</tr>
<tr>
<td></td>
<td>31 Sexual assault</td>
</tr>
<tr>
<td></td>
<td>32 Neglect</td>
</tr>
<tr>
<td></td>
<td>38 Violence, other specified</td>
</tr>
<tr>
<td></td>
<td>39 Violence, unspecified</td>
</tr>
<tr>
<td>4</td>
<td>Intentional self-harm</td>
</tr>
<tr>
<td></td>
<td>40 Attempted suicide</td>
</tr>
<tr>
<td></td>
<td>41 Drug intoxication</td>
</tr>
<tr>
<td></td>
<td>42 Self-mutilation</td>
</tr>
<tr>
<td></td>
<td>48 Intentional self-harm, other specified</td>
</tr>
<tr>
<td></td>
<td>49 Intentional self-harm, unspecified</td>
</tr>
<tr>
<td>5</td>
<td>Secondary contact after previously treated injury</td>
</tr>
<tr>
<td>7</td>
<td>Legal intervention or operations of war</td>
</tr>
<tr>
<td></td>
<td>70 Legal intervention</td>
</tr>
<tr>
<td></td>
<td>73 Operations of war</td>
</tr>
<tr>
<td></td>
<td>78 Legal intervention/operations of war other specified</td>
</tr>
<tr>
<td></td>
<td>79 Legal intervention/operations of war unspecified</td>
</tr>
<tr>
<td>8</td>
<td>Reason for contact, other specified</td>
</tr>
<tr>
<td>9</td>
<td>Reason for contact, unspecified</td>
</tr>
</tbody>
</table>
### CODES

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Disease and related condition not directly related to externally caused injury</td>
</tr>
<tr>
<td>2</td>
<td>Accident</td>
</tr>
</tbody>
</table>

#### MANUAL

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

   - Prolonged strain on the body not related to actual accident – e.g. attrition.
   - Includes:
     - Toxic symptoms resulting from prolonged exposure (48 hours or more) or from exposure having no connection with an accident.
     - 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).
     - Symptoms of after-effects, following previous treatment of a disease.
     - 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.

   **Excludes:** 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).

2. **Accident**

   - An unintentional event characterized by a swift force or impact which can manifest itself as body injury.
   - Accident includes:
     - Acute over-exertion injury, e.g. overlifting, sprain, twisted ankle.
     - Poisoning due to short-lasting exposure (less than 48 hours) as a result of accidental circumstances.
     - Attacks by animals and insects.
     - Excessive exposure to natural heat, cold, light and radiation, e.g. sunburn, heat stroke and congelation.
     - Unintended injury during medical/surgical treatment. Incl. unintentional, inappropriate administration of biological substance.

   **Excludes:** adverse effects, etc. as mentioned in (1)
3 Violence

3 An event of violence is assault by other person resulting in injury.
Includes:
- Violence includes assault,
- Brawl
- Maltreatment
- Sexual assault

Excludes: legal intervention and operations of war (7).

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 specified

38

39 Violence, unspecified

4 Intentional self-harm

4 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.
Includes:
- Suicide
- Attempted suicide
- Intentional drug intoxication
- Self-mutilation

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.
Excl. 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
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
  73 Operations of war
  78 Legal intervention/operations of war other specified
  79 Legal intervention/operations of war unspecified
  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 insurrection, maintaining order.
  73 The physical or other force used in the course of combat during war and resulting in injury.

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
### Place of Occurrence

<table>
<thead>
<tr>
<th>Number</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td><strong>Sports area</strong></td>
</tr>
<tr>
<td>50</td>
<td>Sports hall, gymnasium</td>
</tr>
<tr>
<td>51</td>
<td>Sportsground (outdoors)</td>
</tr>
<tr>
<td>52</td>
<td>Swimmingpool</td>
</tr>
<tr>
<td>53</td>
<td>Riding school</td>
</tr>
<tr>
<td>54</td>
<td>Racetrack</td>
</tr>
<tr>
<td>55</td>
<td>Indoor ice rink, skating rink</td>
</tr>
<tr>
<td>56</td>
<td>Skiing and alpine facility</td>
</tr>
<tr>
<td>57</td>
<td>Exercise/jogging-, ski trail</td>
</tr>
<tr>
<td>58</td>
<td>Sports area, other specified</td>
</tr>
<tr>
<td>59</td>
<td>Sports area, unspecified</td>
</tr>
<tr>
<td>6</td>
<td><strong>Amusement, entertainment and park area</strong></td>
</tr>
<tr>
<td>60</td>
<td>Restaurant, cafeteria, pub</td>
</tr>
<tr>
<td>61</td>
<td>Discotheque, jazz club, dance hall</td>
</tr>
<tr>
<td>62</td>
<td>Cinema, theatre, concert hall</td>
</tr>
<tr>
<td>63</td>
<td>Amusement park, etc.</td>
</tr>
<tr>
<td>64</td>
<td>Playground in park area, etc.</td>
</tr>
<tr>
<td>65</td>
<td>Public gardens</td>
</tr>
<tr>
<td>66</td>
<td>Grand stand indoors/outdoors</td>
</tr>
<tr>
<td>68</td>
<td>Amusement, entertainment and park area, other specified</td>
</tr>
<tr>
<td>69</td>
<td>Amusement, entertainment and park area, unspecified</td>
</tr>
<tr>
<td>7</td>
<td><strong>Open nature</strong></td>
</tr>
<tr>
<td>70</td>
<td>Uncultivated land</td>
</tr>
<tr>
<td>74</td>
<td>Beach incl. foreshore</td>
</tr>
<tr>
<td>75</td>
<td>Ice cap, glacier</td>
</tr>
<tr>
<td>76</td>
<td>Camping site</td>
</tr>
<tr>
<td>77</td>
<td>Military training area</td>
</tr>
<tr>
<td>78</td>
<td>Open natures, other specified</td>
</tr>
<tr>
<td>79</td>
<td>Open nature, unspecified</td>
</tr>
<tr>
<td>8</td>
<td><strong>Sea, lake and river</strong></td>
</tr>
<tr>
<td>80</td>
<td>Sea, inlet</td>
</tr>
<tr>
<td>81</td>
<td>Lake</td>
</tr>
<tr>
<td>82</td>
<td>River, stream, canal</td>
</tr>
<tr>
<td>83</td>
<td>Vessel</td>
</tr>
<tr>
<td>84</td>
<td>Off-shore installation</td>
</tr>
<tr>
<td>85</td>
<td>Ice on water</td>
</tr>
<tr>
<td>88</td>
<td>Sea, lake and river, other specified</td>
</tr>
<tr>
<td>89</td>
<td>Sea, lake and river, unspecified</td>
</tr>
<tr>
<td>9</td>
<td><strong>Place, other and unspecified</strong></td>
</tr>
<tr>
<td>98</td>
<td>Place, other specified</td>
</tr>
<tr>
<td>99</td>
<td>Place, unspecified</td>
</tr>
</tbody>
</table>
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*.

<table>
<thead>
<tr>
<th>PLACE OF OCCURRENCE</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 Transport area</td>
<td>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).</td>
</tr>
<tr>
<td>00 Pavement, pedestrian mall</td>
<td>00 Incl. footbridge, tunnel and stairs in pedestrian area.</td>
</tr>
<tr>
<td>01 Cycleway</td>
<td>03 Incl. intersection between railroad/tram rails and road. Excl. motorway (02).</td>
</tr>
<tr>
<td>02 Motorway</td>
<td>04 Incl. intersection between railroad/tram rails and road.</td>
</tr>
<tr>
<td>03 Public road outside urban area</td>
<td>05 Incl. private road accessible to the public, intersection between railroad/tram rails and road. 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).</td>
</tr>
<tr>
<td>04 Public road inside urban area</td>
<td>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).</td>
</tr>
<tr>
<td>05 Road, unspecified</td>
<td>07 Excl. shipyard (23), sea, lake, etc. (8) and vessel alongside quay (83).</td>
</tr>
<tr>
<td>06 Bus station, railway area, freight terminal, etc.</td>
<td>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).</td>
</tr>
<tr>
<td>07 Quay, track way and vehicle access route in docks</td>
<td>09 Transport area, unspecified</td>
</tr>
</tbody>
</table>
PLACE OF OCCURRENCE

CODES MANUAL

1 Residential area

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

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

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

3 Retail, commercial and service area

4 School, institutional area and public premises

4 Incl. residential institutions. Excl. sports areas in connection with all types of institutions (5).
### CODES

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Manual</th>
</tr>
</thead>
<tbody>
<tr>
<td>41</td>
<td>School, university, college</td>
<td>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).</td>
</tr>
<tr>
<td>42</td>
<td>School yard</td>
<td>42 Incl. school playground. Playground equipment involved in accident may be coded by the product classification.</td>
</tr>
<tr>
<td>43</td>
<td>Playground in institutional area</td>
<td>43 Incl. playground in institutions for children and adolescents. Excl. playground in residential area (16) and playground in park area (64).</td>
</tr>
<tr>
<td>44</td>
<td>Buildings and offices accessible to the public</td>
<td>44 Incl. post office, social insurance office, parish hall, police station, courthouse, museum, library, association premises, church.</td>
</tr>
<tr>
<td>45</td>
<td>Hospital, outpatient clinic, health centre</td>
<td>46 Incl. day-centre for elderly and disabled people, hospice. Excl. protected home and pensioners’ dwelling (10-19).</td>
</tr>
<tr>
<td>46</td>
<td>Nursing home, home for the sick, institution for the disabled</td>
<td>47 Excl. military training area (77).</td>
</tr>
<tr>
<td>47</td>
<td>Military institution</td>
<td>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).</td>
</tr>
<tr>
<td>48</td>
<td>School, institutional area and public premises, other specified</td>
<td>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.</td>
</tr>
<tr>
<td>49</td>
<td>School, institutional area and public premises, unspecified</td>
<td></td>
</tr>
<tr>
<td>50</td>
<td>Sports hall, gymnasium</td>
<td></td>
</tr>
<tr>
<td>51</td>
<td>Sports grounds (outdoors)</td>
<td></td>
</tr>
</tbody>
</table>
### PLACE OF OCCURRENCE

<table>
<thead>
<tr>
<th>CODES</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>52 Swimming pool</td>
<td>52 Incl. bathing facility with water slide. Excl. holiday recreation centre (63) and private swimming pool (17).</td>
</tr>
<tr>
<td>53 Riding school</td>
<td>53 Indoors/outdoors.</td>
</tr>
<tr>
<td>54 Racetrack</td>
<td>54 Incl. Racetracks for animals, bicycles, motor vehicles.</td>
</tr>
<tr>
<td>55 Indoor ice rink, skating rink</td>
<td>55 Incl. ski lift. Excl. established ski trails (57).</td>
</tr>
<tr>
<td>56 Skiing and alpine facility</td>
<td>57 Incl. established trails for exercise (e.g. jogging) and skiing.</td>
</tr>
<tr>
<td>57 Exercise/jogging, ski trail</td>
<td></td>
</tr>
<tr>
<td>58 Sports area, other specified</td>
<td></td>
</tr>
<tr>
<td>59 Sports area, unspecified</td>
<td></td>
</tr>
</tbody>
</table>

#### Amusement, entertainment and park area

<table>
<thead>
<tr>
<th>CODES</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>60 Restaurant, cafeteria, pub</td>
<td>60 Incl. inn, bodega, bar.</td>
</tr>
<tr>
<td>61 Discotheque, jazz club, dance hall</td>
<td></td>
</tr>
<tr>
<td>62 Cinema, theatre, concert hall</td>
<td>62 Excl. grandstand for audience at special entertainment (66).</td>
</tr>
<tr>
<td>63 Amusement park, etc.</td>
<td>63 Incl. circus, tivoli, zoo, animal park, fair ground, holiday recreation centre.</td>
</tr>
<tr>
<td>64 Playground in park area, etc.</td>
<td>64 Excl. playground in residential area (16), and playground in institutional areas (43).</td>
</tr>
<tr>
<td>65 Public gardens</td>
<td>65 Incl. park, green area, walking area, footpath, picnic area.</td>
</tr>
<tr>
<td>66 Grand stand indoors/outdoors</td>
<td>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).</td>
</tr>
<tr>
<td>68 Amusement, entertainment and park area, other specified</td>
<td>68 Incl. cemetery.</td>
</tr>
<tr>
<td>69 Amusement, entertainment and park area, unspecified</td>
<td></td>
</tr>
</tbody>
</table>
# PLACE OF OCCURRENCE

