

International Classification of External Causes of Injuries (ICECI)

Version 1.2

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A Related Classification in the
World Health Organization
Family of International Classifications

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ICECI Coordination and Maintenance Group

by



Consumer Safety Institute
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and



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Version history:

	April 1998	Draft version of tabular lists released for comment and field-testing.
1.0	March 2001	First release version of tabular lists.
1.1	September 2002	Revised following taxonomic review of Core and Transport modules
1.1a	May 2003	Minor corrections based on advice from WHO-CAS following Oct 2002 WHO-FIC meeting. Endorsed by ICECI Coordination and Maintenance Group, 15 April 2003
1.1b	October 2003	The same as 1.1a, with the addition of the first version of the index.
1.2	July 2004	Revised introduction. Improved index. Minor corrections. Hyperlinks. Release candidate (May 2004) approved by ICECI-CMG on 6 June 2004 for release on 1 July 2004, and to become the current version on 1 September 2004. File: ICECI_1-2_2004June30.pdf

In October 2003, the ICECI was admitted into the WHO Family of International Classifications as a Related Classification.

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For further information, including updates, see: www.iceci.org

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Part A: Introduction

Overview

The International Classification of External Causes of Injury (ICECI) is a system of classifications to enable systematic description of how injuries occur. It is designed especially to assist injury prevention.

The ICECI was originally designed for use in settings in which information is recorded in a way that allows statistical reporting – for example, injury surveillance based on collection of information about cases attending a sample of hospital emergency departments. It has also been found useful for other purposes. For example, it has been used as a reference classification during revision of another classification, to record risk-factor exposure of children in a cohort study, as the basis for special-purpose classifications and in a growing number of other ways.¹

The ICECI is a Related Classification in the World Health Organization Family of International Classifications (WHO-FIC). The ICECI is related to the External Causes chapter of the WHO International Classification of Diseases (ICD).² Both the ICECI and the External Causes chapter of the ICD provide ways to classify and code external causes of injuries. Different design criteria have resulted in considerable differences between the two systems, and comprehensive mapping at fine level is not possible.³ However, the ICECI has been designed to map to a table of aggregated categories, to which data coded to the 9th and 10th revisions of the ICD can also be mapped.⁴ This coding bridge is described more fully later in this chapter.

The ICECI is multi-axial, modular and hierarchical.

The multi-axial structure of the ICECI enables numerous factors to be recorded independently of one another. Coding of, for example, objects or substances involved in the occurrence of an injury is possible irrespective of how, or whether, other items have been coded (intent, for example).

The ICECI can be used in its full form - that is, using all items in all modules, all at their most detailed coding level. Parts of the ICECI can also be used, when that is more convenient. The modular and hierarchical features of the ICECI facilitates this.

The modular structure of the ICECI groups together sets of items which are likely to be used together. For example, the **Core** module includes items that are generally useful for injury surveillance. The **Sports** module includes items that might be used when sports injury is a special focus of a data collection. A data collection with a more general purpose might omit the **Sports** module, opting to rely on the less detailed coverage of external causes of sports injury provided by the **Core** module.

The hierarchical structure of items in the ICECI allows users to choose from up to three levels of detail for data collection and reporting. The level used can differ between items and modules.

Guide to this document

This document has four parts.

[Part A](#) is this introductory chapter. It provides information about the ICECI.

[Part B](#) contains the ICECI system organised into modules and items. It contains tables ordered according to ICECI code values. The entry for each item is structured in a standard way. It begins with a section providing information about the item (ie. meta-data), such as its name and definition, when it was last revised, and a guide for use. For most items, this is followed by a list of the codes and category labels in the item. This is termed the 'Overview of codes'. Finally, all items have a 'Full list of codes with inclusion and exclusion criteria'. This table contains the most detailed information about categories. For many categories, Inclusion and Exclusion terms are provided to help specify the intended scope. Additional information is provided in this table for some categories. The 'Full list' table for an item, read in conjunction with glossary definitions (Part C), information in the meta-information table for the item, and meta-information for the module in which it is located, is definitive.

[Part C](#) is a glossary of important terms used in the ICECI. When these words are used in the ICECI they are intended to have the meanings stated in the glossary. Versions of the ICECI provided as electronic documents include links from occurrences of these words in Part B to the glossary, to simplify the user's task of checking for meanings of the words in ICECI. (Where a glossary term appears repeatedly in a short passage, usually only one occurrence has been linked.)

[Part D](#) is an index to this version of the ICECI. The index is designed to assist users to find relevant categories in the tabular lists (Part B).

The index contains a set of entries, arranged alphabetically. Most index entries refer to a single category in one ICECI coding item. Some entries refer to a single category in each of several ICECI coding items. This occurs when similarly-named categories appear in different parts of the coding system. For example, a bicycle can be involved in several ways as an external cause of injury. This is represented in the excerpt from the index shown here:

- Bicycle
 - [Object C.3.1.01.05](#)
 - [Mode of Transport T.1.2](#)
 - [Transport Counterpart T.3.2](#)

This index entry shows that a bicycle can be the mode of transport of the injured person, the counterpart in a transport collision, or an object producing injury, whether or not in the context of transport (eg. a bicycle could produce injury by falling on a person, or while it is being repaired, or in other ways).

Every category in the tabular lists (Part B) is referred to by at least one index entry, normally worded in the same way as the corresponding category label in the tabular list.

Many categories in the tabular lists are also referred to by one or more additional index entries. These entries are designed to cater for variations, synonyms, subordinate concepts and alternative spellings

of the code label in the tabular list, and for inclusion terms specified in the tabular list. Examples are shown in [Table 1](#).

Versions of the ICECI provided as electronic documents include a link from each index entry to the category in Part B to which it refers.

The index is a finding aid, to assist users to locate appropriate categories in the tabular lists in Part B. Some index entries, read in isolation from the additional information in the tabular lists, can be ambiguous. Reference should be made to the tabular lists to confirm the choice of a code, and the tabular list should be given primacy if uncertainty arises.

Table 1: Examples of index terms

Code	Index term	Type
C.1.1	Unintentional	<i>Code label in tabular list</i>
	Accidental	<i>Synonym</i>
C.2.1.1.3	Pedal cyclist	<i>Code label in tabular list</i>
	Cyclist pedal	<i>Variation of label</i>
	Bicyclist	<i>Synonym</i>
C.3.11.02.25	Grinder, buffer, polisher, sander	<i>Code label in tabular list</i>
	Buffer	<i>Subordinate concept</i>
	Polisher	“ “
	Sander	“ “
C.4.2.3	Prison	<i>Code label in tabular list</i>
	Police cell	<i>Specified inclusion</i>
	Gaol	“ “
	Jail	<i>Alternative spelling</i>

Guide to using the ICECI

ICECI as a basis for injury surveillance systems

The ICECI is a set of classifications designed to be useful for injury surveillance. It provides one of the ingredients required for effective injury surveillance. It is beyond the scope of this document to provide guidance on the design, implementation and operation of injury surveillance systems. Readers seeking information on these matters are referred to

Holder, Y. Y. (2001). Injury surveillance guidelines. Atlanta, GA; Geneva, Switzerland, Centers for Disease Control and Prevention; World Health Organization.

(available for downloading from www.who.int/violence_injury_prevention/en/)

Selecting components of the ICECI

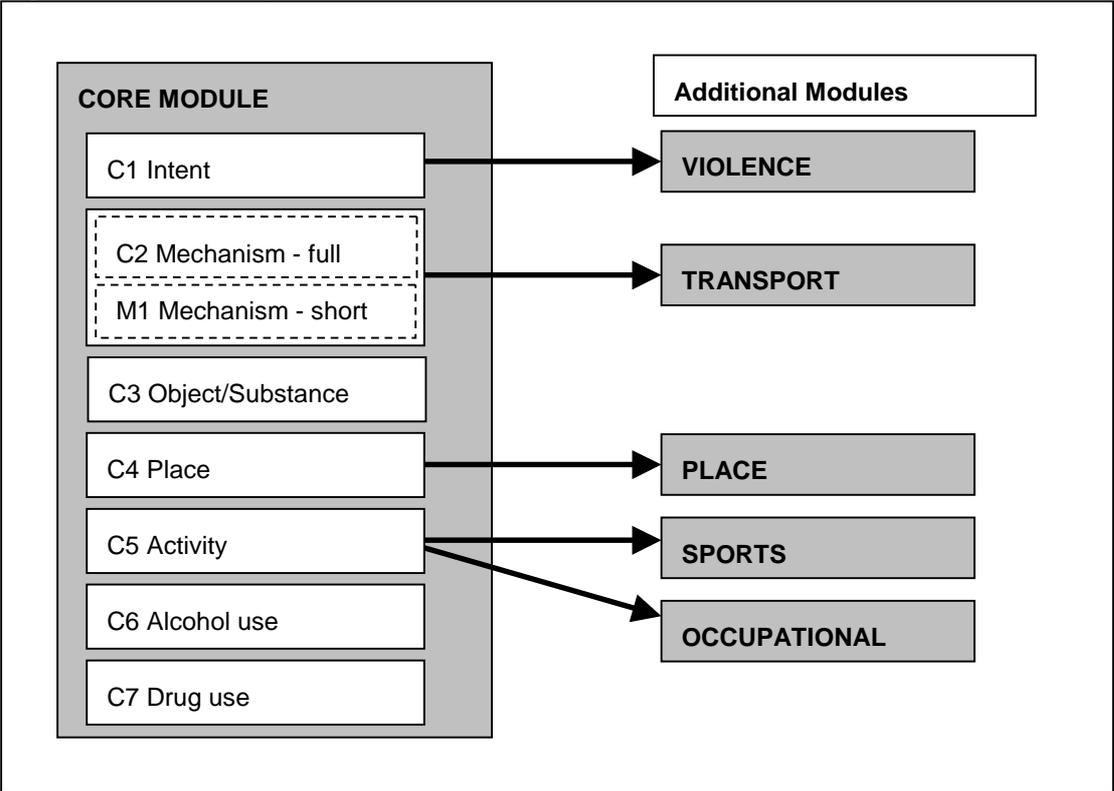
Depending on the objectives and setting of a data collection system, it will be necessary and feasible to collect all or some data elements from the ICECI. ICECI data items focus on external causes of injury. These will normally be supplemented by other items, typically including demographic items (eg. age, sex), dates and perhaps times (eg. of injury), the nature of injury sustained (Chapter XIX in ICD-10 may be suitable if fairly detailed information is required), and perhaps the outcome of injury. Other items may be required.