## CODES

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>7 0</td>
<td>Open nature</td>
</tr>
<tr>
<td>70</td>
<td>Uncultivated land</td>
</tr>
<tr>
<td>74</td>
<td>Beach incl. foreshore</td>
</tr>
<tr>
<td>75</td>
<td>Ice-cap, glacier</td>
</tr>
<tr>
<td>76</td>
<td>Camping site</td>
</tr>
<tr>
<td>77</td>
<td>Military training area</td>
</tr>
<tr>
<td>78</td>
<td>Open nature, other specified</td>
</tr>
<tr>
<td>79</td>
<td>Open nature, unspecified</td>
</tr>
<tr>
<td>8 0</td>
<td>Sea, lake and river</td>
</tr>
<tr>
<td>81</td>
<td>Sea, inlet</td>
</tr>
<tr>
<td>82</td>
<td>Lake</td>
</tr>
<tr>
<td>83</td>
<td>River, stream, canal</td>
</tr>
<tr>
<td>84</td>
<td>Vessel</td>
</tr>
<tr>
<td>85</td>
<td>Offshore installation</td>
</tr>
<tr>
<td>88</td>
<td>Ice on water</td>
</tr>
<tr>
<td>89</td>
<td>Sea, lake and river, other specified</td>
</tr>
<tr>
<td>89</td>
<td>Sea, lake and river, unspecified</td>
</tr>
<tr>
<td>9 8</td>
<td>Place, other specified</td>
</tr>
<tr>
<td>99</td>
<td>Place, unspecified</td>
</tr>
</tbody>
</table>

## MANUAL

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>70</td>
<td>Incl. mountain, nature park, forest, desert, with lanes, paths and tracks.</td>
</tr>
<tr>
<td>74</td>
<td>Incl. wharf, bathing jetty. Excl. sea, lake, etc. (80-89).</td>
</tr>
<tr>
<td>76</td>
<td>Incl. hut, etc. for temporary use. Example: Nomad settlement.</td>
</tr>
<tr>
<td>77</td>
<td>Excl. military institution (47).</td>
</tr>
<tr>
<td>78</td>
<td>Incl. air space.</td>
</tr>
<tr>
<td>81</td>
<td>Incl. marsh.</td>
</tr>
<tr>
<td>82</td>
<td>Incl. brook, spring, creek.</td>
</tr>
<tr>
<td>83</td>
<td>Incl. vessels and boats of all types at sea and alongside quay. Excl. quay, etc. (07).</td>
</tr>
<tr>
<td>84</td>
<td>Incl. oil rig, etc.</td>
</tr>
</tbody>
</table>
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:

<table>
<thead>
<tr>
<th>Activity?</th>
<th>Paid work</th>
<th>Unpaid work/leisure time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Transport</td>
<td>Activity code = 0</td>
<td>Activity code = 2</td>
</tr>
<tr>
<td>Not transport</td>
<td>Activity code = 1</td>
<td>Activity codes = 3-7</td>
</tr>
</tbody>
</table>

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.
### 1ST AND 2ND CHARACTER LEVEL

<table>
<thead>
<tr>
<th>Category</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 Paid work and transport</td>
<td>01</td>
<td>Transportation as paid work</td>
</tr>
<tr>
<td></td>
<td>02</td>
<td>Transportation between work places</td>
</tr>
<tr>
<td></td>
<td>08</td>
<td>Paid work and transport, other specified</td>
</tr>
<tr>
<td></td>
<td>09</td>
<td>Paid work and transport, unspecified</td>
</tr>
<tr>
<td>1 Paid work (not transport)</td>
<td>11</td>
<td>Production, manufacturing</td>
</tr>
<tr>
<td></td>
<td>12</td>
<td>Construction work</td>
</tr>
<tr>
<td></td>
<td>13</td>
<td>Agricultural work</td>
</tr>
<tr>
<td></td>
<td>14</td>
<td>Maintenance, repair work</td>
</tr>
<tr>
<td></td>
<td>15</td>
<td>Cleaning, waste management</td>
</tr>
<tr>
<td></td>
<td>16</td>
<td>Services</td>
</tr>
<tr>
<td></td>
<td>18</td>
<td>Paid work, other specified</td>
</tr>
<tr>
<td></td>
<td>19</td>
<td>Paid work, unspecified</td>
</tr>
<tr>
<td>2 Transport (excl. paid work)</td>
<td>21</td>
<td>Transport to/from paid work</td>
</tr>
<tr>
<td></td>
<td>22</td>
<td>Transport to/from educational inst.</td>
</tr>
<tr>
<td></td>
<td>28</td>
<td>Transport, other specified</td>
</tr>
<tr>
<td></td>
<td>29</td>
<td>Transport unspecified</td>
</tr>
<tr>
<td>3 Domestic activity (unpaid work)</td>
<td>31</td>
<td>Cooking</td>
</tr>
<tr>
<td></td>
<td>32</td>
<td>Cleaning, maintenance</td>
</tr>
<tr>
<td></td>
<td>33</td>
<td>Garden work</td>
</tr>
<tr>
<td></td>
<td>34</td>
<td>Do-it-yourself work</td>
</tr>
<tr>
<td></td>
<td>35</td>
<td>Caring for child/relative</td>
</tr>
<tr>
<td></td>
<td>36</td>
<td>Shopping</td>
</tr>
<tr>
<td></td>
<td>37</td>
<td>Moving about in home</td>
</tr>
<tr>
<td></td>
<td>38</td>
<td>Domestic activity, other specified</td>
</tr>
<tr>
<td></td>
<td>39</td>
<td>Domestic activity, unspecified</td>
</tr>
<tr>
<td>4 Education</td>
<td>41</td>
<td>Education, training</td>
</tr>
<tr>
<td></td>
<td>42</td>
<td>Sports during education time</td>
</tr>
<tr>
<td></td>
<td>43</td>
<td>play during education time</td>
</tr>
<tr>
<td></td>
<td>48</td>
<td>Educational activity, other specified</td>
</tr>
<tr>
<td></td>
<td>49</td>
<td>Educational activity, unspecified</td>
</tr>
<tr>
<td>5 Sports and exercise</td>
<td>61</td>
<td>Play</td>
</tr>
<tr>
<td>6 Play and other leisure activity</td>
<td>62</td>
<td>Leisure/hobby activity</td>
</tr>
<tr>
<td></td>
<td>63</td>
<td>Entertainment</td>
</tr>
<tr>
<td></td>
<td>64</td>
<td>Recreation/holidaying</td>
</tr>
<tr>
<td></td>
<td>68</td>
<td>Play and other leisure activity, other specified</td>
</tr>
<tr>
<td></td>
<td>69</td>
<td>Play and other leisure activity, unspecified</td>
</tr>
<tr>
<td>7 Vital activity</td>
<td>71</td>
<td>Taking meals</td>
</tr>
<tr>
<td></td>
<td>72</td>
<td>Sleeping, resting</td>
</tr>
<tr>
<td></td>
<td>73</td>
<td>Personal hygiene</td>
</tr>
<tr>
<td></td>
<td>78</td>
<td>Vital activity, other specified</td>
</tr>
<tr>
<td></td>
<td>79</td>
<td>Vital activity, unspecified</td>
</tr>
<tr>
<td>8 Activity, other specified</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9 Activity, unspecified</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
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.
### Activity Codes Manual

**1 Paid work (not transport)**

1 An *occupational accident not related to transport* (see paid work and 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”.

At the 2nd character level the broad categories describe the *type of working process* performed by the victim at the time of injury. This should not be confused with the occupational industry of the employer - go to “Industrial Codes” to classify employer’s type of work.

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>Production, manufacturing</td>
</tr>
<tr>
<td>12</td>
<td>Construction work</td>
</tr>
<tr>
<td>13</td>
<td>Agricultural work</td>
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<tr>
<td>14</td>
<td>Maintenance, repair work</td>
</tr>
<tr>
<td>15</td>
<td>Cleaning, waste management</td>
</tr>
<tr>
<td>16</td>
<td>Service</td>
</tr>
<tr>
<td>18</td>
<td>Paid work, other specified</td>
</tr>
<tr>
<td>19</td>
<td>Paid work, unspecified</td>
</tr>
</tbody>
</table>

11 Comprises all types of production, manufacturing, processing, storing work. Excl. agricultural types of work (13).

12 Comprises all types of construction, excavation, demolition work, e.g. in buildings, roads, bridges, ports.

13 Comprises all types of agricultural work, horticulture, forestry, fish farming and work with live animals.

14 Comprises all types of maintenance and repair work, e.g. installing, disassembling, tuning, adjusting, etc.

15 Comprises all kinds of cleaning work (industrial and manual) and waste management, disposal and treatment.

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.
### CODES

#### 2 Transport
- 2 Comprises all forms of transport *not during paid work* (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
- 22 Transport to/from educational inst.
- 28 Transport, other specified
- 29 Transport, unspecified

The codes 3-7 relate to domestic life, schooling, education, leisure time, etc. Excl. Paid work (0-1) and Transport (2).

#### 3 Domestic activity (unpaid work)
- 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 *unpaid work*. Excl. transport (2).

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

#### 4 Education
- 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).
**ACTIVITY**

<table>
<thead>
<tr>
<th>CODES</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>41</td>
<td>Education, training</td>
</tr>
<tr>
<td>42</td>
<td>Sports during education time</td>
</tr>
<tr>
<td>43</td>
<td>Play during education time</td>
</tr>
<tr>
<td>48</td>
<td>Educational activity, other specified</td>
</tr>
<tr>
<td>49</td>
<td>Educational activity, unspecified</td>
</tr>
<tr>
<td>5</td>
<td>Sports and exercise</td>
</tr>
<tr>
<td>6</td>
<td>Play and other leisure activity</td>
</tr>
<tr>
<td>61</td>
<td>Play</td>
</tr>
<tr>
<td>62</td>
<td>Leisure/hobby activity</td>
</tr>
<tr>
<td>63</td>
<td>Entertainment</td>
</tr>
<tr>
<td>64</td>
<td>Recreation/holidaying</td>
</tr>
<tr>
<td>68</td>
<td>Leisure activity, other specified</td>
</tr>
<tr>
<td>69</td>
<td>Leisure activity, unspecified</td>
</tr>
</tbody>
</table>

**46**

**41** Excl. sports and athletics during education time (42).

**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** Comprises playing, relaxation during education time, i.e. during time for recess, break, and interval.

**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, spots and exercise” to code type of sports. Excl. sports and athletics during education time (42), excl. transport to/from sports (28).

**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** Incl. play e.g. with ball, whereas the ball game (following given rules) is coded in (5). Excl. play during education time (43).

**7** Vital activity comprises sleep, taking meals, personal hygiene, etc. Incl. vital activity within any of the groups 3-6.
<table>
<thead>
<tr>
<th>CODES</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>71  Taking meals</td>
<td>71  Incl. eating, drinking.</td>
</tr>
<tr>
<td>72  Sleeping, resting</td>
<td></td>
</tr>
<tr>
<td>73  Personal hygiene</td>
<td></td>
</tr>
<tr>
<td>78  Vital activity, other specified</td>
<td></td>
</tr>
<tr>
<td>79  Vital activity, unspecified</td>
<td></td>
</tr>
<tr>
<td>8   Activity, other specified</td>
<td>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.</td>
</tr>
<tr>
<td>9   Activity, unspecified</td>
<td></td>
</tr>
</tbody>
</table>

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

Unintentional injury or unknown reason for contact

## 1st and 2nd Character Level

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Release of energy</td>
</tr>
<tr>
<td>A0</td>
<td>Release of energy by explosion, air pressure and fire and flames</td>
</tr>
<tr>
<td>A1</td>
<td>Release of energy as electricity, heat, cold, radiation and sound waves</td>
</tr>
<tr>
<td>A2</td>
<td>Release of liquid and gaseous substances and chemicals</td>
</tr>
<tr>
<td>B</td>
<td>Collapse, breakage and deformation of materials</td>
</tr>
<tr>
<td>B0</td>
<td>Collapse, breakage and deformation of materials</td>
</tr>
<tr>
<td>C</td>
<td>Malfunction and loss of control of machinery, equipment and materials</td>
</tr>
<tr>
<td>C0</td>
<td>Malfunction and loss of control of machinery (stationary/mobile), technical equipment and/or tools and utensils (manual/mechanical)</td>
</tr>
<tr>
<td>C9</td>
<td>Malfunction and loss of control of materials and objects other specified and unspecified</td>
</tr>
<tr>
<td>D</td>
<td>Malfunction and loss of control of means of transport</td>
</tr>
<tr>
<td>D0</td>
<td>Malfunction and loss of control of means of transport</td>
</tr>
<tr>
<td>D1</td>
<td>Malfunction and loss of control of lifting, hoisting systems</td>
</tr>
<tr>
<td>E</td>
<td>Falls</td>
</tr>
<tr>
<td>E0</td>
<td>Falls</td>
</tr>
<tr>
<td>F</td>
<td>Inexpedient movements</td>
</tr>
<tr>
<td>F0</td>
<td>Inexpedient movements</td>
</tr>
<tr>
<td>G</td>
<td>Inexpedient contact between animates</td>
</tr>
<tr>
<td>G0</td>
<td>Inexpedient contact between animates</td>
</tr>
<tr>
<td>H</td>
<td>Deviating action by the injured person self, NEC</td>
</tr>
<tr>
<td>H0</td>
<td>Deviating action by the injured person self, NEC</td>
</tr>
<tr>
<td>J</td>
<td>Accidental misuse of biological substances</td>
</tr>
<tr>
<td>J0</td>
<td>Accidental misuse of biological substances</td>
</tr>
<tr>
<td>Z</td>
<td>Accidental event, other and unspecified</td>
</tr>
<tr>
<td>Z9</td>
<td>Accidental event, other specified and unspecified</td>
</tr>
</tbody>
</table>
3rd 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
ACCIDENTAL EVENTS

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
ACCIDENTAL EVENTS

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
<table>
<thead>
<tr>
<th>CODE</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>A0</td>
<td>Release of energy by explosion, air pressure and fire and flames</td>
</tr>
<tr>
<td>A00</td>
<td>Release of energy as explosion</td>
</tr>
<tr>
<td>A01</td>
<td>Release of energy as air pressure</td>
</tr>
<tr>
<td>A02</td>
<td>Release of energy as fire, flames</td>
</tr>
<tr>
<td>A07</td>
<td>Release of energy by combination of energy forms above</td>
</tr>
<tr>
<td>A08</td>
<td>Release of energy as explosion, air pressure or fire, flame other specified</td>
</tr>
<tr>
<td>A09</td>
<td>Release of energy as explosion, air pressure or fire, flame, unspecified</td>
</tr>
<tr>
<td>A1</td>
<td>Release of energy as electricity, heat, cold, radiation and sound waves</td>
</tr>
<tr>
<td>A10</td>
<td>Release of electric energy</td>
</tr>
<tr>
<td>A11</td>
<td>Release of energy as extreme heat</td>
</tr>
<tr>
<td>A12</td>
<td>Release of energy as extreme cold</td>
</tr>
<tr>
<td>A13</td>
<td>Release of radiation energy</td>
</tr>
<tr>
<td>A14</td>
<td>Release of energy as sound wave/loud noise</td>
</tr>
<tr>
<td>A0</td>
<td>Events in which unexpected explosion, high air pressure or fire or flames occur.</td>
</tr>
<tr>
<td>A00</td>
<td>Event of unexpected explosion, or the (expected) explosion occurs at unplanned time.</td>
</tr>
<tr>
<td>A01</td>
<td>The deviation is release of high air pressure rather than what caused this. Incl. strong wind.</td>
</tr>
<tr>
<td>A02</td>
<td>Event of unexpected fire, or unexpected contact with fire or flames.</td>
</tr>
<tr>
<td>A07</td>
<td>Event in which combination of energy forms in A00-A02 occurs.</td>
</tr>
<tr>
<td>A1</td>
<td>Release of electric energy</td>
</tr>
<tr>
<td>A10</td>
<td>Event of electric deviation, e.g. electric shock, voltage drop, power failure, etc.</td>
</tr>
<tr>
<td>A11</td>
<td>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).</td>
</tr>
<tr>
<td>A12</td>
<td>Event in which deviation in form of extreme cold or any kind of cold radiation occur, e.g. freezing, hypothermia, etc.</td>
</tr>
<tr>
<td>A13</td>
<td>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.</td>
</tr>
<tr>
<td>A14</td>
<td>Event in which deviation in form of unexpected loud noise occurs, incl. sound wave/loud noise causing fright or deafening alarm signals.</td>
</tr>
<tr>
<td>CODE</td>
<td>MANUAL</td>
</tr>
<tr>
<td>------</td>
<td>--------</td>
</tr>
<tr>
<td>A15</td>
<td>Release of energy as vibrations</td>
</tr>
<tr>
<td>A17</td>
<td>Release of energy by combination of energy forms above</td>
</tr>
<tr>
<td>A18</td>
<td>Release of energy as electricity, heat, cold, radiation, sound waves, other specified</td>
</tr>
<tr>
<td>A19</td>
<td>Release of energy as electricity, heat, cold, radiation, sound waves, unspecified</td>
</tr>
<tr>
<td><strong>A2</strong></td>
<td><strong>Release of liquid and gaseous substances and chemicals</strong></td>
</tr>
<tr>
<td>A20</td>
<td>Overflowing (liquids)</td>
</tr>
<tr>
<td>A21</td>
<td>Leakage of liquid substances or chemicals</td>
</tr>
<tr>
<td>A22</td>
<td>Evaporation of gaseous substances or chemicals</td>
</tr>
<tr>
<td>A23</td>
<td>Formation of smoke, dust or powder</td>
</tr>
<tr>
<td>A27</td>
<td>Combination of deviations above</td>
</tr>
<tr>
<td>A28</td>
<td>Release of liquid and gaseous substances /chemicals, other specified</td>
</tr>
<tr>
<td>A29</td>
<td>Release of liquid and gaseous substances /chemicals, unspecified</td>
</tr>
</tbody>
</table>
### ACCIDENTAL EVENTS

#### CODE

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Manual</th>
</tr>
</thead>
<tbody>
<tr>
<td>B0</td>
<td>Collapse, breakage and deformation of materials</td>
<td>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.</td>
</tr>
<tr>
<td>B00</td>
<td>Collapse of materials on higher level</td>
<td>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.</td>
</tr>
<tr>
<td>B01</td>
<td>Collapse of materials on lower level</td>
<td>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.</td>
</tr>
<tr>
<td>B02</td>
<td>Collapse of materials on same level</td>
<td>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.</td>
</tr>
<tr>
<td>B03</td>
<td>Breakage of materials, joints</td>
<td>Event in which the deviation is the breakage or crushing of materials, incl. break down of joints e.g. of pipelines, wires etc.</td>
</tr>
<tr>
<td>B04</td>
<td>Fragmentation of materials</td>
<td>Event in which the deviation is fragmentation of e.g. glass, iron, stone, metal, etc. due to breakage, crushing of materials causing splinters.</td>
</tr>
<tr>
<td>B08</td>
<td>Collapse, breakage or deformation of materials, other specified</td>
<td></td>
</tr>
<tr>
<td>B09</td>
<td>Collapse, breakage or deformation of materials, unspecified</td>
<td></td>
</tr>
</tbody>
</table>

#### Notes

**C-D Note: ‘Loss of control’**

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 thereof, etc.
<table>
<thead>
<tr>
<th>CODE</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>C0 Malfunction and loss of control of machinery (stationary/mobile), technical equipment and/or tools and utensils (manual/mechanical)</td>
<td>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).</td>
</tr>
<tr>
<td>C00 Malfunction of machinery, technical equipment, tool or utensil</td>
<td>C00 Event in which the deviation is the malfunction of the machinery, the technical equipment or the tool or utensil itself.</td>
</tr>
<tr>
<td>C01 Own loss of control of machinery, technical equipment, tool or utensil</td>
<td>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.</td>
</tr>
<tr>
<td>C02 Other person’s loss of control of machinery, technical equipment, tool or utensil</td>
<td>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.</td>
</tr>
<tr>
<td>C08 Malfunction and loss of control of machinery, technical equipment, tool or utensil, other specified</td>
<td></td>
</tr>
<tr>
<td>C09 Malfunction and loss of control of machinery, technical equipment, tool or utensil, unspecified.</td>
<td></td>
</tr>
<tr>
<td>C9 Malfunction and loss of control of materials and objects other specified</td>
<td>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).</td>
</tr>
<tr>
<td>C90 Malfunction of material and object other specified</td>
<td>C90 Event in which the deviation is ‘malfunction’ of the material, e.g. sharp edges, or something is wrong with the material itself.</td>
</tr>
<tr>
<td>CODE</td>
<td>MANUAL</td>
</tr>
<tr>
<td>--------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>C91</td>
<td>Own loss of control of material and object other specified</td>
</tr>
<tr>
<td>C91</td>
<td>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.</td>
</tr>
<tr>
<td>C92</td>
<td>Other person’s loss of control of material and object other specified</td>
</tr>
<tr>
<td>C92</td>
<td>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.</td>
</tr>
<tr>
<td>C98</td>
<td>Malfunction and loss of control of material and object, other specified</td>
</tr>
<tr>
<td>C99</td>
<td>Malfunction and loss of control of material and object, unspecified.</td>
</tr>
<tr>
<td>D0</td>
<td>Malfunction and loss of control of means of transport</td>
</tr>
<tr>
<td>D0</td>
<td>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).</td>
</tr>
<tr>
<td>D00</td>
<td>Malfunction of means of transport</td>
</tr>
<tr>
<td>D00</td>
<td>Event in which the deviation is the malfunction of the means of transport itself.</td>
</tr>
<tr>
<td>D01</td>
<td>Own loss of control of means of transport</td>
</tr>
<tr>
<td>D01</td>
<td>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.</td>
</tr>
<tr>
<td>D02</td>
<td>Other person’s loss of control of means of transport</td>
</tr>
<tr>
<td>D02</td>
<td>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.</td>
</tr>
<tr>
<td>D08</td>
<td>Malfunction and loss of control of means of transport, other specified</td>
</tr>
<tr>
<td>D09</td>
<td>Malfunction and loss of control of means of transport, unspecified.</td>
</tr>
</tbody>
</table>
## CODE

<table>
<thead>
<tr>
<th>CODE</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>D1</td>
<td>Malfunction and loss of control of lifting, hoisting and conveyer systems</td>
</tr>
<tr>
<td></td>
<td>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).</td>
</tr>
<tr>
<td>D10</td>
<td>Malfunction of lifting, hoisting, and conveyer system</td>
</tr>
<tr>
<td></td>
<td>D10 Event in which the deviation is the malfunction of the lifting, hoisting or conveyer system itself.</td>
</tr>
<tr>
<td>D11</td>
<td>Own loss of control of lifting, hoisting and conveyer system</td>
</tr>
<tr>
<td></td>
<td>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.</td>
</tr>
<tr>
<td>D12</td>
<td>Other person’s loss of control of lifting, hoisting and conveyer system</td>
</tr>
<tr>
<td></td>
<td>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.</td>
</tr>
<tr>
<td>D18</td>
<td>Malfunction and loss of control of lifting, hoisting or conveyer system, other specified</td>
</tr>
<tr>
<td>D19</td>
<td>Malfunction and loss of control of lifting, hoisting or conveyer system, unspecified.</td>
</tr>
</tbody>
</table>