Inclusion of a description of the way an injury occurred, usually recorded as text in natural language, adds to the usefulness of injury surveillance systems. Detailed (and consequently lengthy) structured descriptions are particularly valuable. An example is the written findings provided by some officials, such as Coroners, who inquire into the circumstances of certain deaths.⁵ However, even short descriptions, containing only a few words, can provide information which complements and enhances the value of coded data.⁶

Selection of ICECI components for inclusion as part of the data set for an information system should take account of the information required, and the resources available. In general, including more items adds to the burden of collection. If the burden of collection is heavy in relation to resources available for the purpose, then quality and sustainability of the system are likely to suffer. Effects on quality typically include reduced case ascertainment (ie. some cases are not collected), reduced record completeness (ie. some data items are not collected for some cases) and reduced reliability of data collected and of the codes selected.

The modular and hierarchical structure of the ICECI is designed to allow users to select components to fit their needs, resources and capabilities. See [Figure 1](#) and [Table 2](#).

Figure 1. Relationship between items in the Core Module and the Additional Modules



The **Core** module includes a set of items which were chosen to provide a good overview of the external causes of injury cases in general. [Mechanism](#) records HOW the injury came about, and [Objects/Substances](#) records WHAT types of things were involved in this process. [Place](#) gives insight into WHERE the injurious event occurred. The type of [Activity](#) of the person when injured can give insights that are useful for linking formal responsibilities (eg. of employers and others for occupational safety) to needs and opportunities for injury prevention. The role of human [Intent](#) in the occurrence of

injuries can sometimes be difficult to determine, but is important for developing strategies for intervention. Certain psycho-active substances are important risk factors for injury, and items are provided in the **Core** module for [Alcohol Use](#) and use of other [Drugs](#).

ICECI items with extensive classifications have been designed to be useable at two or three levels of detail, both for data collection and for data reporting ([Table 2](#)).

Users of the ICECI are encouraged to consider using all of the items in the **Core** module, at least at Level 1, because this set of items has been designed to be used together to provide a good description of external causes. If the user wants to distinguish between the main types of injury events, the minimally required data set is: Intent, Place of Occurrence, Activity when injured, and Mechanism of Injury, each coded at the first level.

Capability to map to ICD external causes of injury via the coding bridge (described later in this chapter) requires Mechanism (Level 3), Intent (Level 2), Place (Level 1) and Activity (Level 2). Full mapping capability also requires the **Transport** module.

Additional modules have been provided to allow more detailed collection of external causes in areas known to be of wide interest. [Figure 1](#) shows the relationship of the **Core** module and additional modules diagrammatically. The data items in each module are listed in [Table 2](#).

The additional modules were designed to be used in conjunction with the **Core** module, each supplementing its coverage in a particular area.

The [Violence](#) module provides additional items relevant to study of violence directed towards others (ie. assault, homicide, etc) and self-directed violence (ie. self-harm, suicide, etc). This module is linked to the Intent item in the **Core** module. Items in the **Violence** module are designed to be used for cases coded to certain Intent categories. A table on the first page of the **Violence** module provides details.

The [Transport](#) module provides additional items particularly relevant to road injury. The items are closely related conceptually to the section of the ICD-10 External Causes chapter covering this topic. This module is linked to the Mechanism item in the **Core** module. It is designed to enable capture of more detailed information about cases coded to Mechanism = C2.1.1 Transport injury event. The **Transport** module is required if full capability is wanted to map to ICD external causes via the coding bridge (described later in this chapter).

The [Place](#) module contains items which originate from a recognition that there are numerous ways to categorise locations. The place item in the **Core** module follows the approach taken in the ICD, which can be seen as grouping types of place largely according to typical patterns of authority and responsibility concerning them. The **Place** module supplements this with other categorisations of places, such as parts of places (eg. types of room, such as bathrooms) and further detail (eg. types of home). This module is linked to the Place item in the **Core** module and items in the **Place** module are designed to elaborate cases given certain values in the **Core** module Place item. A table on the first page of the **Place** module specifies the relationship.

The [Sports](#) module provides a detailed classification of types of sport and related activities, and includes items on protective factors. This Module is linked to the [Activity](#) item in the **Core** module.

The [Occupational](#) module provides classifications of occupations and industries, derived from United Nations standard classifications on these subjects. Occupation and industry are typically regarded as being very important components of injury data collections for occupational safety, because they enable data to be reported in ways relevant to economic sectors which have responsibility for prevention, and for other reasons. This Module is linked to the [Activity](#) item in the **Core** module.

Table 2 Overview of ICECI Modules and Data Items

Modules	Items	Codes	Levels
<i>Core</i>		C	
	Intent	C1	2
	Mechanism of injury	C2	3
	Mechanism of injury - short version	M1	2
	Object/substance producing injury	C3	3
	Place of occurrence	C4	2
	Activity when injured	C5	2
	Alcohol use	C6	1
	Psychoactive drug or substance use	C7	1
<i>Violence</i>		V	
	Proximal risk factors for intentional self-harm	V1	2
	Previous suicide attempt	V2	1
	Perpetrator/victim relationship	V3	2
	Sex of perpetrator	V4	1
	Context of assault	V5	3
	Type of legal intervention	V6	2
	Type of conflict	V7	1
<i>Transport</i>		T	
	Mode of transport	T1	2
	Role of the injured person	T2	1
	Counterpart	T3	2
	Type of transport injury event	T4	1
<i>Place</i>		P	
	Indoor/outdoor	P1	1
	Part of building or grounds	P2	1
	Type of home	P3	1
	Resident of home	P4	1
	Type of medical service area	P5	1
	Type of school	P6	1
	Inside/outside city limits	P7	1
<i>Sports</i>		S	
	Type of sport/exercise activity	S1	2
	Phase of activity	S2	2
	Personal countermeasures	S3	1
	Environmental countermeasures	S4	1
<i>Occupational</i>		O	
	Economic activity	O1	1
	Occupation	O2	1

Governance of the ICECI

The ICECI is a shared endeavour for the common good. It has been developed by a largely informal process, in which willingness and opportunity to volunteer time and expertise were the main factors determining participation.

The transition of the ICECI system from development to use in the field, and institutional arrangements such as its recognition as a Related Classification in the WHO Family of International Classifications (WHO-FIC), required formalisation of some aspects of the governance of the ICECI.

From April 2003, responsibility for the custody, maintenance and development of the ICECI has been with the ICECI Coordination and Maintenance Group (ICECI-CMG). The purposes of the ICECI-CMG are to maintain and continue to develop the ICECI and to be its formal Custodian. Information about the ICECI-CMG, including its current membership, can be obtained from the ICECI web-site (www.iceci.org).

Foundation Members of the ICECI-CMG

ICECI development group: S. Mulder, A. Bloemhoff, J. Gilchrist, J.L. Annest, J. Harrison, Y. Holder, S. Mackenzie, M. Steenkamp, B. Thélot.

WHO-ICECI liaison representatives: CAS-WHO: A L'Hours; VIP-WHO: M. Peden/K. McGee (I.Scott from February 2004)

Additional Members (as at June 2004):

B. Frimodt-Møller (representing the WHO-FIC Nordic Collaborative Centre)

L. Fingerhut (representing the International Collaborative Effort on Injury Statistics)

Foundation Executive Committee (appointed for three years from April 2003)

Chair: M. de Kleijn

Coordinator of User Support: S. Mulder

Coordinator of Updates and Revisions: J. Harrison

Initial Secretariat

M. de Kleijn, WHO Family of International Classifications Collaborating Centre in the Netherlands (WHO-FIC-NL) marijke.de.kleijn@rivm.nl

Contact information

Refer to the ICECI website, www.iceci.org, for the most recent released version, information about updates, translations and derivatives of the ICECI, current contact information, background information about the ICECI and relevant links. If you require information that is not available from this document or the web site, or if you wish to provide comments or advice, then contact the ICECI group in one of the following ways.

- via www.iceci.org The Web site provides on-line forms through which questions and comments can be submitted.
- via the ICECI secretariat: marijke.de.kleijn@rivm.nl
- via a member of the ICECI-CMG

Members of the ICECI-CMG have responsibilities for specific aspects of the ICECI. Portfolios at the time of writing are listed below. As responsibilities and members will change over time, we recommend checking at www.iceci.org for current contact people.

- Co-ordination of **user support**: Saakje Mulder
- Co-ordination of **updates and revisions**: James Harrison
- **ICD comparability**: James Harrison
- **Core** module item Intent (C1): Yvette Holder
- **Core** module item Mechanism (C2): Birthe Frimodt-Møller
- **Core** module item Object/Substance (C3): Malinda Steenkamp
- **Core** module items Place (C4), Activity (C5), Alcohol Use (C6), Drug Use (C7): Anneke Bloemhoff
- **Violence** module: Yvette Holder
- **Transport** module: Susan Mackenzie
- **Occupational** module: Anneke Bloemhoff
- **Sports** module: Julie Gilchrist and Lee Annest
- **Place** module: Anneke Bloemhoff
- **Glossary**: Anneke Bloemhoff
- **Index**: James Harrison

Technical issues

Version status

Information about the status of each ICECI data item is included in the background and guidelines at the start of its entry in Part B.

The following checks and changes were made during preparation of version 1.2 (late 2003 and early 2004):

[Part A](#): Largely rewritten.

[Part B](#): Consistency of formats, styles and layout was improved. Use of styles was revised extensively and enhanced, in preparation for conversion of the tabular lists to a data base. Hyperlinks were added to cross-reference categories mentioned in exclusion terms and glossary terms. Background information and guidelines were updated. General checks were made for errors and inconsistencies (eg. duplicate code values, inconsistency in codes or labels), and those found were corrected.

[Part C](#): Wording was reviewed and revised.

[Part D](#): Entirely new, though based on the preliminary version presented at the WHO-FIC meeting at Cologne in October 2003.

Refer to the introductory chapter of ICECI version 1.1a for an overview of earlier developments.

Updates and revision

The ICECI will undergo development as experience and assessment leads to recommendations for additions and changes. Refer to www.iceci.org for current information.

Minor and Major revisions of the ICECI will be made.

Minor revisions (eg. 1.1 to 1.2): Minor revisions are intended to allow improvements to the ICECI of types that will not require substantial revision of systems based on the ICECI. Minor revisions

may include correction of errors, omissions, ambiguities, etc with minimal change to categories and codes. The meaning of existing ICECI codes will not be changed. Items and modules may be added, but not removed or altered (except to correct errors, etc). Minor revisions will be designed to be backwardly compatible with previous versions, within a major version, at a fine level of granularity. Likely frequency: every one or two years.

Major revisions (eg. 1.2 to 2.0): As for minor, but could also include changes which affect the structure, scope, or definition of items, change the meaning of codes, or involve the removal of items, or modules of items. Likely frequency: once or twice per decade.

Input to revisions will be sought through routine and special means:

Routine: User queries, comments and advice are invited at any time via the ICECI web site. They can also be addressed to members of the ICECI Coordination and Maintenance Group.

Special: Input will be sought actively as part of the process for major reviews. This will include consultation with, and via, WHO-FIC Centre Heads and the WHO office, and notification of groups and individuals likely to have an interest.

How to report errors and omissions

Error reports can be submitted at any time via www.iceci.org, or directly to a member of the ICECI-CMG. Significant errors will be notified via the ICECI website, pending release of a corrected version.

Relationship between ICECI and ICD

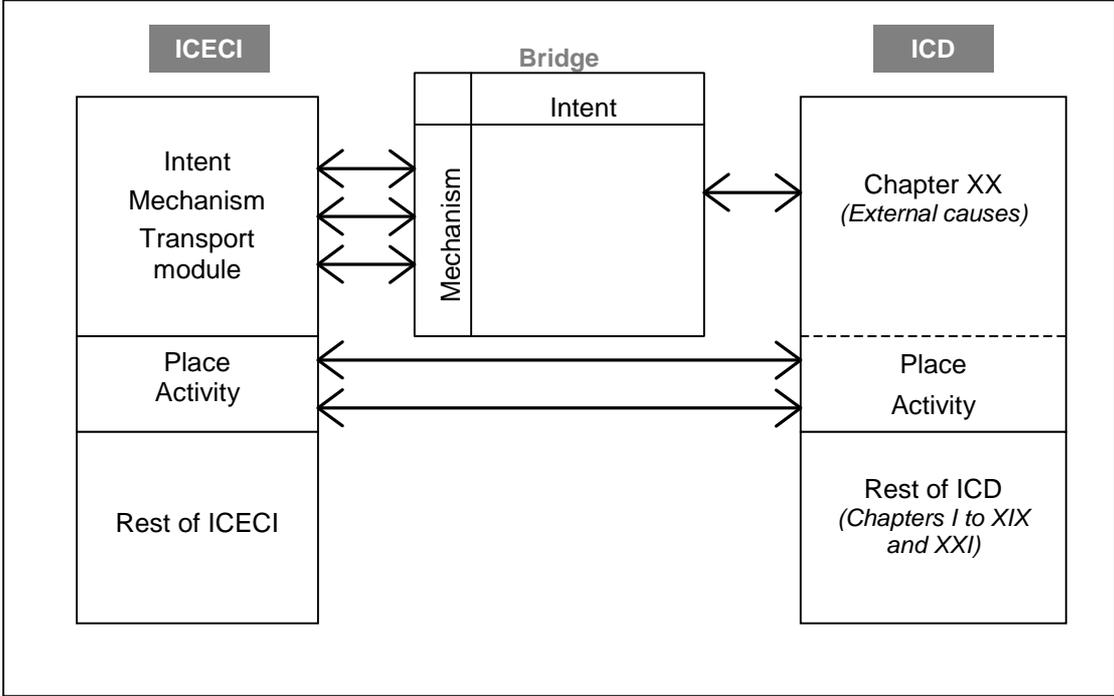
The ICECI is designed to have a role complementary to the ICD-10 external causes classification.² The ICD, including its external causes classification, is the reference classification for international reporting of mortality. The ICD – often in a clinical modification – is widely used to classify hospital in-patient cases. As a specialised system focusing on external causes of injury, the ICECI enables more detailed and flexible classification in its subject area. The ICECI can be used in many settings, including emergency departments, clinics, in-patient hospital settings; in ad hoc studies and surveys; and specialised mortality registration systems.

The relationship between the ICECI and the ICD is shown schematically in [Figure 2](#). Most parts of the ICD (ie. Chapters I to XIX and Chapter XXI) do not deal with external causes of injury and poisoning. Hence, most of the ICD is beyond the scope of the ICECI, and issues of comparability do not arise.

Some parts of the ICECI fall beyond the scope of the ICD-10 External Causes chapter. This applies, for example, to items in some of the ICECI special modules (eg. Proximal risk factors for intentional self-harm; previous suicide attempt; sex of perpetrator; context of assault; phase of [sports] activity). Issues of comparability do not normally arise for these.

However, the conceptual scope of several items in the **Core** module of the ICECI overlaps with the scope of ICD-10 Chapter XX. The ICECI items for which this is most clearly so are: Intent, Mechanism, Place, Activity and the Transport module. Issues of comparability arise for these parts of the ICECI.

Figure 2: Schematic diagram of relationship between ICECI and ICD



The [Place](#) and [Activity](#) items in the ICECI were designed to be comparable to categories in the ICD-10 Place and Activity classifications. The relationship is shown in Tables [3](#) and [4](#). ICECI Level 1 Place and Activity categories map directly to ICD Place and Activity categories, apart from minor differences in scope for two Place categories.

The [Intent](#), [Mechanism](#) and [Transport](#) module items in the ICECI have a more complex relationship with ICD-10 Chapter XX ([Table 5](#)). A major factor underlying the development of the ICECI has been dissatisfaction with some aspects of the ICD External Causes chapter for certain purposes related to injury prevention. It was not possible to develop a version of ICECI which mapped directly to categories in the External Causes chapter at fine level without forcing the ICECI to take on characteristics of the External Causes chapter which had prompted development of the new approach. However, it was recognised by the ICECI development group that maximal comparability with ICD was a necessary design criterion.

The solution arrived at was to specify mapping between ICECI and ICD at the level of a previously published reporting standard for injury data.⁴ This is shown in [Figure 2](#) as the 'bridge' between ICECI and ICD.

The MMWR reference cited above specified the 'Intent' and 'Mechanism/Cause' categories of the Framework in terms of ICD-9 External Cause codes. Subsequent work has adapted the Framework for use with ICD-10 [www.cdc.gov/nchs/about/otheract/ice/matrix10.htm]. The Framework has also been specified in terms of ICECI.³ ICECI version 1.2 and ICD-10 External Causes are both mapped onto the Framework in [Table 5](#).

ICD-10 values are shown within cells of the matrix. ICECI-coded cases corresponding to a cell in the Framework are those having the Intent (C1) code value below the cell (in the last row of the table) *and*

the Mechanism (C2), and sometimes Transport (T) module, code values to the right of the cell (in the last column of the table).

Table 3: Table of ICD-10 External Cause and ICECI version 1.2 code equivalents: Place

ICD-10 Place		ICECI 1.2	Notes	
<i>Categories</i>	<i>Codes</i>	<i>Codes</i>		
Home	0	C4=1	C4.4 excludes Sports and athletics areas at schools and educational areas	
Residential institution	1	C4=2		
School, other institution and public administrative area	2	C4=3, 4		
Sports and athletics area	3	C4=5		
Street and highway	4	C4=6		
Trade and service area	5	C4=7, 11		
Industrial and construction area	6	C4=8		
Farm	7	C4=9		
Other specified places	8	C4=10, 12, 98		C4.10 excludes Public religious places, and Public buildings, non-cultural
Unspecified place	9	C4=99		

Table 4: Table of ICD-10 External Cause and ICECI version 1.2 code equivalents: Activity

ICD-10 Activity		ICECI 1.2
<i>Categories</i>	<i>Codes</i>	<i>Codes</i>
While engaged in sports activity	0	C5=3.1, 4
While engaged in leisure activity	1	C5=5
While working for income	2	C5=1
While engaged in other types of work	3	C5=2, 3.8, 3.9
While resting, sleeping, eating or engaging in other vital activities	4	C5=6
While engaged in other specified activities	8	C5=7, 8, 98
During unspecified activity	9	C5=99

Table 5 Framework for presenting injury data: table of ICD-10 External Cause and ICECI version 1.2 code equivalents: Mechanism and Intent

Mechanism/cause	Manner/intent					ICECI 1.2
	Unintentional	Suicide	Homicide	Undetermined	Legal intervention/war	
All injury	V01-X59, Y85, Y86	X60-X84, Y87.0	X85-Y09, Y87.1	Y10-Y34, Y87.2, Y89.9	Y35, Y36, Y89 (0,1)	C2=1 to 8; 98; 99
Cut/ pierce	W25-W29, W45	X78	X99	Y28	Y35.4	C2=2 (except 2.2.2)
Drowning/ submersion	W65-W74	X71	X92	Y21	-	C2=5.2
Fall	W00-W19	X80	Y01	Y30	-	C2=1.5
Fire/ burn	X00-X19	X76, X77	X97, X98	Y26, Y27	Y36.3	C2=4.1
<i>Fire flame</i>	<i>X00-X09</i>	<i>X76</i>	<i>X97</i>	<i>Y26</i>	-	C2=4.1.3
<i>Hot object/substance</i>	<i>X10-X19</i>	<i>X77</i>	<i>X98</i>	<i>Y27</i>	-	C2=4.1.1;4.1.2; 4.1.4 to 4.1.9
Firearm	W32-W34	X72-X74	X93-X95	Y22-Y24	Y35.0	C2=2.2.2
Machinery	W24, W30-W31	-	-	-	-	C2=3.2
All transport	V01-V99	X82	Y03	Y32	Y36.1	C2=1.1
MV traffic	Any of the 6 categories below	X82	Y03	Y32	-	C2=1.1 AND any of the Transport module statements for the subordinate MV traffic rows.
Occupant	<i>V30-V39 (4-9) V40-V49 (4-9) V50-V59 (4-9) V60-V69 (4-9) V70-V79 (4-9) V83-V86 (0-3)</i>	-	-	-	-	C2=1.1 AND T1=(5 to 7) AND T2<>1 AND T4=(1 or 3)
<i>Motorcyclist</i>	<i>V20-V28 (3-9) V29 (4-9)</i>	-	-	-	-	C2=1.1 AND T1=4 AND T2<>1 AND T4=(1 or 3)
<i>Pedal cyclist</i>	<i>V12-V14 (3-9) V19 (4-6)</i>	-	-	-	-	C2=1.1 AND T1=2 AND T2<>1 AND T3=(4 to 7) AND T4=(1 or 3)
<i>Pedestrian</i>	<i>V02-V04 (1,9) V09 (2)</i>	-	-	-	-	C2=1.1 AND T1=1 AND T2<>(2 to 6) AND T3=(4 to 7) AND T4=(1 or 3)
<i>Other</i>	<i>V80 (3-5) V81-V82 (1)</i>	-	-	-	-	C2=1.1 AND T1=3 AND T2<>1 AND T3=(4 to 7) AND T4=(1 or 3)
<i>Unspecified</i>	<i>V87 (0-8), V89 (2)</i>	-	-	-	-	C2=1.1 AND T1=99 AND T2<>1 AND T4=(1 or 3)
Pedal cyclist, other	V10, V11, V12-V14 (0-2) V15-V18, V19 (0-3,8,9)	-	-	-	-	C2=1.1 AND T1=2 AND T4<>(1 or 3) OR C2=1.1 AND T1=2 AND T2<>1 AND T3<>(4 to 7) AND T4=(1 or 3) OR C2=1.1 AND T1=2 AND T2=1 AND T4=(1 or 3)
Pedestrian, other	V01, V02-V04 (0) V05, V06, V09 (0,1,3,9)	-	-	-	-	C2=1.1 AND T1=1 AND T4<>(1 or 3) OR C2=1.1 AND T1=1 AND T2<>1 AND T3<>(4 to 7) AND T4=(1 or 3) OR C2=1.1 AND T1=1 AND T2=1 AND T4=(1 or 3)