## E0  Falls

<table>
<thead>
<tr>
<th>E0</th>
<th>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).</th>
</tr>
</thead>
<tbody>
<tr>
<td>E00</td>
<td>Fall on same level</td>
</tr>
<tr>
<td></td>
<td>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.</td>
</tr>
<tr>
<td>E01</td>
<td>Fall from lesser height</td>
</tr>
<tr>
<td></td>
<td>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 (&lt; 1 meter), etc.</td>
</tr>
</tbody>
</table>
ACCIDENTAL EVENTS

CODE

MANUAL

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  

F0  Inexpedient movements  

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.
CODE | MANUAL
--- | ---
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
G0 Inexpedient contact between animates 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
H0 Deviating action by the injured person self, NEC 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.
<table>
<thead>
<tr>
<th>CODE</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>H01</td>
<td>Enter (self) foreign body into natural orifice</td>
</tr>
<tr>
<td>H02</td>
<td>Ingestion of wrong substance, NEC</td>
</tr>
<tr>
<td>H03</td>
<td>Contact with wrong substance, NEC</td>
</tr>
<tr>
<td>H08</td>
<td>Deviating action by injured person self, other specified</td>
</tr>
<tr>
<td>H09</td>
<td>Deviating action by injured person self, unspecified</td>
</tr>
</tbody>
</table>

### J0 Accidental misuse of biological substances

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).
<table>
<thead>
<tr>
<th>CODE</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>J08</td>
<td>Accidental misuse of biological substance, other specified</td>
</tr>
<tr>
<td>J09</td>
<td>Accidental misuse biological substance, unspecified</td>
</tr>
<tr>
<td>Z9</td>
<td>Accidental event, other specified and unspecified</td>
</tr>
<tr>
<td>Z90</td>
<td>* Shocking experience without physical injury</td>
</tr>
<tr>
<td>Z98</td>
<td>Accidental event, other specified</td>
</tr>
<tr>
<td>Z99</td>
<td>Accidental event, unspecified</td>
</tr>
</tbody>
</table>

**Manual**

J08  Incl. wrong packaging and/or labelling by the pharmaceutical company.

Z9   Events in which deviation is other specified or unspecified.

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.
# Violence Events

## 1st and 2nd Character Level

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Assault by release of energy</td>
</tr>
<tr>
<td>A0</td>
<td>Assault by use of explosion, air pressure and fire</td>
</tr>
<tr>
<td>A1</td>
<td>Assault by use of other forms of energy</td>
</tr>
<tr>
<td>A2</td>
<td>Assault by use of liquid and gaseous substances and chemicals</td>
</tr>
<tr>
<td>B</td>
<td>Assault by collapse of materials</td>
</tr>
<tr>
<td>B0</td>
<td>Assault by collapse of materials</td>
</tr>
<tr>
<td>C</td>
<td>Assault by use of machinery, equipment and materials</td>
</tr>
<tr>
<td>C0</td>
<td>Assault by use of machinery (stationary/mobile), technical equipment and/or tools and weapons (manual/mechanical)</td>
</tr>
<tr>
<td>C9</td>
<td>Assault by use of materials and objects other specified</td>
</tr>
<tr>
<td>D</td>
<td>Assault by use of means of transport</td>
</tr>
<tr>
<td>D0</td>
<td>Assault by use means of transport</td>
</tr>
<tr>
<td>E</td>
<td>Push or pull resulting in fall (assault)</td>
</tr>
<tr>
<td>E0</td>
<td>Push or pull resulting in fall (assault)</td>
</tr>
<tr>
<td>G</td>
<td>Assault by bodily force (incl. sexual assault)</td>
</tr>
<tr>
<td>G0</td>
<td>Assault by bodily force in contact between animates</td>
</tr>
<tr>
<td>G1</td>
<td>Sexual assault</td>
</tr>
<tr>
<td>J</td>
<td>Assault by use of biological substances</td>
</tr>
<tr>
<td>J0</td>
<td>Assault by use of biological substances</td>
</tr>
<tr>
<td>K</td>
<td>Neglect, abandonment and other maltreatment</td>
</tr>
<tr>
<td>K0</td>
<td>Neglect, abandonment and other maltreatment</td>
</tr>
<tr>
<td>Z</td>
<td>Violence event, other specified and unspecified</td>
</tr>
<tr>
<td>Z9</td>
<td>Violence event, other specified and unspecified</td>
</tr>
</tbody>
</table>
3\textsuperscript{rd} 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
<table>
<thead>
<tr>
<th>CODE</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>A0</strong></td>
<td>Assault by explosion, air pressure and fire</td>
</tr>
<tr>
<td>A00</td>
<td>Assault by explosion</td>
</tr>
<tr>
<td>A01</td>
<td>Assault by air pressure</td>
</tr>
<tr>
<td>A02</td>
<td>Assault by fire or flames</td>
</tr>
<tr>
<td>A07</td>
<td>Assault by combination of energy forms</td>
</tr>
<tr>
<td>A08</td>
<td>Assault by explosion, air pressure or fire, other specified</td>
</tr>
<tr>
<td>A09</td>
<td>Assault by explosion, air pressure or fire, unspecified</td>
</tr>
<tr>
<td><strong>A1</strong></td>
<td>Assault by other forms of energy</td>
</tr>
<tr>
<td>A10</td>
<td>Assault by electric energy</td>
</tr>
<tr>
<td>A11</td>
<td>Assault by extreme heat</td>
</tr>
<tr>
<td>A12</td>
<td>Assault by extreme cold</td>
</tr>
<tr>
<td>A13</td>
<td>Assault by radiation</td>
</tr>
<tr>
<td>A14</td>
<td>Assault by sound wave/loud noise</td>
</tr>
<tr>
<td>A17</td>
<td>Assault by combination of energy forms</td>
</tr>
<tr>
<td>A18</td>
<td>Assault by other form of energy, specified</td>
</tr>
<tr>
<td>A19</td>
<td>Assault by other form of energy, unspecified</td>
</tr>
</tbody>
</table>

**A0** Events in which harm is intended by use of explosion, high air pressure or fire and flames.

A00 Event of intended harm by causing explosion.

A01 Event of intended harm by use of high air pressure, e.g. compressed air.

A02 Event of intended harm by use of fire or flames, e.g. arson.

A07 Event of intended harm by combining energy forms in A00-A02.

**A1** Events in which harm is intended by use of electricity, heat, cold, radiation, sound waves or other forms of energy.

A10 Event of intended harm by use of electricity, e.g. electric shock.

A11 Event of intended harm by exposing victim to extreme heat, e.g. superheating, scalding, etc. Excl. assault by fire, flame (A02).

A12 Event of intended harm by exposing victim to extreme cold, e.g. freezing, hypothermia, etc.

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 Event of intended harm by exposing victim to loud noise or other harmful use of sound waves.

A17 Event of intended harm by combining energy forms in A10-A14.
### CODE

<table>
<thead>
<tr>
<th>A2</th>
<th>Assault by use of liquid and gaseous substances and chemicals</th>
</tr>
</thead>
<tbody>
<tr>
<td>A20</td>
<td>Assault by overflowing (liquids)</td>
</tr>
<tr>
<td>A21</td>
<td>Assault by leakage of liquid substance or chemical</td>
</tr>
<tr>
<td>A22</td>
<td>Assault by evaporation of gaseous substance or chemical</td>
</tr>
<tr>
<td>A23</td>
<td>Assault by formation of smoke, dust, powder</td>
</tr>
<tr>
<td>A27</td>
<td>Assault by combination of methods</td>
</tr>
<tr>
<td>A28</td>
<td>Assault by use of liquid and gaseous substance or chemical, other specified</td>
</tr>
<tr>
<td>A29</td>
<td>Assault by use of liquid and gaseous substance or chemical, unspecified</td>
</tr>
</tbody>
</table>

### MANUAL

<table>
<thead>
<tr>
<th>A2</th>
<th>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).</th>
</tr>
</thead>
<tbody>
<tr>
<td>A20</td>
<td>Event of intended harm by causing overflowing of liquids from any kind of container, incl. over boil of water.</td>
</tr>
<tr>
<td>A21</td>
<td>Event of intended harm by causing leakage of harmful liquid substance or chemical.</td>
</tr>
<tr>
<td>A22</td>
<td>Event of intended harm by causing evaporation of harmful gaseous substance or chemical.</td>
</tr>
<tr>
<td>A23</td>
<td>Event of intended harm by causing formation of smoke, dust or powder, e.g. due to fire, a chemical process, etc.</td>
</tr>
<tr>
<td>A27</td>
<td>Event of intended harm by combining the release of energy forms described in A20-A23.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>B0</th>
<th>Assault by collapse of materials</th>
</tr>
</thead>
<tbody>
<tr>
<td>B00</td>
<td>Assault by collapse of material on higher level</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>B0</th>
<th>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.</th>
</tr>
</thead>
<tbody>
<tr>
<td>B00</td>
<td>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.</td>
</tr>
<tr>
<td>CODE</td>
<td>MANUAL</td>
</tr>
<tr>
<td>--------</td>
<td>------------------------------------------------------------------------</td>
</tr>
<tr>
<td>B01</td>
<td>Assault by collapse of material on lower level</td>
</tr>
<tr>
<td>B02</td>
<td>Assault by collapse of material on same level</td>
</tr>
<tr>
<td>B08</td>
<td>Assault by collapse of material, other specified</td>
</tr>
<tr>
<td>B09</td>
<td>Assault by collapse of material, unspecified.</td>
</tr>
<tr>
<td>C0</td>
<td>Assault by use of machinery (stationary/mobile), technical equipment, and/or tools and weapons (manual/mechanical)</td>
</tr>
<tr>
<td>C03</td>
<td>Assault by use of weapon</td>
</tr>
<tr>
<td>C08</td>
<td>Assault by use of machinery, technical equipment, tools or weapons, other specified</td>
</tr>
<tr>
<td>C09</td>
<td>Assault by use of machinery, technical equipment, tools or weapons, unspecified.</td>
</tr>
<tr>
<td>C9</td>
<td>Assault by use of materials and objects other specified</td>
</tr>
<tr>
<td></td>
<td>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.</td>
</tr>
<tr>
<td></td>
<td>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.</td>
</tr>
<tr>
<td></td>
<td>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).</td>
</tr>
<tr>
<td>CODE</td>
<td>MANUAL</td>
</tr>
<tr>
<td>------</td>
<td>--------</td>
</tr>
<tr>
<td>C98</td>
<td>Assault by use of material or object, other specified</td>
</tr>
<tr>
<td>C99</td>
<td>Assault by use of material or object, unspecified.</td>
</tr>
<tr>
<td>D0</td>
<td>Assault by use of means of transport</td>
</tr>
<tr>
<td>D03</td>
<td>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.</td>
</tr>
<tr>
<td>D08</td>
<td>Incl. lifting, hoisting and conveyer systems.</td>
</tr>
<tr>
<td>D09</td>
<td>Assault by use of means of transport, unspecified.</td>
</tr>
<tr>
<td>E0</td>
<td>Push or pull resulting in fall (assault)</td>
</tr>
<tr>
<td>E00</td>
<td>Event 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).</td>
</tr>
<tr>
<td>E01</td>
<td>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 few steps of stairs (&lt; 1 meter), etc.</td>
</tr>
</tbody>
</table>
## CODE

<table>
<thead>
<tr>
<th>CODE</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>E02</td>
<td>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.</td>
</tr>
<tr>
<td>E03</td>
<td>Event in which harm is intended by pushing or pulling the victim, who falls to a lower level, but from unspecified height.</td>
</tr>
<tr>
<td>E08</td>
<td>Push or pull resulting in fall, other specified</td>
</tr>
<tr>
<td>E09</td>
<td>Push or pull resulting in fall, unspecified</td>
</tr>
</tbody>
</table>