Mechanism/cause	Manner/intent					ICECI 1.2
	Unintentional	Suicide	Homicide	Undetermined	Legal intervention/war	
<i>Other land transport</i>	V20-V28 (0-2), V29 (0-3) V30-V39 (0-3), V40-V49 (0-3) V50-V59 (0-3), V60-V69 (0-3) V70-V79 (0-3), V80 (0-2, 6-9) V81-V82 (0,2-9), V83-V86 (4-9) V87.9, V88 (0-9), V89 (0,1,3,9)	Y82	Y03	Y32		C2=1.1 AND T1=(8 to 10) OR C2=1.1 AND T1=3 AND T4=(1 or 3) OR C2=1.1 AND T1=3 AND T3=(4 to 7) OR C2=1.1 AND T1=3 AND T2=1
Transport, other	V90-V99	-	-	-	Y36.1	C2=1.1 AND T1=(11, 12, 98 or 99)
Natural/ environmental	W42, W43, W53-W64, W92- W99, X20-X39, X51-X57	-	-	-	-	C2=2.2 or 8
Overexertion	X50	-	-	-	-	C2=7
Poisoning	X40-X49	X60-X69	X85-X90	Y10-Y19	Y35.2	C2=6
Struck by, against	W20-W22, W50-W52	X79	Y00, Y04	Y29	Y35.3	C2=1.2
Suffocation	W75-W84	X70	X91	Y20	-	C2=5.1; 5.3 to 5.9
Other specified, classifiable	W23, W35-W41, W44, W49, W85-W91, Y85	X75, X81	X96, Y02, Y05-Y07	Y25, Y31	Y35 (1,5), Y36 (0-2, 4-8)	C2= 1.3 to 1.8; 3.1; 3.8; 4.2; 4.8
Other specified, not elsewhere classifiable	X58, Y86	X83, Y87.0	Y08, Y87.1	Y33, Y87.2	Y35.6, Y89 (0,1)	C2= 1.9; 3.9; 4.9; 98
Unspecified	X59	X84	Y09	Y34, Y89.9	Y35.7, Y36.9	C2=99
Adverse effects* Y40-Y84, Y88	-	-	-	-	-	C2=20
<i>Drugs</i> Y40-Y59, Y88.0	-	-	-	-	-	C2=20.1
<i>Medical care</i> Y60-Y84, Y88 (1-3)	-	-	-	-	-	C2=20.3 to 20.9
All external causes	V01-X59	X60-X84	X85-Y09	Y10-Y34	Y35-Y59	C2=1 to 99
ICECI 1.2	C.1=1	C.1=2	C.1=3	C.1=5	C.1=4.1	

* Adverse effects and complications of medical and surgical care are included in the ICD classification of external causes, but have controversial status as external causes of injury.

Matrix and ICD-10 values are from www.cdc.gov/nchs/about/otheract/ice/matrix10.htm as at 9 May 2002.

Background and acknowledgments

During the second half of the twentieth century, statistical information about factors contributing to the occurrence of injury cases was often recorded using the external causes classification of the International Classification of Diseases (ICD).^{2, 7} Since at least the early 1980s, injury research and prevention experts have argued that the ICD classification lacked the scope, specificity and flexibility needed to inform many injury prevention and control activities adequately.^{8, 9}

Beginning in the early 1990s, international meetings on injury surveillance methods were held under the auspices of the World Health Organization. Participants began by comparing responses to the problem of inadequate classifications.¹⁰ It was soon recognised that systems to classify external causes of injury, which had been developed in several parts of the world, had strong similarities. By the mid 1990s this led to the conclusion that it was feasible and desirable to develop an internationally harmonised classification of external causes of injury. Work towards this aim commenced soon afterwards, and ultimately resulted in the ICECI.

The ICECI was designed to help researchers and prevention practitioners to:

- define more precisely the domain of injuries they are studying;
- answer questions on the circumstances in which the injuries occurred; and
- provide more detailed information about specific type of cases (eg. those related to transport, sport or violence).

The design and contents of the ICECI are intended to reflect contemporary best practice for injury surveillance and an international consensus about how external causes may be described. These foundations of the ICECI are likely to change in time. An effort has been made to allow for this by designing the ICECI in a way that will facilitate change.

A draft version of the ICECI was released in 1998 for comment and testing.¹¹ Testing in this phase of development included review (by 60 respondents from 30 organisations in 14 countries), case scenario validation, and field tests.¹²⁻¹⁵ Feedback resulting from the testing activities was incorporated into version 1.0 of the ICECI, released in 2001.¹⁶

A taxonomic review and refinement of the Core and Transport modules was undertaken for the ICECI Development Group during mid-2002. Further minor alterations, largely made in response to comments from CAS-WHO, resulted in version 1.1a of the ICECI tabular lists, which was endorsed by the ICECI-CMG in April 2003. The first version of an ICECI index, prepared in mid-2003, was paired with version 1.1a of the tabular lists for submission to the WHO-FIC meeting at Cologne in October 2003, at which the ICECI was admitted to the WHO-FIC as a Related Classification.

Version 1.2 is the product of a minor revision of the version admitted to the WHO-FIC. No items or modules were added or removed and categories were only altered where necessary to correct errors. The main features of this revision were improvement of the index (many terms were added), revision and expansion of the introductory chapter (to reflect the current status of the ICECI), and addition of features to improve useability (eg. integration of the index and provision of hyperlinked cross-references). A less visible change is revision and improvement of consistency of styles and formats in source documents.

Acknowledgments

The ICECI is the outcome of the work of many people, over a long period.

While development of the ICECI was prompted partly by limitations of the ICD external cause codes, it also builds upon that classification. Particularly noteworthy in this regard are Jacques Bertillon and the others whose work led to the International Classification of Diseases, and the committee for the sixth revision of the ICD, whose willingness to “attack boldly” the previously troublesome section on Accidents, Poisonings, and Violence did more than any other to improve the ICD’s treatment of injury and external causes, by introducing separate axes of classification for several concepts of statistical interest.¹⁷ In doing this they adopted an approach that been proposed by William Farr nearly a century earlier.¹⁸

The structure and design of the ICECI are based more directly on innovative injury classification and surveillance systems developed during the latter part of the twentieth century. The most important of these antecedents are the CPSC National Electronic Injury Surveillance System in the USA¹⁹, the Nordic Classification of External Causes of Injury (largely due to Henning Bay-Nielsen, Denmark)²⁰ and the National Injury Surveillance and Prevention Project (largely due to Jerry Moller and Graham Vimpani, Australia)²¹ and the Dutch Injury Surveillance System (LIS)²².

Development of the ICECI, under this name, dates from about 1997. The individuals listed below made specific contributions to its development, at various times from 1997 to early 2004.

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Many other people around the world tested draft versions of ICECI, and provided comments and advice. Their valuable input resulted in important improvements to the ICECI.

Carole Craft (Centers for Disease Control and Prevention), Joke Broekhuizen (Consumer Safety Institute) and Stacey Avefua (AIHW National Injury Surveillance Unit) made important secretarial and editorial contributions. Rachel Newson (AIHW National Injury Surveillance Unit) did much of the development of index terms, and made other contributions. John Harrison wrote the VBA scripts on which preparation of the linked index depended. Garry Waller, Raymond Cripps and Riki Franco provided ideas and advice on developing the indexing system. James Harrison led the project to develop the ICECI index and to prepare version 1.2.

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Part B: Modules

C - CORE MODULE

V - VIOLENCE MODULE

T - TRANSPORT MODULE

P - PLACE MODULE

S - SPORTS MODULE

O - OCCUPATIONAL MODULE

C - CORE MODULE

Introduction:

The Core Module includes a set of items which provide a good overview of the external causes of injury cases. It has seven data elements: Intent, Mechanism of injury (full and short version), Object/substance producing injury, Place of occurrence, Activity when injured, Alcohol use and Psychoactive drug or other substance use.

Context:

Mechanism records HOW the injurious interaction took place, and Objects/Substances records WHAT types of things were involved in this process. Place gives insight into WHERE the injurious event occurred. The type of Activity of the person when injured can give insights that are useful for linking formal responsibilities (eg. of employers and others for occupational safety) to needs and opportunities for injury prevention. The role of human Intent in the occurrence of injuries has deep and sometimes complex relationships with the causes and prevention of injury. Certain psycho-active substances are important risk factors for injury, and items are provided in the Core module for Alcohol Use and use of other Drugs.

Guide for use:

Full (C2) and short (M1) versions of the Mechanism of injury item are provided.

C1 - INTENT

Status:

Taxonomic review August 2002

Version:

1.2

Required field length:

n.n

Definition:

The role of human purpose in the [injury event](#).

Context:

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

Personal, social, and legal sensitivities often apply to intentional conceptual reasons, determination of the *intent* of *injury* cases is often difficult.

Guide for use:

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

To code *Intent*:

- Select the code that best describes the *intent* of the *injury event*.
- Code injuries sustained by a bystander to a violent incident, or by a non-combatant in a conflict, as [assault](#).
- Code injuries resulting from animal attacks as unintentional, unless the animal was used as a weapon by a person *intent* on inflicting *injury*.
- Consider *injuries* to children under age five years who harm themselves to be unintentional, except in the case of an individual who bangs his or her head in anger or frustration.

Notes:

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

Some codes under *Intent* indicate relevant data elements in the [Violence](#) Module. When noted, refer to that module and code all appropriate elements.

C1 – INTENT: OVERVIEW OF CODES

- 1 [Unintentional](#)
- 2 [Intentional self-harm](#)
- 3 [Assault](#)
- 4 Other [Violence](#)
- 5 [Undetermined intent](#)
- 6 [Complications of medical or surgical care](#)
- 8 Other specified [intent](#)
- 9 Unspecified intent

C1 – INTENT: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Unintentional

Includes:

- accidental [injury event](#)

2 [Intentional self-harm](#)

Includes:

- suicide
- parasuicide (incomplete suicide attempt)
- self-mutilation

Relevant data elements in [Violence](#) Module:

- proximal risk factors for *Intentional self-harm*
- [previous suicide attempt](#)

3 *Assault*

Excludes:

- [legal intervention](#) (4.1)
- operation of war or civil conflict (4.2)

Relevant data elements in *Violence* Module:

- victim/perpetrator/relationship
- [sex of perpetrator](#)
- context of [assault](#)

4 *Other violence*

4.1 Legal intervention

Includes:

- [injury](#) inflicted by law enforcement agent during legal action
- *injury* inflicted by state agency during attempts to enforce the law
- execution or *injury* performed at the behest of judiciary or ruling authority

Excludes:

- citizen arrest (3)

Relevant data element in *Violence* Module:

- [type of legal intervention](#)

4.2 Operations of war or civil conflict

Relevant data element in *Violence* Module:

- [type of conflict](#)

5 [Undetermined intent](#)

6 Complications of medical or surgical care

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

8 Other specified [intent](#)

Includes:

- euthanasia

9 Unspecified *intent*

Includes:

- *injury* resulting from unknown incident

C2 - MECHANISM OF INJURY—FULL VERSION

Status:

Taxonomic review August
2002

Version:

1.2

Required field length:

nn.n.n

Definition:

The way in which the [injury](#) was sustained (ie., how the person was hurt).

Context:

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

Guide for use:

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

- [Underlying mechanisms](#)—those involved at the start of the [injury event](#)
- [Direct mechanisms](#)—those producing the actual physical harm
- Intermediate mechanisms—others mechanisms involved in the *injury event*.

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

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

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

To code Mechanism of *Injury*—Full Version:

- Code up to **two** mechanisms of *injury* using the most detailed level of coding possible. If it is possible to distinguish between types of mechanisms, code the *underlying mechanism* first, followed by the *direct mechanism*.
- If more than one *underlying mechanism* is involved, select the underlying and *direct mechanisms* that resulted in the more severe *injury*.
- If the injuries are equally severe, select the underlying and *direct mechanisms* of the *injury* that appears first in the case information.
- If it is not possible to distinguish between types of mechanisms, code up to two mechanisms in the sequence they appear in the case information.

Some codes in Mechanism of *Injury* note relevant data elements in the Transport Module. This module, composed of four data elements, allows for coding additional details about transportation-related *injury* incidents. When noted in Mechanism of *Injury*, please refer to the relevant data element in the Transport Module and select the appropriate codes.

Notes:

All three coding levels were based on the experience of the technical group members and on a variety of existing coding structures, including [ICD-10](#). We also drew on comments put forward by participants in the ICECI testing project conducted in 1999. We realise that the coding hierarchy will not be equally intuitive for all users, in all settings, and for all cases. This is a consequence of the diversity of mechanisms and of the ways they are involved in *injury events*. On balance, however, the structure given to the list of categories by the hierarchical arrangement has been found to simplify its use. More flexible organisation will be possible in computer-based applications of the categories.

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

A short version of *Mechanism of Injury* is also available. [See Mechanism of Injury – Short Version](#).

C2 - MECHANISM CODES—FULL VERSION: OVERVIEW OF CODES

- 1 Blunt force
 - 1.1 [Transport injury event](#)
 - 1.2 Contact with object or animal
 - 1.3 Contact with person
 - 1.4 Crushing
 - 1.5 [Falling](#), stumbling, jumping, pushed
 - 1.6 [Abrading](#), [rubbing](#)
 - 1.8 Other specified contact with [blunt force](#)
 - 1.9 Unspecified contact with *blunt force*
- 2 Piercing/penetrating force
 - 2.1 Scratching, cutting, tearing, severing
 - 2.2 Puncturing, stabbing
 - 2.3 Biting, stinging, invenomating
 - 2.8 Other specified [piercing/penetrating force](#)
 - 2.9 Unspecified *piercing/penetrating force*
- 3 Other [mechanical force](#)
 - 3.1 Struck by explosive blast
 - 3.2 Contact with [machinery](#)
 - 3.8 Other specified *mechanical force*
 - 3.9 Unspecified *mechanical force*
- 4 [Thermal mechanism](#)
 - 4.1 Heating
 - 4.2 Cooling
 - 4.8 Other specified *thermal mechanism*
 - 4.9 Unspecified *thermal mechanism*
- 5 Threat to breathing
 - 5.1 Mechanical threat to breathing
 - 5.2 [Drowning/near drowning](#)
 - 5.3 Confinement in oxygen-deficient place
 - 5.8 Other specified threat to breathing
 - 5.9 Unspecified threat to breathing
- 6 Exposure to chemical or other substance
 - 6.1 Poisoning by chemical or other substance
 - 6.2 Corrosion by chemical or other substance
 - 6.8 Other specified effect of exposure to chemical or other substance
 - 6.9 Unspecified effect of exposure to chemical or other substance

- 7 Physical over-exertion**
 - 7.1 Acute over-exertion, over-extension
 - 7.8 Other specified physical over-exertion
 - 7.9 Unspecified physical over-exertion
- 8 Exposure to (effect of) weather, natural disaster, or other force of nature**
 - 8.1 Exposure to (effect of) precipitation
 - 8.2 Exposure to (effect of) wind
 - 8.3 Exposure to (effect of) earth movement or ocean movement
 - 8.4 Exposure to (effect of) eruption
 - 8.8 Exposure to (effect of) other specified weather, natural disaster or other force of nature
 - 8.9 Exposure to (effect of) unspecified weather, natural disaster or other force of nature
- 20 Complications of health care**
 - 20.1 Adverse effects related to drugs, medicaments, or biological substances
 - 20.2 Foreign object left in body during surgical/medical care
 - 20.3 Adverse incidents associated with medical devices in diagnostic/therapeutic use
 - 20.4 Unintentional cut, puncture, perforation during surgical/medical care
 - 20.5 Failure of sterile precaution during surgical/medical care
 - 20.6 Abnormal reaction of the patient or later complication caused by surgical operations or other surgical/medical procedures, without mention of misadventure at the time of the procedure, NEC
 - 20.7 Non-administration of surgical/medical care
 - 20.8 Other specified *complication of health care*
 - 20.9 Unspecified *complication of health care*
- 98 Other specified mechanism of injury**
 - 98.1 Contact with foreign body
 - 98.2 Exposure to electricity, radiation
 - 98.3 Exposure to sound, vibration
 - 98.4 Exposure to air pressure
 - 98.5 Exposure to low gravity
 - 98.6 Neglect, abandonment, or lack of necessities of life
 - 98.8 Other specified *mechanism of injury*
- 99 Unspecified mechanism of injury**

C2 - MECHANISM OF INJURY—FULL VERSION: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Blunt force

1.1 [Transport injury event](#)

Includes:

- Crashes and other injurious events occurring in the course of transportation
- [Injury](#) resulting from events involving a device being used primarily for conveying persons or goods from one place to another

Relevant data elements in Transport Module:

- [Mode of transport](#)

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

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

1.1.1 [Vehicle occupant](#)

Defined as 1.1 and Mode of transport [4](#) to [7](#).

1.1.2 [Pedestrian](#)

Defined as 1.1 and Mode of transport [1](#)

1.1.3 [Pedal cyclist](#)

Defined as Mode of transport [2](#)

1.1.4 [Motorcyclist/ motorcycle rider](#)

Defined as 1.1 and Mode of transport [4.2](#).

1.1.8 **Other specified transport injury event**

Defined as remainder of 1.1

1.1.9 **Unspecified transport injury event**

Includes:

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

Excludes:

- other specified transport injuries ([1.1.8](#))

1.2 **Contact with object or animal**

Excludes:

- being bitten by animal ([2.3.2](#) - [2.3.5](#))
- being scratched/clawed by animal ([2.1.2](#))
- contact with [machinery](#) ([3.2](#))
- contact with person ([1.3n](#))
- pinching, crushing between objects ([1.4.1](#))

1.2.1 **Contact with moving object**

Includes:

- hit or struck by [sports](#) equipment (eg., hockey stick) or a blunt weapon (eg., cudgel)

Excludes:

- person moving in front of a moving object ([1.2.4](#))
- continuous movement against skin ([1.6](#))
- being shot with a firearm ([2.2.2](#)) or by arrow/bolt ([2.2.3](#))

1.2.2 **Contact with static object**

Includes:

- walking into a wall

Excludes:

- walking into a wall and being injured by [falling](#) down ([1.5.3](#))

1.2.3 **Struck by thrown or *falling* object**

Includes:

- *falling* rock, stone, or tree
- cave-in
- collapse of a building other than by fire
- being struck by a thrown ball while standing still

Excludes:

- being shot by a firearm ([2.2.2](#)) or other weapon ([2.2.3](#))
- collapse of a burning building ([4.1.3](#))
- continuous movement against skin ([1.6](#))

1.2.4 **Struck by moving object before which person moved/was moved**

Includes:

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

Excludes:

- transport injuries ([1.1](#))
- person not moving, but hit/struck by a moving object ([1.2.1](#)) or by a thrown object ([1.2.3](#))
- being shot by a firearm ([2.2.2](#)) or other weapon ([2.2.3](#))

1.2.5 **Contact with animal: non-piercing or non-penetrating**

Includes:

- person struck or kicked by animal

Excludes:

- being bitten ([2.3.2](#), [2.3.3](#)), stung ([2.3.4](#), [2.3.5](#)), or scratched/clawed by an animal ([2.1.2](#))

1.2.8 **Other specified contact with object or animal**

1.2.9 **Unspecified contact with object or animal**

1.3 **Contact with person**

Includes:

- application of bodily force

Excludes:

- being pushed by a person ([1.5n](#))
- crushing between persons ([1.4.2](#))

1.3.1 Struck or kicked by a person

Includes:

- hit (with fist), struck, kicked, shaken, butted with head, or twisted by another person – whether intentional or not (eg., during horse play)
- force applied by self (eg. hitting one's own head with one's fist)

Excludes:

- being scratched by a person ([2.1.1](#))
- being struck by objects ([1.2n](#))
- being hit by a [falling](#) person ([1.2.3](#))
- being kicked by an animal ([1.2.5](#))

1.3.2 Sexual [assault](#) by bodily force

Includes:

- rape, attempted rape
- sodomy, attempted sodomy

Excludes:

- anal or vaginal penetration with or by an object ([98.1.2](#))

1.3.8 Other specified contact with a person

Excludes:

- fall due to collision of a [pedestrian](#) with another *pedestrian* ([1.5.3](#))

1.3.9 Unspecified contact with a person

1.4 Crushing

Excludes:

- crushing caused by [machinery](#) ([3.2](#))

1.4.1 Pinching, crushing between objects

Includes:

- crushed beneath an object
- caught or jammed between moving and [stationary objects](#) (eg., getting one's hand caught in a [car](#) door)

Excludes:

- *injury* caused by being struck by a thrown or *falling* object ([1.2.3](#))
- transport injuries ([1.1n](#))

1.4.2 Crushing between persons

Includes:

- crushed by a crowd or stampede

1.4.8 Other specified crushing

1.4.9 Unspecified crushing

1.5 [Falling](#), stumbling, jumping, pushed

Includes:

- being pushed by a person
- *falling* while being carried (ie., being dropped)
- tripping

1.5.1 *Falling/stumbling by tripping on same level*

Excludes:

- *falling* from bumping against an object ([1.5.3](#))
- spraining ankle when walking and not *falling* (ie., over-exertion, [7.1](#))

1.5.2 *Falling/stumbling by slipping on same level*

Excludes:

- *falling* from bumping against an object ([1.5.3](#))

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

Includes:

- *falling* from bumping against an object

Excludes:

- crushed or pushed by a crowd or stampede ([1.4.2](#))

1.5.4 *Falling/stumbling/jumping/pushed from a height less than 1 metre*

Includes:

- striking or hitting an object when jumping or diving
- *falling* from a child-size [pedal cycle](#)

1.5.5 *Falling/stumbling/jumping/pushed from a height 1 metre or more*

Includes:

- striking or hitting an object when jumping or diving
- *falling* from an adult-size *pedal cycle*
- *falling* while being carried by a normal-sized adult
- *falling* from a horse
- *falling* from a building or structure

Excludes:

- collapse of a non-burning building or structure ([1.2.3](#))

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

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

Excludes:

- free fall from stairs if known to be 1 metre or more ([1.5.5](#))

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

Excludes:

- collapse of a non-burning building or structure ([1.2.3](#))

1.5.9 *Unspecified falling/stumbling/jumping/pushed*

1.6 [Abrading, rubbing](#)

Excludes:

- abrasion caused by contact with [machinery](#) ([3.2](#))

1.8 *Other specified contact with [blunt force](#)*

1.9 Unspecified contact with *blunt force*

2 [Piercing/penetrating force](#)

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

Excludes:

- cutting or puncturing during surgical or medical care ([20.4](#))
- cutting or puncturing due to explosion ([3.1](#)), firearm discharge ([2.2.2](#)), BB or pellet gunshot ([2.2.3](#)), or other weapon ([2.2.4](#))

2.1.1 **Scratched or clawed by a person**

Excludes:

- human bite ([2.3.1](#))

2.1.2 **Scratched or clawed by an animal**

Excludes:

- being bitten by an animal ([2.3.2](#), [2.3.3](#))

2.1.3 **Cut, slice, slash**

Includes:

- being cut (eg., cutting one's finger with a knife, broken glass or the edge of paper)

Excludes:

- being scratched/clawed by an animal ([2.1.2](#)) or a person ([2.1.1](#))
- being bitten by an animal ([2.3.2](#), [2.3.3](#)) or a person ([2.3.1](#))
- being cut, sliced, or slashed by *machinery* ([3.2](#))
- being stabbed ([2.2.1](#))

2.1.4 **Tear, rip, saw**

Excludes:

- having a body part ripped/torn by *machinery* ([3.2](#))
- tearing a ligament due to tripping, slipping, or over-exertion ([7.1](#))

2.1.5 **Sever, hack off**

Includes:

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

2.2 **Puncturing, stabbing**

Includes:

- being shot by a firearm or other weapon

Excludes:

- cutting or puncturing during surgical or medical care ([20.4](#))
- cutting or puncturing due to explosion ([3.1](#))

2.2.1 **Stabbed**

Includes:

- cases where the skin was cut and where there was deep penetration of underlying tissue
- stabbed with a knife, sword or other sharp-edged instrument

Excludes:

- cutting, tearing ([2.1n](#))
- shot by firearm ([2.2.2](#))

- 2.2.2 Shot by firearm**
Includes:
- shot NOS
 - struck by a bullet or other projectile from a gun using a powder or explosive charge
- Excludes:
- struck by a projectile from a BB or pellet gun ([2.2.3](#))
 - struck by an arrow from bow or bolt/arrow from crossbow, spring-actuated weapon ([2.2.4](#))
 - non-shooting *injury* by a firearm (eg., struck by gun, [1.2.1](#))
- 2.2.3 Shot by BB or pellet gun**
- 2.2.4 Shot by other weapon**
Includes:
- arrow from bow and bolt/arrow from crossbow
 - slug from a spring-actuated weapon
- 2.2.8 Other specified puncturing**
Excludes:
- shot NEC ([2.2.2](#))
- 2.2.9 Unspecified puncturing**
- 2.3 Biting, stinging, invenomating**
- 2.3.1 Bitten by person**
Includes:
- being bitten by oneself (eg., biting one's own tongue)
 - cases where the bite does not break the skin
- Excludes:
- being bitten by an animal or insect ([2.3.2–2.3.5](#))
- 2.3.2 Bitten by non-venomous animal**
Includes:
- being bitten by a horse, dog, shark, etc.
- Excludes:
- human bite
 - a bite that has become infected – not an [injury](#)
- 2.3.3 Bitten by venomous animal**
Includes:
- being bitten by a venomous snake
- 2.3.4 Bitten or stung by non-venomous insect or other invertebrate**
Includes:
- being bitten by a non-venomous spider
 - being stung by a mosquito
- Excludes:
- a sting that has become infected – not an *injury*
- 2.3.5 Bitten or stung by venomous insect or other invertebrate**
Includes:
- being stung by a bee, wasp, or scorpion
 - being bitten by a venomous spider

- being stung by a jellyfish
- anaphylactic shock following a bee sting, etc.

2.3.8 Other specified biting, stinging, invenomating

2.3.9 Unspecified biting, stinging, invenomating

Includes:

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

2.8 Other specified piercing/penetrating force

2.9 Unspecified piercing/penetrating force

3 Other [mechanical force](#)

3.1 Struck by explosive blast

Includes:

- air pressure caused by a blast
- objects/debris projected by a blast

Excludes:

- flames following a blast ([4.1.3](#)) or volcanic eruption ([8.4.1](#))

3.2 Contact with [machinery](#)

Includes:

- contact with a chain hoist, drive belt, pulley, transmission belt, winch, etc.
- contact with a powered lawnmower, chainsaw, hedge-trimmer
- contact with a blender, powered knife, sewing machine, spin drier, washing machine
- contact with an animal-powered [farm](#) machine, harvester, reaper, thresher
- contact with recreational *machinery*, *machinery* NEC

Excludes:

- exposure to electric current ([98.1](#))
- contact with (agricultural) *machinery* while in transport under own power or while being towed ([1.1](#))

3.8 Other specified mechanical force

3.9 Unspecified mechanical force

4 [Thermal mechanism](#)

4.1 Heating

4.1.1 Contact with hot liquid, steam, other hot gas

Includes:

- hot water in a bath, bucket, or tub
- hot water running out of a hose or tap
- water/liquids heated on a stove

- inhalation of hot air and gases
- contact with molten metal

Excludes:

- molten lava ([8.4.1](#))
- smoke inhalation ([4.1.6](#))
- burning liquid ([4.1.3](#))

4.1.2 Contact with hot object or solid substance

Includes:

- contact with a hot household appliance (eg., cooker, kettle, stove, iron, etc.)
- contact with a hot heating appliance (eg., radiator, heater, etc.)
- contact with a hot engine, tool, or machinery
- contact with an object that is not normally hot, but is made hot (eg., by a house fire, by prolonged sun exposure)

Excludes:

- burning object or solid substance (ie., an object on fire, [4.1.3](#))

4.1.3 Contact with fire or flame

Includes:

- forest fire, campfire, fire in a fireplace or stove, fire in a burning building
- ignition of highly flammable material (eg., gasoline, kerosene, petrol)
- ignition or melting of clothing (eg., nightwear)
- fire caused by lightning
- fire caused by/following explosion

Excludes:

- volcanic fires ([8.4.1](#))

4.1.4 Heating, whole body: natural source

Includes:

- heat stroke, sunstroke

4.1.5 Heating, whole body: man-made

Includes:

- being confined in room (over)heated by artificial means

4.1.6 Inhalation of smoke from burning object/substance

4.1.8 Other specified heating

4.1.9 Unspecified heating

4.2 Cooling

4.2.1 Cooling: natural source

Includes:

- frostbite, hypothermia due to natural cold
- exposure to cold due to weather conditions

Excludes:

- contact with or inhalation of dry ice, liquefied gas ([4.2.2](#))

4.2.2 Cooling: man-made source

Includes:

- contact with or inhalation of dry ice, liquid air, nitrogen, or hydrogen
 - prolonged exposure to deep freeze unit
- 4.2.8 **Other specified cooling**
- 4.2.9 **Unspecified cooling**
- 4.8 **Other specified thermal mechanism**
- 4.9 **Unspecified thermal mechanism**

5 Threat to breathing

5.1 Mechanical threat to breathing

5.1.1 [Hanging](#)

5.1.2 [Strangling](#)

5.1.3 **External compression of airway, chest**

Includes:

- effect of cave-in

5.1.4 **Obstruction of airway by inhaled object/substance**

Includes:

- choking on food, a toy, etc.