## G0 Assault by bodily force in contact between animates

<table>
<thead>
<tr>
<th>CODE</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>G00</td>
<td>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).</td>
</tr>
<tr>
<td>G01</td>
<td>Event in which harm is intended by forcefully entering harmful object into natural orifice of other person. Note: Excl. sexual assault (G1)</td>
</tr>
<tr>
<td>G02</td>
<td>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.</td>
</tr>
<tr>
<td>G08</td>
<td>Assault by bodily force in contact between animates, other specified</td>
</tr>
<tr>
<td>G09</td>
<td>Assault by bodily force in contact between animates, unspecified</td>
</tr>
<tr>
<td>CODE</td>
<td>MANUAL</td>
</tr>
<tr>
<td>------</td>
<td>--------</td>
</tr>
<tr>
<td><strong>G1</strong> Sexual assault</td>
<td>G1 Events of intentional harm by exerting sexual assault. Incl. penetration of natural orifice with object(s).</td>
</tr>
<tr>
<td>G10 Rape</td>
<td>G10 Incl. attempted rape.</td>
</tr>
<tr>
<td>G11 Sexual abuse</td>
<td></td>
</tr>
<tr>
<td>G18 Sexual assault, other specified</td>
<td></td>
</tr>
<tr>
<td>G19 Sexual assault, unspecified</td>
<td></td>
</tr>
<tr>
<td><strong>J0</strong> Assault by use of biological substances</td>
<td>J0 Events in which harm is intended by using drugs, psychoactive drugs or alcohol or combinations thereof.</td>
</tr>
<tr>
<td>J01 Assault by use of biological substance</td>
<td>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, psychoactive drugs and/or alcohol.</td>
</tr>
<tr>
<td>J08 Assault by use of biological substance, other specified</td>
<td></td>
</tr>
<tr>
<td>J09 Assault by use of biological substance, unspecified</td>
<td></td>
</tr>
<tr>
<td><strong>K0</strong> Neglect, abandonment and other maltreatment</td>
<td>K0 Events of intentional neglect, abandonment or other maltreatment of other person(s).</td>
</tr>
<tr>
<td>K00 Neglect or abandonment</td>
<td></td>
</tr>
<tr>
<td>K01 Other maltreatment</td>
<td></td>
</tr>
</tbody>
</table>
## CODE

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>K08</td>
<td>Neglect, abandonment or other maltreatment, other specified</td>
</tr>
<tr>
<td>K09</td>
<td>Neglect, abandonment or other maltreatment, unspecified</td>
</tr>
</tbody>
</table>

## MANUAL

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Z9</td>
<td>Violence events, other specified and unspecified</td>
</tr>
<tr>
<td>Z98</td>
<td>Violence event, other specified</td>
</tr>
<tr>
<td>Z99</td>
<td>Violence event, unspecified</td>
</tr>
</tbody>
</table>

Z9 Events of assault, other specified or unspecified.
Intentional Self-harm Events

1ST AND 2ND 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
3rd 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
INTENTIONAL SELF-HARM EVENTS

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
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
A08 Intentional self-harm by explosion, air pressure or fire, other specified
A09 Intentional self-harm by explosion, air pressure or fire, unspecified.

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

A00 Event of intentional self-harm by causing explosion.
A01 Event of intentional self-harm by use of high air pressure, e.g. compressed air.
A02 Event of intentional self-harm by use of fire or flames, e.g. self-immolation.
A07 Event of intentional self-harm by combining energy forms in A00-A02.

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

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

A10 Event of intentional self-harm by use of electricity, e.g. electric shock.
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 Event of intentional self-harm by exposing oneself to extreme cold, e.g. freezing, hypothermia, etc.
A13 Event of intentional self-harm by use of harmful radiation, e.g. radioactivity, ultraviolet rays, laser beam, etc. Incl. exposing oneself to excessive solar rays.
A14 Event of intentional self-harm by exposing oneself to loud noise or other harmful use of sound waves.
<table>
<thead>
<tr>
<th>CODE</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>A18</td>
<td>Intentional self-harm by other form of energy, specified</td>
</tr>
<tr>
<td>A19</td>
<td>Intentional self-harm by other form of energy, unspecified</td>
</tr>
<tr>
<td>A2</td>
<td><strong>Intentional self-harm by use of liquid and gaseous substances and chemicals</strong></td>
</tr>
<tr>
<td>A20</td>
<td>Intentional self-harm by overflowing (liquids)</td>
</tr>
<tr>
<td>A21</td>
<td>Intentional self-harm by leakage of liquid substance or chemical</td>
</tr>
<tr>
<td>A22</td>
<td>Intentional self-harm by evaporation of gaseous substance or chemical</td>
</tr>
<tr>
<td>A23</td>
<td>Intentional self-harm by formation of smoke, dust, powder</td>
</tr>
<tr>
<td>A27</td>
<td>Intentional self-harm by combination of methods</td>
</tr>
<tr>
<td>A28</td>
<td>Intentional self-harm by use of liquid and gaseous substance or chemical, other specified</td>
</tr>
<tr>
<td>A29</td>
<td>Intentional self-harm by use of liquid and gaseous substance or chemical, unspecified</td>
</tr>
<tr>
<td>A2</td>
<td>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).</td>
</tr>
<tr>
<td>A20</td>
<td>Event of intentional self-harm by causing overflowing of liquids from any kind of container, incl. over boil of water.</td>
</tr>
<tr>
<td>A21</td>
<td>Event of intentional self-harm by causing leakage of harmful liquid substance or chemical.</td>
</tr>
<tr>
<td>A22</td>
<td>Event of intentional self-harm by causing evaporation of harmful gaseous substance or chemical.</td>
</tr>
<tr>
<td>A23</td>
<td>Event of intentional self-harm by causing formation of smoke, dust or powder, e.g. due to fire, a chemical process, etc.</td>
</tr>
<tr>
<td>A27</td>
<td>Event of intentional self-harm by combining the release of energy forms described in A20-A23.</td>
</tr>
</tbody>
</table>
### INTENTIONAL SELF-HARM EVENTS

<table>
<thead>
<tr>
<th>CODE</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>B0</strong> Intentional self-harm by collapse of materials</td>
<td>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.</td>
</tr>
<tr>
<td>B00 Intentional self-harm by collapse of material on higher level</td>
<td>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.</td>
</tr>
<tr>
<td>B01 Intentional self-harm by collapse of material on lower level</td>
<td>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.</td>
</tr>
<tr>
<td>B02 Intentional self-harm by collapse of material on same level</td>
<td>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.</td>
</tr>
<tr>
<td>B08 Intentional self-harm by collapse of material, other specified</td>
<td></td>
</tr>
<tr>
<td>B09 Intentional self-harm by collapse of material, unspecified.</td>
<td></td>
</tr>
<tr>
<td><strong>C0</strong> Intentional self-harm by use of machinery (stationary/mobile), technical equipment and/or tools and weapons (manual/mechanical)</td>
<td>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.</td>
</tr>
<tr>
<td>C03 Intentional self-harm by use of weapon</td>
<td>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.</td>
</tr>
<tr>
<td>CODE</td>
<td>MANUAL</td>
</tr>
<tr>
<td>------</td>
<td>--------</td>
</tr>
<tr>
<td>C08</td>
<td>Intentional self-harm by use of machinery or technical equipment, other specified</td>
</tr>
<tr>
<td>C09</td>
<td>Intentional self-harm by use of machinery or technical equipment, unspecified.</td>
</tr>
<tr>
<td>C9</td>
<td>Intentional self-harm by use of materials and objects other specified</td>
</tr>
<tr>
<td>C98</td>
<td>Intentional self-harm by use of material or object, other specified</td>
</tr>
<tr>
<td>C99</td>
<td>Intentional self-harm by use of material or object, unspecified.</td>
</tr>
<tr>
<td>D0</td>
<td>Intentional self-harm by use of means of transport</td>
</tr>
<tr>
<td>D03</td>
<td>Intentional self-harm by crashing means of transport</td>
</tr>
<tr>
<td>D08</td>
<td>Intentional self-harm by use of means of transport, other specified</td>
</tr>
<tr>
<td>D09</td>
<td>Intentional self-harm by use of means of transport, unspecified.</td>
</tr>
<tr>
<td>E0</td>
<td>Jump resulting in fall (intentional self-harm)</td>
</tr>
<tr>
<td></td>
<td>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).</td>
</tr>
<tr>
<td></td>
<td>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.</td>
</tr>
<tr>
<td></td>
<td>Event of intentional self-harm by crashing e.g. a vehicle into a tree, into other means of transport or into a building.</td>
</tr>
<tr>
<td></td>
<td>Incl. lifting, hoisting and conveyor systems.</td>
</tr>
<tr>
<td></td>
<td>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).</td>
</tr>
<tr>
<td>CODE</td>
<td>MANUAL</td>
</tr>
<tr>
<td>------</td>
<td>--------</td>
</tr>
<tr>
<td>E01</td>
<td>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 few steps of stairs (&lt; 1 meter), etc.</td>
</tr>
<tr>
<td>E02</td>
<td>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.</td>
</tr>
<tr>
<td>E03</td>
<td>Event of intentional self-harm by jumping and falling to lower level, but from unspecified height.</td>
</tr>
<tr>
<td>E08</td>
<td>Jump resulting in fall, other specified</td>
</tr>
<tr>
<td>E09</td>
<td>Jump resulting in fall, unspecified</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>CODE</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>G01</td>
<td>Event of intentional self-harm by entering harmful object into natural orifice</td>
</tr>
<tr>
<td>G02</td>
<td>Event of intentional self-harm by causing harmful contact with an animal, including insects, e.g. bite by dog, snake, insect, etc.</td>
</tr>
<tr>
<td>G08</td>
<td>Event of intentional self-harm by bodily force or contact with animal, other specified</td>
</tr>
<tr>
<td>G09</td>
<td>Event of intentional self-harm by bodily force or contact with animal, unspecified</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>CODE</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>J01</td>
<td>Event of intentional self-harm (incl. attempted suicide) by use of drugs, psychoactive drugs or alcohol or combinations hereof.</td>
</tr>
</tbody>
</table>
**CODE** | **MANUAL**
---|---
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, 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, 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

K0  Auto-neglect and other self-mutilation

K00  Auto-neglect

K08  Other form of self-mutilation, specified

K09  Self-mutilation, unspecified

K0  Events of intentional auto-neglect or other self-mutilation.

K00  Event of intentional self-harm by depriving oneself of vital necessities, e.g. going on hunger strike.

Z9  Intentional self-harm events, other specified and unspecified

Z98  Intentional self-harm event, other specified

Z99  Intentional self-harm event, unspecified

Z9  Events of intentional self-harm, other specified or unspecified.
Mode of Injury

1st and 2nd 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
3rd 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
**MODE OF INJURY**

**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
Groups A0–A2 comprise being struck, hit, when the victim through his own motion meets with a resting object (incl. person or animal), or when the victim is injured by a moving object (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.

<table>
<thead>
<tr>
<th>CODE</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>A0</td>
<td>Struck, hit against, victim in motion</td>
</tr>
<tr>
<td>A00</td>
<td>Victim in vertical movement</td>
</tr>
<tr>
<td>A01</td>
<td>Victim in horizontal movement</td>
</tr>
<tr>
<td>A08</td>
<td>Victim’s movement other specified</td>
</tr>
<tr>
<td>A09</td>
<td>Victim’s movement, unspecified</td>
</tr>
<tr>
<td>A1</td>
<td>Struck, hit by object or animate in motion</td>
</tr>
<tr>
<td>A10</td>
<td>Object or animate in vertical movement</td>
</tr>
<tr>
<td>A11</td>
<td>Object or animate in horizontal movement</td>
</tr>
<tr>
<td>A12</td>
<td>Rotating or swinging object or animate</td>
</tr>
<tr>
<td>A18</td>
<td>Object or animates in motion, other specified</td>
</tr>
<tr>
<td>A19</td>
<td>Object or animates in motion, unspecified</td>
</tr>
</tbody>
</table>

A0 Comprises blunt trauma, when the victim in motion strikes, hits against a resting object or animate.