Excludes:

- carbon monoxide poisoning ([6.1.3](#))

5.1.5 **Obstruction of airway by object covering mouth and nose**

Includes:

- suffocation by putting a plastic bag over one's head
- suffocation by a pillow being put over one's face

5.1.8 **Other specified mechanical threat to breathing**

5.1.9 **Unspecified mechanical threat to breathing**

5.2 [Drowning/near drowning](#)

5.2.1 ***Drowning/near drowning* following fall into water**

Includes:

- fall into a bucket, bath tub, swimming pool, or natural body of water
- fall off a [watercraft](#) or part thereof
- fall off a dock, pier, jetty

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

Includes:

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

5.2.8 **Other specified drowning/near drowning**

5.2.9 **Unspecified drowning/near drowning**

Includes:

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

5.3 Confinement in oxygen-deficient place

Excludes:

- gassing with exhaust fumes taking place in a motor vehicle/confined space ([6.1.3](#))
- confinement in a plastic bag ([5.1.5](#))
- smoke inhalation ([4.1.6](#))

5.8 Other specified threat to breathing

Excludes:

- confinement in a plastic bag ([5.1.5](#))

5.9 Unspecified threat to breathing

6 Exposure to chemical or other substance

Includes:

- accidental drug overdose
- poisoning of unspecified [intent](#)
- intentional poisoning

Excludes:

- administration of drugs for therapeutic or prophylactic reason in correct dosage ([20.1n](#))

6.1 Poisoning by chemical or other substance

6.1.1 Poisoning by solid substance

Includes:

- ingestion of tablets, pills, etc.

Excludes:

- substances dissolved in water or alcohol and ingested ([6.1.2](#))

6.1.2 Poisoning by liquid substance

Includes:

- substances dissolved in water or alcohol and ingested
- substances injected intravenously or subcutaneously

6.1.3 Poisoning by gaseous substance

Includes:

- inhaled motor vehicle exhaust gasses
- inhaled chemical dust molecules
- inhaled aerosol

6.1.8 Poisoning by other specified chemical or other substance

6.1.9 Poisoning by unspecified chemical or other substance

6.2 Corrosion by chemical or other substance

Includes:

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

Excludes:

- [rubbing](#), chafing, [abrading \(1.6\)](#)
- damage due to the temperature of a substance ([4.n.n](#))

6.2.1 Corrosion by solid substance

6.2.2 Corrosion by liquid substance

6.2.3 Corrosion by gaseous substance

6.2.8 Corrosion by other specified substance

6.2.9 Corrosion by unspecified substance

6.8 Other specified effect of exposure to chemical or other substance

Includes:

- exposure NEC to solid, liquid or gaseous substances
- non-corroding irritation (eg., paint in the eyes)

6.9 Unspecified effect of exposure to chemical or other substance

Includes:

- exposure NOS to solid, liquid or gaseous substances

7 Physical over-exertion

Includes:

- lifting heavy objects or weights
- running a marathon
- rowing

7.1 Acute over-exertion, over-extension

Includes:

- twisting an ankle

7.8 Other specified physical over-exertion

Includes:

- conditions of gradual and/or delayed onset
- conditions due to cumulative effects of multiple episodes of activity

7.9 Unspecified physical over-exertion

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

Excludes:

- contact with fire or flame ([4.1.3](#))

8.1 Exposure to (effect of) precipitation

8.1.1 Exposure to rain, storm, cloudburst

Includes:

- thunderstorm, sleet or snow storm

Excludes:

- blizzard ([8.2.4](#))

8.1.2 Exposure to hurricane, cyclone, monsoon, typhoon

Includes:

- hurricane caused by a storm or torrential rain

Excludes:

- flood caused by a remote or direct storm ([8.1.4](#))

8.1.3 Exposure to hailstorm

8.1.4 Exposure to flood

Includes:

- flood arising from a remote or direct storm
- melting snow of cataclysmic nature
- flood caused by collapse of a dam

8.1.8 Exposure to other specified (effect of) precipitation

8.1.9 Exposure to unspecified (effect of) precipitation

8.2 Exposure to (effect of) wind condition

8.2.1 Exposure to tornado

8.2.2 Exposure to windstorm

8.2.3 Exposure to dust storm

8.2.4 Exposure to blizzard

Excludes:

- snow storm ([8.1.1](#))

8.2.8 Exposure to other specified (effect of) wind condition

8.2.9 Exposure to unspecified (effect of) wind condition

8.3 Exposure to (effect of) earth or ocean movement

8.3.1 Exposure to earthquake

Includes:

underwater earthquake

Excludes:

- volcanoes ([8.4.1](#))
- tidal wave following an underwater earthquake ([8.3.4](#))

8.3.2 Exposure to mudslide

8.3.3 Exposure to avalanche

8.3.4 Exposure to tidal wave

Includes:

- tidal wave caused by a storm
- tidal wave caused by an underwater earthquake
- tsunami

8.3.8 Exposure to other specified (effect of) earth or ocean movement

8.3.9 Exposure to unspecified (effect of) earth or ocean movement

8.4 Exposure to (effect of) eruption

8.4.1 Exposure to volcanic eruptions

Includes:

- fire/flame caused by lava

8.4.8 Exposure to other specified (effect of) eruption

8.4.9 Exposure to unspecified (effect of) eruption

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

Excludes:

- natural radiation ([98.2.8](#))

8.8.1 Exposure to lightning

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

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

20 [Complications of health care](#)

NOTE: These codes are based on [ICD-10](#) (Chapter XX).

20.1 Adverse effects related to drugs, medicaments, or biological substances

20.1.1 Adverse effects in the therapeutic use of drugs, medicaments, or biological substances during surgical/medical care

Includes:

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

Excludes:

- accidental overdose, poisoning of unspecified [intent](#), and intentional poisoning with medications in non-therapeutic situations (eg., child eating mother's iron tablets, person overdosing on heroin to commit suicide, etc., ([6nn](#)))

20.1.2 Adverse effects from contaminated medical or biological substances

Includes:

- adverse reaction to administration of contaminated blood products by medical/paramedical staff in therapeutic situations

20.1.3 Failure in dosage of drugs, medicaments, or biological substances during surgical/medical care

Includes:

- adverse reaction to administration of incorrect dosage of penicillin or unmatched blood products by medical/paramedical staff in therapeutic situations

20.1.8 Other specified adverse effects related to drugs, medicaments, or biological substances

20.1.9 Unspecified adverse effects related to drugs, medicaments, or biological substances

- 20.2 Foreign object left in body during surgical/medical care**
 - 20.2.0 Foreign object left in body during surgical operation**
 - 20.2.1 Foreign object left in body during infusion or transfusion**
 - 20.2.2 Foreign object left in body during kidney dialysis or other perfusion**
 - 20.2.3 Foreign object left in body during injection or immunisation**
 - 20.2.4 Foreign object left in body during endoscopic examination**
 - 20.2.5 Foreign object left in body during heart catheterisation**
 - 20.2.6 Foreign object left in body during aspiration, puncture, or other catheterisation**
 - 20.2.7 Foreign object left in body during removal of catheter or packing**
 - 20.2.8 Foreign object left in body during other specified surgical/medical care**
 - 20.2.9 Foreign object left in body during unspecified surgical/medical care**

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

- 20.4 Unintentional cut, puncture, perforation during surgical/medical care**
 - 20.4.0 Unintentional cut, puncture, perforation during surgical operation**
 - 20.4.1 Unintentional cut, puncture, perforation during infusion or transfusion**
 - 20.4.2 Unintentional cut, puncture, perforation during kidney dialysis or other perfusion**
 - 20.4.3 Unintentional cut, puncture, perforation during injection or immunisation**
 - 20.4.4 Unintentional cut, puncture, perforation during endoscopic examination**
 - 20.4.5 Unintentional cut, puncture, perforation during heart catheterisation**
 - 20.4.6 Unintentional cut, puncture, perforation during aspiration, puncture, or other catheterisation**
 - 20.4.7 Unintentional cut, puncture, perforation during administration of enema**
 - 20.4.8 Unintentional cut, puncture, perforation during other specified surgical/medical care**
 - 20.4.9 Unintentional cut, puncture, perforation during unspecified surgical/medical care**

- 20.5 Failure of sterile precautions during surgical/medical care**
 - 20.5.1 Failure of sterile precautions during surgical operation**
 - 20.5.2 Failure of sterile precautions during infusion or transfusion**

- 20.5.3 Failure of sterile precautions during kidney dialysis or other perfusion
- 20.5.4 Failure of sterile precautions during injection or immunisation
- 20.5.5 Failure of sterile precautions during endoscopic examination
- 20.5.6 Failure of sterile precautions during heart catheterisation
- 20.5.7 Failure of sterile precautions during aspiration, puncture, or other catheterisation
- 20.5.8 Failure of sterile precautions during other specified surgical/medical care
- 20.5.9 Failure of sterile precautions during unspecified surgical/medical care
- 20.6 Abnormal reaction of the patient or later complication caused by surgical operations or other surgical/medical procedures, without mention of misadventure at the time of the procedure, NEC
 - 20.6.1 Surgical operation or procedure as the cause of abnormal reaction of the patient or of later complication without mention of misadventure at the time of the procedure
 - 20.6.2 Medical procedure, other than surgical, as the cause of abnormal reaction of the patient or of later complication without mention of misadventure at the time of the procedure
- 20.7 Non-administration of surgical/medical care
- 20.8 Other specified complications of health care
- 20.9 Unspecified complications of health care

98 Other specified [mechanism of injury](#)

98.1 Contact with foreign body

Excludes:

- foreign object left in body during surgical/medical care ([20.2n](#))

98.1.1 Foreign body on eye or entering into/through eye

Includes:

- foreign body on cornea or under eyelid

98.1.2 Foreign body entering into or through other natural orifice

Includes:

- rape or sodomy with an object

Excludes:

- inhalation of foreign body with obstruction of airway ([5.1.4](#))
- rape, attempted rape NOS ([1.3.2](#))
- sodomy, attempted sodomy NOS ([1.3.2](#))