A00 Struck, hit due to exposure to force that caused the victim’s fall (vertical movement).

A01 Exposure to force that caused the victim hitting against something in a horizontal movement, e.g. stumbling against a wall.

A1 Comprises blunt trauma, when the victim at rest is struck, hit by moving object(s) or animate(s).

A10 Struck, hit by an object falling freely (vertical movement), e.g. tile from roof, person diving off a diving board, etc.

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 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.
## MODE OF INJURY

### CODE

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Manual</th>
</tr>
</thead>
<tbody>
<tr>
<td>A2</td>
<td>Struck, hit by collision, victim and object or animate in motion</td>
<td>A2 Comprises blunt trauma, when victim in motion collides with object or animate in motion.</td>
</tr>
<tr>
<td>A20</td>
<td>Victim and object in motion</td>
<td>A20 Struck, hit by object in motion, e.g. victim and counterpart in collision of motor vehicles.</td>
</tr>
<tr>
<td>A21</td>
<td>Victim and person or animal in motion</td>
<td>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).</td>
</tr>
<tr>
<td>A28</td>
<td>Collision, other specified</td>
<td></td>
</tr>
<tr>
<td>A29</td>
<td>Collision, unspecified</td>
<td></td>
</tr>
<tr>
<td>B0</td>
<td>Cut, tear, abrade, pierce</td>
<td>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.</td>
</tr>
<tr>
<td>B00</td>
<td>Cutting, clipping</td>
<td>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).</td>
</tr>
<tr>
<td>B01</td>
<td>Slash, sawing</td>
<td>B01 One-sided effect due to contact with sharp object or edge.</td>
</tr>
<tr>
<td>B02</td>
<td>Tearing, abrading</td>
<td>B02 One-sided effect due to contact with rough object or edge.</td>
</tr>
<tr>
<td>B03</td>
<td>Piercing, penetrating</td>
<td>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.</td>
</tr>
<tr>
<td>B04</td>
<td>Bite by human</td>
<td>B04 Comprises biting by humans.</td>
</tr>
<tr>
<td>B05</td>
<td>Bite/sting by animal/insect</td>
<td>B05 Comprises bites or stinging by animals, e.g. dog bite, wasp sting, weever sting, etc.</td>
</tr>
<tr>
<td>B08</td>
<td>Cut, tear, abrading, pierce, other specified</td>
<td></td>
</tr>
<tr>
<td>B09</td>
<td>Cut, tear, abrading, pierce, unspecified</td>
<td></td>
</tr>
<tr>
<td>CODE</td>
<td>MANUAL</td>
<td></td>
</tr>
<tr>
<td>------</td>
<td>--------</td>
<td></td>
</tr>
<tr>
<td>C0</td>
<td>Pinch, crush</td>
<td></td>
</tr>
<tr>
<td>C00</td>
<td>Pinched, crushed under weight</td>
<td></td>
</tr>
<tr>
<td>C01</td>
<td>Pinched, crushed between objects</td>
<td></td>
</tr>
<tr>
<td>C08</td>
<td>Pinch, crush, other specified</td>
<td></td>
</tr>
<tr>
<td>C09</td>
<td>Pinch, crush, unspecified</td>
<td></td>
</tr>
<tr>
<td>D0</td>
<td>Suffocation (asphyxiation)</td>
<td></td>
</tr>
<tr>
<td>D00</td>
<td>Strangulation</td>
<td></td>
</tr>
<tr>
<td>D01</td>
<td>Obstruction of airways</td>
<td></td>
</tr>
<tr>
<td>D02</td>
<td>Drowning, near-drowning</td>
<td></td>
</tr>
<tr>
<td>D03</td>
<td>Compression of chest</td>
<td></td>
</tr>
<tr>
<td>D04</td>
<td>Oxygen deficient inhaled air</td>
<td></td>
</tr>
<tr>
<td>D08</td>
<td>Suffocation, other specified</td>
<td></td>
</tr>
<tr>
<td>D09</td>
<td>Suffocation, unspecified</td>
<td></td>
</tr>
<tr>
<td>E0</td>
<td>Chemical corroding</td>
<td></td>
</tr>
<tr>
<td>E00</td>
<td>Corroding by contact with solid substance</td>
<td></td>
</tr>
<tr>
<td>E01</td>
<td>Corroding by ingestion of solid substance</td>
<td></td>
</tr>
</tbody>
</table>

C0 Comprises exposure to interaction between different objects or parts hereof, and when objects or surfaces are blunt.

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 Victim caught between objects at same level as victim, e.g. body part caught between objects, victim crushed against a wall by moving machine.

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 Incl. foreign body or food in airway.

D01 Incl. aspiration of water or other fluids

D02 Incl. buried under corn, earth, snow, etc.

D03 Incl. enveloped in oxygen deficient air.

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 Comprises exterior contact with solid substance, e.g. skin contact. Excl. ingestion (E01).
<table>
<thead>
<tr>
<th>CODE</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>E02</td>
<td>Corroding by contact with liquid substance</td>
</tr>
<tr>
<td>E03</td>
<td>Corroding by ingestion of liquid substance</td>
</tr>
<tr>
<td>E04</td>
<td>Corroding by contact with gaseous substance</td>
</tr>
<tr>
<td>E05</td>
<td>Corroding by inhalation of gaseous substance</td>
</tr>
<tr>
<td>E06</td>
<td>Corroding by injection of substance</td>
</tr>
<tr>
<td>E08</td>
<td>Chemical corroding, other specified</td>
</tr>
<tr>
<td>E09</td>
<td>Chemical corroding, unspecified</td>
</tr>
<tr>
<td>E02</td>
<td>Comprises exterior contact with liquid substance, e.g. skin contact. Excl. ingestion (E03).</td>
</tr>
<tr>
<td>E04</td>
<td>Comprises exterior contact with gaseous substance, e.g. skin contact. Excl. inhalation (E05).</td>
</tr>
<tr>
<td>E06</td>
<td>Comprises contact with corrosive substance by injection into tissue or blood stream.</td>
</tr>
<tr>
<td>E08</td>
<td>Incl. corrosive effect of combinations of chemicals in different forms and/or combination of forms of contact.</td>
</tr>
<tr>
<td>E1</td>
<td>Chemical poisoning</td>
</tr>
<tr>
<td>E10</td>
<td>Poisoning by contact with solid substance</td>
</tr>
<tr>
<td>E11</td>
<td>Poisoning by ingestion of solid substance</td>
</tr>
<tr>
<td>E12</td>
<td>Poisoning by contact with liquid substance</td>
</tr>
<tr>
<td>E13</td>
<td>Poisoning by ingestion of liquid substance</td>
</tr>
<tr>
<td>E14</td>
<td>Poisoning by contact with gaseous substance</td>
</tr>
<tr>
<td>E15</td>
<td>Poisoning by inhalation of gaseous substance</td>
</tr>
<tr>
<td>E16</td>
<td>Poisoning by injection of substance</td>
</tr>
<tr>
<td>E18</td>
<td>Chemical poisoning, other specified</td>
</tr>
<tr>
<td>E1</td>
<td>Comprises poisonous (toxic) effect of acute/short lasting exposure (less that 48 hours) to chemicals/toxins in solid, liquid or gaseous form. Related to events of unintentional or intentional injury. Excl. poisoning with radioactive substance (G05).</td>
</tr>
<tr>
<td>E10</td>
<td>Comprises exterior contact, e.g. skin contact. Excl. ingestion (E11).</td>
</tr>
<tr>
<td>E12</td>
<td>Comprises exterior contact with liquid substance, e.g. skin contact. Excl. ingestion (E13).</td>
</tr>
<tr>
<td>E14</td>
<td>Comprises exterior contact with gaseous substance, e.g. skin contact. Excl. inhalation (E15).</td>
</tr>
<tr>
<td>E15</td>
<td>Incl. inhalation of smoke (from fire)</td>
</tr>
<tr>
<td>E16</td>
<td>Comprises contact with poisonous or toxic substance by injection into tissue or blood stream.</td>
</tr>
<tr>
<td>E18</td>
<td>Incl. poisonous or toxic effect of combinations of chemicals/toxins in different forms and/or combination of forms of contact.</td>
</tr>
</tbody>
</table>
### CODE

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>E19</td>
<td>Chemical poisoning, unspecified</td>
</tr>
<tr>
<td>F0</td>
<td>Thermal heat effect</td>
</tr>
<tr>
<td>F00</td>
<td>Contact with hot liquids</td>
</tr>
<tr>
<td>F01</td>
<td>Contact with steam, hot vapour</td>
</tr>
<tr>
<td>F02</td>
<td>Contact with hot objects</td>
</tr>
<tr>
<td>F03</td>
<td>Contact with open fire, flames</td>
</tr>
<tr>
<td>F04</td>
<td>Overheating</td>
</tr>
<tr>
<td>F08</td>
<td>Heat, other specified</td>
</tr>
<tr>
<td>F09</td>
<td>Heat, unspecified</td>
</tr>
<tr>
<td>F1</td>
<td>Thermal cold effect</td>
</tr>
<tr>
<td>F10</td>
<td>Contact with ice-cold liquids</td>
</tr>
<tr>
<td>F11</td>
<td>Airway cooling</td>
</tr>
<tr>
<td>F12</td>
<td>Contact cooling (object)</td>
</tr>
<tr>
<td>F13</td>
<td>Body cooling</td>
</tr>
<tr>
<td>F18</td>
<td>Cold, other specified</td>
</tr>
<tr>
<td>F19</td>
<td>Cold, unspecified</td>
</tr>
<tr>
<td>G0</td>
<td>Electrical, radiation, other energy wave effect</td>
</tr>
<tr>
<td>G00</td>
<td>Contact with electric current</td>
</tr>
<tr>
<td>G01</td>
<td>Exposure to welding light</td>
</tr>
<tr>
<td>G0</td>
<td>Comprises effect of acute exposure to energy waves of different physical form.</td>
</tr>
<tr>
<td>CODE</td>
<td>MANUAL</td>
</tr>
<tr>
<td>----------</td>
<td>------------------------------------------------------------------------</td>
</tr>
<tr>
<td>G02 Light radiation</td>
<td>G02 Incl. exposure to sunlight, solarium, etc.</td>
</tr>
<tr>
<td>G03 Acoustic effect</td>
<td>G03 Acute effect of loud noise, e.g. explosion of fireworks, gunshot, etc.</td>
</tr>
<tr>
<td>G04 Vibrations</td>
<td>G04 Acute effect of vibrations from e.g. pneumatic drill, infrasound waves, etc.</td>
</tr>
<tr>
<td>G05 Radiation, other</td>
<td>G05 Incl. radioactive radiation, x-ray radiation, laser beams, poisoning with radioactive substance.</td>
</tr>
<tr>
<td>G08 Electrical, radiation, other energy wave, other specified</td>
<td>H0 Comprises effect of acute exposure to air pressure higher or lower than normal atmospheric pressure.</td>
</tr>
<tr>
<td>G09 Electrical, radiation, other energy wave, unspecified</td>
<td>H02 Incl. effect of exposure to sudden change in air pressure, causing e.g. diver’s palsy, nitrogen narcosis.</td>
</tr>
<tr>
<td>H0 Air pressure effect</td>
<td>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.</td>
</tr>
<tr>
<td>H00 Low air pressure</td>
<td>J00 E.g. by pushing, pulling</td>
</tr>
<tr>
<td>H01 High air pressure</td>
<td>J01 E.g. lifting</td>
</tr>
<tr>
<td>H02 Atmospheric pressure change</td>
<td>J02 E.g. twisting one’s body while carrying heavy load.</td>
</tr>
<tr>
<td>H08 Air pressure, other specified</td>
<td></td>
</tr>
<tr>
<td>H09 Air pressure, unspecified</td>
<td></td>
</tr>
</tbody>
</table>
### CODE

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>J03</td>
<td>Acute effect of centrifugal force</td>
</tr>
<tr>
<td>J08</td>
<td>Acute overexertion of body/body part, other specified</td>
</tr>
<tr>
<td>J09</td>
<td>Acute overexertion of body/body part, unspecified</td>
</tr>
</tbody>
</table>

### MANUAL

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>J03</td>
<td>J03 Comprises acute gravitational effect.</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Z98</td>
<td>Mode of injury, other specified</td>
</tr>
<tr>
<td>Z99</td>
<td>Mode of injury, unspecified</td>
</tr>
</tbody>
</table>

Z9 Comprises mode of injury other specified and 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
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.

<table>
<thead>
<tr>
<th>CODES</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 Vehicle</td>
<td>0 Incl. powered or non-powered vehicle on wheels, runners or belt for use on roadway or off-road:</td>
</tr>
<tr>
<td></td>
<td>• Pedal cycle (bicycle, tricycle) incl. trailer attached to the cycle (excl. play cycles).</td>
</tr>
<tr>
<td></td>
<td>• Motor-driven bicycle or tricycle.</td>
</tr>
<tr>
<td></td>
<td>• Rickshaw (powered).</td>
</tr>
<tr>
<td></td>
<td>• Motorcycle with 2 or more wheels, incl. sidecar.</td>
</tr>
<tr>
<td></td>
<td>• Automobile (3-wheeled or 4-wheeled).</td>
</tr>
<tr>
<td></td>
<td>• Minibus (up to 10 persons).</td>
</tr>
<tr>
<td></td>
<td>• Bus (more than 10 persons).</td>
</tr>
<tr>
<td></td>
<td>• Pick-up truck or van.</td>
</tr>
<tr>
<td></td>
<td>• Lorry, truck, heavy transport vehicle.</td>
</tr>
<tr>
<td></td>
<td>• Special vehicles mainly used on industrial premises, e.g. forklift, passenger or baggage vehicle in airport, railway station, etc.</td>
</tr>
<tr>
<td></td>
<td>• Self-propelled farm machinery, e.g. tractor, combine harvester.</td>
</tr>
<tr>
<td></td>
<td>• Special construction vehicle, e.g. bulldozer, road-roller.</td>
</tr>
<tr>
<td></td>
<td>• All-terrain vehicle, e.g. snowmobile.</td>
</tr>
<tr>
<td></td>
<td>• Animal-drawn vehicle.</td>
</tr>
<tr>
<td>1 Animal</td>
<td>1 Excl. animal-drawn vehicle (0).</td>
</tr>
<tr>
<td>2 Streetcar/tramcar</td>
<td>2 Incl. trolley.</td>
</tr>
<tr>
<td>3 Train</td>
<td>4 Incl. all types of ships/boats.</td>
</tr>
<tr>
<td>4 Ship</td>
<td>5 Incl. all types of aircraft.</td>
</tr>
<tr>
<td>5 Aircraft</td>
<td>Excl. spacecraft (8).</td>
</tr>
<tr>
<td>8 Means of transport, other specified</td>
<td>8 Incl. spacecraft.</td>
</tr>
<tr>
<td>9 Means of transport, unspecified</td>
<td></td>
</tr>
</tbody>
</table>

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# 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
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**

1. **Walking**
   1. *Pedestrian*: 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 pedal cycle.
   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.
   *Includes:*
   - Person on foot and user of pedestrian conveyance such as:
     - Baby carriage.
     - Perambulator.
     - Push-cart.
     - Push-chair.
     - Ice-skates/roller-skates.
     - Skateboard.
     - Scooter.
     - Play cycle.
     - Skis.
     - Sledge.
     - Wheelchair (powered).

2. **Bicycle**
   2. Excl. child’s cycle (tricycle, play cycle with supporting wheel (1)).

3. **Moped**

4. **Motorcycle, motor-scooter**
   4. Incl. cross-country motorcycle with two wheels or more.

5. **Passenger car**

6. **Van, pick-up truck**
   6. Comprises vehicles with a total weight of 3,500 kilograms or less.

7. **Lorry, truck, bus, etc.**
   7. Comprises vehicles with a total weight of more than 3,500 kilograms. Note that bus passenger is coded by Traffic role, victim.
<table>
<thead>
<tr>
<th>CODES</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>Mode of transport, victim, other specified</td>
</tr>
<tr>
<td>9</td>
<td>Mode of transport, victim, unspecified</td>
</tr>
<tr>
<td>8</td>
<td>Incl. tractor, fork-lift truck, train, tramcar, off-road scooter, combine harvester and other self-propelling agricultural machinery. Excl. perambulator, chair sled, sledge (1).</td>
</tr>
</tbody>
</table>

**Traffic role, victim**

<table>
<thead>
<tr>
<th>CODES</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Pedestrian</td>
</tr>
<tr>
<td>1</td>
<td>Driver</td>
</tr>
<tr>
<td>2</td>
<td>Passenger, front</td>
</tr>
<tr>
<td>3</td>
<td>Passenger, rear</td>
</tr>
<tr>
<td>4</td>
<td>Bus passenger</td>
</tr>
<tr>
<td>5</td>
<td>Passenger unspecified</td>
</tr>
<tr>
<td>6</td>
<td>Driver or passenger, unspecified</td>
</tr>
<tr>
<td>7</td>
<td>Person boarding or alighting</td>
</tr>
<tr>
<td>8</td>
<td>Traffic role, victim, other specified</td>
</tr>
<tr>
<td>9</td>
<td>Traffic role, victim, unspecified</td>
</tr>
<tr>
<td>0</td>
<td>See manual for Mode of transport, victim (1).</td>
</tr>
<tr>
<td>2</td>
<td>Incl. passenger on cycle, moped, chair sled and sledge</td>
</tr>
<tr>
<td>7</td>
<td>Incl. boarding/alighting any type of vehicle.</td>
</tr>
<tr>
<td>8</td>
<td>Incl. side-car passenger on motorcycle, passenger in tramcar or train, rider on animal.</td>
</tr>
</tbody>
</table>

**Mode of transport, counterpart**

<table>
<thead>
<tr>
<th>CODES</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>No counterpart</td>
</tr>
<tr>
<td>1</td>
<td>Walking</td>
</tr>
<tr>
<td>2</td>
<td>Bicycle</td>
</tr>
<tr>
<td>3</td>
<td>Moped</td>
</tr>
<tr>
<td>4</td>
<td>Motorcycle, motor-scooter</td>
</tr>
<tr>
<td>5</td>
<td>Passenger car</td>
</tr>
<tr>
<td>6</td>
<td>Van, pick-up truck</td>
</tr>
<tr>
<td>7</td>
<td>Lorry, truck, bus, etc.</td>
</tr>
<tr>
<td>0</td>
<td>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.</td>
</tr>
<tr>
<td>1</td>
<td>See manual for Mode of transport, victim (1).</td>
</tr>
<tr>
<td>2</td>
<td>Excl. play cycle (tricycle, play cycle with supporting wheels).</td>
</tr>
<tr>
<td>4</td>
<td>Incl. cross-country motorcycle with two wheels or more.</td>
</tr>
<tr>
<td>6</td>
<td>Comprises vehicles with a total weight of 3,500 kilograms or less.</td>
</tr>
<tr>
<td>7</td>
<td>Comprises vehicles with a total weight of more than 3,500 kilograms.</td>
</tr>
<tr>
<td>CODES</td>
<td>MANUAL</td>
</tr>
<tr>
<td>-------</td>
<td>--------</td>
</tr>
<tr>
<td>8 Mode of transport, counterpart, other specified</td>
<td>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.</td>
</tr>
<tr>
<td>9 Mode of transport, counterpart, unspecified</td>
<td></td>
</tr>
<tr>
<td><strong>Accident situation</strong></td>
<td></td>
</tr>
<tr>
<td>0 Single accident</td>
<td>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.</td>
</tr>
<tr>
<td>1 Counterpart in crossing direction</td>
<td>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.</td>
</tr>
<tr>
<td>2 Counterpart in same direction</td>
<td>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.</td>
</tr>
<tr>
<td>3 Counterpart in opposite direction</td>
<td>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.</td>
</tr>
<tr>
<td>4 Counterpart, direction unknown</td>
<td></td>
</tr>
<tr>
<td>8 Accident situation, other specified</td>
<td></td>
</tr>
<tr>
<td>9 Accident situation, unspecified</td>
<td></td>
</tr>
<tr>
<td><strong>Road and track condition</strong></td>
<td></td>
</tr>
<tr>
<td>0 Road surface dry</td>
<td>3 Comprises oil spillage, loose soil, gravel, wet leaves and other parts of plants.</td>
</tr>
<tr>
<td>1 Road surface wet</td>
<td></td>
</tr>
<tr>
<td>2 Road surface slippery due to snow and/or ice</td>
<td></td>
</tr>
<tr>
<td>3 Road surface slippery due to other conditions</td>
<td></td>
</tr>
<tr>
<td>CODES</td>
<td>MANUAL</td>
</tr>
<tr>
<td>--------------------------------------------</td>
<td>---------------------------------------------</td>
</tr>
<tr>
<td>4  Track irregularities, obstacles</td>
<td>4   Incl. obstacle, irregularity on road, e.g. snowdrift.</td>
</tr>
<tr>
<td>8  Other road condition</td>
<td></td>
</tr>
<tr>
<td>9  Unspecified road condition</td>
<td></td>
</tr>
</tbody>
</table>

**Light condition**

<table>
<thead>
<tr>
<th>0  Daylight</th>
<th>1  Twilight</th>
</tr>
</thead>
<tbody>
<tr>
<td>2  Dark, with road lighting</td>
<td></td>
</tr>
<tr>
<td>3  Dark, without road lighting</td>
<td></td>
</tr>
<tr>
<td>4  Dark, road lighting unspecified</td>
<td></td>
</tr>
<tr>
<td>6  Fog</td>
<td></td>
</tr>
<tr>
<td>8  Light condition, other specified</td>
<td></td>
</tr>
<tr>
<td>9  Light condition, unspecified</td>
<td></td>
</tr>
</tbody>
</table>
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
INDUSTRIAL CODES

CODES

0 Agriculture, hunting, forestry, fishing

001 Agriculture, 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

MANUAL

NACE: Section A – main groups 01-02
NACE: Section B – main group 05

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, logging and related service activity.

005 Fishing, operation of fish hatcheries and fish farms, service activities incidental to fishing.

NACE: Section C – main groups 10-14

110 Mining of coal, etc.

111 Extraction of crude petroleum, natural gas, etc.

112 Mining of uranium and thorium ores

113 Incl. iron ore and non-ferrous metal ore.

114 Quarrying of stone, sand, clay, mining of chemical and fertilizer minerals, production of salt.

NACE: Section D – main groups 15-37

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.

216 Manufacture of tobacco products

217 Preparation and spinning of fibres, weaving, manufacture of carpets, rope, twine, netting, knitted and crocheted articles.

218 Manufacture of leather clothes, workwear, outerwear, underwear, dressing and dyeing of fur, manufacture of fur articles.

219 Incl. tanning, dressing of leather, manufacture of luggage, handbags, saddlery, harness, footwear.

220 Incl. sawmilling, manufacture of builder’s carpentry, wooden containers, cork, straw and plaiting materials.
<table>
<thead>
<tr>
<th>CODES</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>221 Manufacture of paper and paper products</td>
<td>221 Manufacture of pulp, paper, paperboard and articles of paper and paperboard.</td>
</tr>
<tr>
<td>222 Publishing, printing, reproduction of recorded material</td>
<td>222 Publishing and printing of books, newspapers, journals, etc., reproduction of sound, video, computer media.</td>
</tr>
<tr>
<td>223 Manufacture of refined petroleum products</td>
<td>223 Incl. manufacture of coke, processing of nuclear fuel.</td>
</tr>
<tr>
<td>224 Manufacture of chemicals and chemical products</td>
<td>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.</td>
</tr>
<tr>
<td>225 Manufacture of rubber and plastic products</td>
<td>225 Incl. manufacture of rubber tyres and tubes (incl. retreading), plastic articles, plastic packing goods, builder’s ware of plastic.</td>
</tr>
<tr>
<td>226 Manufacture of other non-metallic mineral products</td>
<td>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.</td>
</tr>
<tr>
<td>227 Manufacture of basic metals</td>
<td>227 Manufacture of basic iron and steel, basic precious and non-ferrous metals, casting of metals.</td>
</tr>
<tr>
<td>228 Manufacture of fabricated metal products</td>
<td>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.</td>
</tr>
<tr>
<td>229 Manufacture of machinery and equipment</td>
<td>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.</td>
</tr>
<tr>
<td>230 Manufacture of office machinery and computers</td>
<td>230 230-233 = NACE: DL 30-33</td>
</tr>
<tr>
<td>CODES</td>
<td>MANUAL</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-------------------------------------------------------------</td>
</tr>
<tr>
<td>231 Manufacture of electrical machinery and apparatus</td>
<td>231 Manufacture of electric motors, generators, transformers, electricity distribution and control apparatus, accumulators, primary cells and batteries, lighting equipment.</td>
</tr>
<tr>
<td>232 Manufacture of radio, television and communication equipment</td>
<td>232 Manufacture of electronic valves, tubes, and other components, telecommunication apparatus and associated goods.</td>
</tr>
<tr>
<td>233 Manufacture of medical, precision and optical instruments, watches and clocks</td>
<td>233 Manufacture of medical and surgical equipment, instruments for navigation, measuring and checking, industrial process control equipment, optical instruments and photographic equipment.</td>
</tr>
<tr>
<td>234 Manufacture of motor vehicles, etc.</td>
<td>234 Incl. manufacture of trailers, semitrailers, parts and accessories for motor vehicles and their engines.</td>
</tr>
<tr>
<td>235 Manufacture of other transport equipment</td>
<td>235 Building and repairing of ships, boats, railway and tramway locomotives and rolling stock, aircraft and spacecraft, motorcycles, cycles. 234-235 = NACE: DM 34-35</td>
</tr>
<tr>
<td>236 Manufacture of furniture, manufacture N.E.C.</td>
<td>236 Incl. manufacture of mattresses, jewellery and related articles, musical instruments, sport goods, games and toys, playground equipment, candles. 236-237 = NACE: DN 36-37</td>
</tr>
<tr>
<td>237 Recycling</td>
<td><strong>NACE: Section E – main groups 40-41</strong></td>
</tr>
<tr>
<td>3 Electricity, gas, steam and water supply</td>
<td><strong>NACE: Section F – main group 45</strong></td>
</tr>
<tr>
<td>340 Electricity, gas, steam and hot water supply</td>
<td>445 Construction Site preparation, test drilling and boring, building of complete constructions or parts thereof, civil engineering, construction of highways, roads, airfields, water projects, building installations (incl. electrical, insulation, plumbing activities), building completion.</td>
</tr>
<tr>
<td>341 Collection, purification and distribution of water</td>
<td><strong>NACE: Section G – main groups 50-52</strong></td>
</tr>
<tr>
<td>5 Wholesale and retail trade, hotels and restaurants</td>
<td><strong>NACE: Section H – main group 55</strong></td>
</tr>
<tr>
<td>CODES</td>
<td>MANUAL</td>
</tr>
<tr>
<td>-------</td>
<td>--------</td>
</tr>
<tr>
<td>550</td>
<td>Incl. motorcycles.</td>
</tr>
<tr>
<td>551</td>
<td>Excl. wholesale trade of motor vehicles and motorcycles (550).</td>
</tr>
<tr>
<td>552</td>
<td>Excl. trade and repair of motor vehicles, etc. (550).</td>
</tr>
<tr>
<td>555</td>
<td>Incl. motels, camping sites, bars, canteens and catering.</td>
</tr>
<tr>
<td>660</td>
<td>Transport via railways, taxi operation, freight transport by road, transport via pipelines.</td>
</tr>
<tr>
<td>663</td>
<td>Cargo handling and storage, warehousing, activities in support of land, water, air transport.</td>
</tr>
<tr>
<td>664</td>
<td>Incl. post and courier activities other than national activity.</td>
</tr>
<tr>
<td>765</td>
<td>Administration of financial markets, etc. (e.g. stock exchange, stock broking), activities of insurance agents.</td>
</tr>
<tr>
<td>770</td>
<td>Real estate activities with own property and on fee or contract basis.</td>
</tr>
<tr>
<td>771</td>
<td>Incl. renting of automobiles, other land transport, water and air transport equipment.</td>
</tr>
<tr>
<td>CODES</td>
<td>MANUAL</td>
</tr>
<tr>
<td>-------</td>
<td>--------</td>
</tr>
<tr>
<td>773 Research and development</td>
<td>773 Independent institutions other than higher educational institutions (880).</td>
</tr>
<tr>
<td>774 Other business activities</td>
<td>774 Legal, accounting, auditing activities, market research, architectural and engineering activities, advertising, labour recruitment, industrial cleaning, photographic, packaging, secretarial activities.</td>
</tr>
</tbody>
</table>

**8 Public and private services**

<table>
<thead>
<tr>
<th>CODES</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>875 Public administration and defence, compulsory social security</td>
<td>875 Incl. justice and judicial, law and other activities (e.g. prisons, police), fire service activities.</td>
</tr>
<tr>
<td>880 Education</td>
<td>880 Primary, secondary, higher education, driving schools and other adult education.</td>
</tr>
<tr>
<td>885 Health and social work</td>
<td>885 Incl. veterinary activities, social work activities with and without accommodation (e.g. rehabilitation homes, day-care institutions).</td>
</tr>
<tr>
<td>890 Sewage and refuse disposal, sanitation and similar services</td>
<td>890 Incl. refuse dump, refuse disposal plants.</td>
</tr>
<tr>
<td>891 Activities of membership organisation N.E.C.</td>
<td>891 Activities of business, employers and professional organisations, trade unions, religious and political organisations. Excl. international organisations (899).</td>
</tr>
<tr>
<td>892 Recreational, cultural and sporting activities</td>
<td>892 Incl. motion picture and video production, radio and television activities, news agency, library, museum activities, operation of sports arenas and stadiums.</td>
</tr>
<tr>
<td>893 Other service activities</td>
<td>893 Washing, dry-cleaning, hairdressing, beauty treatment, funeral and related activities.</td>
</tr>
<tr>
<td>895 Private households with employed persons</td>
<td></td>
</tr>
<tr>
<td>899 Extra-territorial organisations and bodies</td>
<td></td>
</tr>
</tbody>
</table>

**9 Industries, other and unspecified**

<table>
<thead>
<tr>
<th>CODES</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>997 Industry, other specified</td>
<td>NACE: 98</td>
</tr>
<tr>
<td>998 Industry, unspecified</td>
<td></td>
</tr>
</tbody>
</table>
Sports Activity Module

1st 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
2nd and 3rd 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
SPORTS ACTIVITY MODULE

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
SPORTS ACTIVITY MODULE

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 obstacles
    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
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
SPORTS ACTIVITY MODULE

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: Aquaintance
  - 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
### CODES

#### Counterpart in event of violence

If several aggressors have participated in the same event of violence, that person should be coded who was *most active* 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.

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Person unknown</td>
</tr>
<tr>
<td>1</td>
<td>Person known</td>
</tr>
<tr>
<td>10</td>
<td>Present spouse/partner</td>
</tr>
<tr>
<td>11</td>
<td>Former spouse/partner</td>
</tr>
<tr>
<td>12</td>
<td>Child/grandchild</td>
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<tr>
<td>13</td>
<td>Parent/grandparent</td>
</tr>
<tr>
<td>14</td>
<td>Other family member</td>
</tr>
<tr>
<td>15</td>
<td>Friend</td>
</tr>
<tr>
<td>16</td>
<td>Acquaintance</td>
</tr>
<tr>
<td>17</td>
<td>Person in dependence</td>
</tr>
<tr>
<td>18</td>
<td>Person known, other specified</td>
</tr>
<tr>
<td>19</td>
<td>Person known, unspecified</td>
</tr>
<tr>
<td>2</td>
<td>Police authority</td>
</tr>
<tr>
<td>9</td>
<td>Counterpart unspecified</td>
</tr>
</tbody>
</table>

#### Number of counterparts

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<th>Description</th>
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<tbody>
<tr>
<td>1</td>
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<tr>
<td>3-5</td>
<td>3-5 persons</td>
</tr>
<tr>
<td>4</td>
<td>Six persons or more</td>
</tr>
<tr>
<td>9</td>
<td>Number of counterparts unspecified</td>
</tr>
</tbody>
</table>
### CODES MANUAL

**Counterpart’s sex**

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

**Counterpart’s age**

- 1 Child 1 0-14 years.
- 2 Adolescent 2 15-24 years.
- 3 Adult 3 25-64 years.
- 4 Old 4 65 years or more.
- 9 Counterpart’s age unspecified

**Event of violence in home/residence**

- 1 Injured person’s home 1 Incl. counterpart’s home, when counterpart lives in same home as the victim, e.g. intimate partner violence
- 2 Counterpart’s home 2 Excl. cases, where counterpart lives in same home as the victim (1)
- 3 Other person’s home
- 9 Home/residence unspecified

Note the general code rule regarding coding of the most active aggressor in the event of violence. Sex and age should be coded for this person.

‘Home’ is defined as a person’s permanent residence.
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
<table>
<thead>
<tr>
<th>Contact/network</th>
<th>Earlier treatment given for intentional self-harm</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Yes</td>
<td>1 Yes</td>
</tr>
<tr>
<td>2 No</td>
<td>2 No</td>
</tr>
<tr>
<td>9 Unspecified</td>
<td>9 Unspecified</td>
</tr>
</tbody>
</table>
**CODES**

**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 Treatment/place of treatment, other and unspecified

**Reason for actual event**

- 0 Separation, discontinuation of marital/partner relations, and problems in family or marital/partner relations
- 1 Problem with public authorities
- 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
- 7 Unemployment
- 8 Use of toxic substances
- 9 Reason for actual event, other and unspecified

**MANUAL**

**Previous treatment/place of treatment**

- Treatment or place of treatment within the last month before the actual event.

- 1 Incl. psychiatric outpatient ward.
- 2 Incl. psychiatric ward or hospital.
- 3 Incl. general practitioner, private specialist.
- 4 Incl. outpatient or in-patient treatment.

- 7 Incl. outpatient or in-patient treatment.

**Reason for actual event**

- The most important reason which released the actual event according to the patient.

- 0 Incl. spouses and cohabitants/common-law partner, conflict between parents and children.
- 1 Incl. social welfare office, police, judicial system, fiscal system, etc.

- 6 Cf. supplementary information on employment situation.
- 7 Cf. supplementary information on employment situation.
- 8 Incl. alcohol, narcotics, drugs, etc.

  Note that recognized addiction will appear in the diagnosis.
<table>
<thead>
<tr>
<th>CODES</th>
<th>MANUAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 One attempt</td>
<td>1 Incl. wage earner or independent business.</td>
</tr>
<tr>
<td>2 Two or more attempts</td>
<td>2 Incl. job training, rehabilitation, retraining, job creation programme.</td>
</tr>
<tr>
<td>9 Previous attempt, unspecified</td>
<td>3 Incl. retirement pensioner, early retirement pensioner, invalidity pensioner.</td>
</tr>
</tbody>
</table>

**Employment situation**

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

**Cohabitation**

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

1st, 2nd and 3rd 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
PRODUCT CLASSIFICATION

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
PRODUCT CLASSIFICATION

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
PRODUCT CLASSIFICATION

N1 Equipment for skiing, sledge, 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, sledge, ice skating and roller sport
N19 Equipment for skiing, sledge, 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
PRODUCT CLASSIFICATION

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
PRODUCT CLASSIFICATION

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
NOMESCO Publications from 1995

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55. Sygehusregistrering i de nordiske lande, 2. reviderede udgave, København 1999.


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76. Smedby, Björn and Schiøler Gunner: Health Classifications in the Nordic Countries. Historic development in a national and international perspective 2006. NOMESCO, Copenhagen 2006

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