98.1.8 Other specified contact with foreign body

98.1.9 Unspecified contact with foreign body

98.2 Exposure to electricity, radiation

- 98.2.1 Exposure to electric current**
Includes:
 - burning from electric current, electric shock, electrocution
Excludes:
 - lightning ([8.8.1](#))
- 98.2.2 Exposure to welding light**
- 98.2.3 Exposure to other visible and ultraviolet light: man-made sources**
- 98.2.4 Exposure to sun light**
Includes:
 - sunburn
Excludes:
 - sunstroke ([4.1.4](#))
- 98.2.5 Exposure to other non-ionising radiation**
Includes:
 - infrared, laser, radio frequency radiation
- 98.2.6 Exposure to ionising radiation, non-natural**
Includes:
 - radioactive isotopes, x-rays
Excludes:
 - exposure to natural radiation ([98.2.8](#))
- 98.2.8 Exposure to other specified radiation**
Includes:
 - natural ionising radiation
- 98.2.9 Exposure to unspecified radiation**
- 98.3 Exposure to sound, vibration**
 - 98.3.1 Exposure to sound**
Includes:
 - sound waves, supersonic waves
 - 98.3.2 Exposure to vibration**
Includes:
 - infrasound waves
 - vibrating jackhammer
- 98.4 Exposure to air pressure**
 - 98.4.1 Exposure to suction**
Includes:
 - being sucked into the skimmer box of a swimming pool filtration system, having hair sucked into the suction points of a spa
NOTE: If a person drowns because his or her hair is sucked into a suction point, the [direct mechanism](#) is [drowning/ near drowning \(5.2\)](#), and the [underlying mechanism](#) is ([98.4.1](#)).
- 98.4.2 Exposure to other extreme or changing air pressure**
Includes:
 - changes as a result of rapid descent or ascent in water, [aircraft](#),

or underground

- resident or prolonged visit at high altitude

98.4.8 Exposure to other specified air pressure

98.4.9 Exposure to unspecified air pressure

98.5 Exposure to low gravity

Includes:

- weightlessness in a spacecraft or simulator

98.6 Neglect, abandonment, or lack of necessities of life

98.6.1 Lack of food

Includes:

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

98.6.2 Lack of water

Includes:

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

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

Includes:

- destitution

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

98.8 Other specified mechanism of injury

Includes:

- lifestyle-related condition

99 Unspecified mechanism of injury

M1 - MECHANISM OF INJURY—SHORT VERSION

Status:

Tested

Version:

1.2

Required field length:

nn.n

Definition:

The way in which the [injury](#) was sustained (ie., how the person was hurt).

Context:

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

Guide for use:

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

- [Underlying mechanisms](#)—those involved at the start of the [injury event](#)
- [Direct mechanisms](#)—those producing the actual physical harm
- Intermediate mechanisms—others mechanisms involved in the *injury event*

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

Some situations are further complicated by an *underlying mechanism* that leads to more than one *injury*. For example, a *car* crash—one *underlying mechanism*—may result in several *direct mechanisms of injury*, such as contact with the steering wheel, being cut by broken glass, and having one's foot caught in the *car's* crushed frame. Each of these mechanisms may cause different injuries.

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

To code Mechanism of *Injury*—Short Version:

- Code only **one** *mechanism of injury*. If it is possible to distinguish between types of mechanisms, code the *underlying mechanism*.
- If more than one *underlying mechanism* is involved, select the *underlying mechanism* that resulted in the more severe *injury*.
- If the injuries are equally severe, select the *underlying mechanism* of the *injury* that appears first on the code list.

If it is not possible to distinguish between types of mechanisms, code the mechanism that appears first in the case information.

Notes:

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

M1 - MECHANISM OF INJURY—SHORT VERSION: LIST OF CODES

1 Blunt force

1.1 **Transport injury event: motor vehicle occupant**

Equivalent categories:

Item C2 [1.1.1](#)

1.2 **Transport injury event: pedestrian**

Equivalent categories:

Item C2 [1.1.2](#)

1.3 **Transport injury event: pedal cyclist**

Equivalent categories

Item C2 [1.1.3](#)

1.4 **Transport injury event: motorcyclist**

Equivalent categories:

Item C2 [1.1.4](#)

1.5 **Transport injury event: other & unspecified event**

Equivalent categories:

Item C2 [1.1.8](#), [1.1.9](#)

1.6 **Falling, stumbling, jumping, pushed**

Equivalent categories:

Item C2 [1.5n](#)

1.9 **Other specified or unspecified blunt force**

Equivalent categories:

Item C2 Rest of [1](#)

2 Piercing/penetrating force

2.1 **Cut, pierced, stabbed**

Equivalent categories:

Item C2 [2.1n](#), [2.21](#), [2.2.8](#)

2.2 **Shot by firearm**

Equivalent categories:

Item C2 [2.2.2](#)

2.3 **Shot by other weapon**

Equivalent categories:

Item C2 [2.2.3](#), [2.2.4](#)

2.9 **Other specified or unspecified *piercing/penetrating force***

Equivalent categories:

Item C2 Rest of [2](#)

3 Other mechanical force

3.1 **Contact with machinery**

Equivalent categories:

Item C2 [3.2n](#)

3.9 **Other specified or unspecified *mechanical force***

Equivalent categories:

Item C2 Rest of [3](#)

4 [Thermal mechanism](#)

4.1 Contact with hot object/substance or hot liquid/gas

Equivalent categories:

Item C2 [4.1.1](#), [4.1.2](#)

4.2 Contact with fire or flame (includes smoke inhalation)

Equivalent categories:

Item C2 [4.1.3](#), [4.1.6](#)

4.9 Other specified or unspecified *thermal mechanism*

Equivalent categories:

Rest of [4](#)

5 Threat to breathing

5.1 [Drowning/near drowning](#)

Equivalent categories:

Item C2 [5.2n](#)

5.9 Other specified or unspecified threat to breathing

Equivalent categories:

Item C2 Rest of [5](#)

6 Exposure to chemical or other substance

Equivalent categories:

Item C2 [6.nn](#)

7 Physical over-exertion

Equivalent categories:

Item C2 [7.nn](#)

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

Equivalent categories:

Item C2 [8.nn](#)

20 [Complications of health care](#)

Equivalent categories:

Item C2 [20.nn](#)

98 Other specified mechanism of injury

Equivalent categories:

Item C2 [98.nn](#)

99 Unspecified mechanism of injury

Equivalent categories:

Item C2 [99](#)

C3 - OBJECT/SUBSTANCE PRODUCING INJURY

Status:

Taxonomic review

August 2002

Version:

1.2

Required field length:

nn.nn.nn

Definition:

Matter, material or thing being involved in the [injury event](#).

Context:

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

Guide for use:

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

- [Underlying object/substance](#)—the object/substance involved at the start of the *injury event*
- [Direct object/substance](#)—the object/substance producing the actual physical harm
- Intermediate objects/substances—other objects/substances involved in the *injury event*

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

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

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

To code Object/Substance Producing *Injury*:

- Select up to **three** objects/substances. If it is possible to distinguish between the different types of objects/substances, code the *underlying object/substance* first, followed by the *Direct object/substance*. Last, code any intermediate objects/substances mentioned or thought relevant.
- If more than one underlying object is involved, select the underlying and *Direct objects* that resulted in the more severe *injury*.
- If the injuries are equally severe, select the underlying and *Direct objects* of the *injury* mentioned first in the case information.
- If it is not possible to distinguish between the different types of objects/substances, code up to three objects/substances in the sequence they appear in the case information.

Notes:

All three levels of coding categories were based on the experience of the technical group members and a variety of existing coding structures, including *ICD-10*. We also drew on comments put forward by participants in the ICECI testing project conducted in 1999, as well as on input by recognised experts from various fields. We realise that the coding hierarchy will not be equally intuitive for all users, in all settings and for all cases. This is a consequence of the diversity of objects/substances and of the ways they are involved in *injury events*. On balance, however, the structure given to the list of categories by the hierarchical arrangement has been found to simplify its use. More flexible organisation will be possible in computer-based applications of the categories.

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

C3 – OBJECT/SUBSTANCE PRODUCING INJURY: OVERVIEW OF CODES

- 1 Land vehicle or means of land transport
 - 1.01 Person-powered means of transport
 - 1.02 Animal-powered means of transport
 - 1.03 Motorised two- or three-wheeled vehicle
 - 1.04 [Light transport vehicle](#) with four or more wheels
 - 1.05 [Heavy transport vehicle](#) with four or more wheels
 - 1.06 *Rail vehicle*
 - 1.07 Parts/components of land vehicle or means of land transport
 - 1.98 Other specified land vehicle or means of land transport
 - 1.99 Unspecified land vehicle or means of land transport
- 2 Mobile [machinery](#) or special purpose vehicle
 - 2.01 Mobile *machinery*/special purpose vehicle mainly used in agriculture
 - 2.02 Mobile *machinery*/special purpose vehicle mainly used in industry
 - 2.03 Mobile *machinery*/special purpose vehicle mainly used in construction
 - 2.98 Other specified mobile *machinery* or special purpose vehicle
 - 2.99 Unspecified mobile *machinery* or special purpose vehicle
- 3 [Watercraft](#) or means of water transport
 - 3.01 Powered *watercraft* or means of water transport
 - 3.02 Unpowered *watercraft* or means of water transport
 - 3.98 Other specified *watercraft* or means of water transport
 - 3.99 Unspecified *watercraft* or means of water transport
- 4 [Aircraft](#) or means of air transport
 - 4.01 Powered *aircraft* or means of air transport
 - 4.02 Unpowered *aircraft* or means of air transport
 - 4.98 Other specified *aircraft* or means of air transport
 - 4.99 Unspecified *aircraft* or means of air transport
- 5 Furniture/furnishing
 - 5.01 Bed, bedding or bedding accessories
 - 5.02 Chair, sofa
 - 5.03 Table, stand, cupboard, shelf or partition
 - 5.04 Decoration, decorating item
 - 5.98 Other specified furniture/furnishing
 - 5.99 Unspecified furniture/furnishing
- 6 Infant or child product

- 6.01 Baby or child article
 - 6.02 Toy
 - 6.03 [Playground](#) equipment
 - 6.98 Other specified infant or child product
 - 6.99 Unspecified infant or child product
- 7 Appliance mainly used in household**
- 7.01 Cooking or kitchen appliance
 - 7.02 Cleaning or laundering appliance or tool
 - 7.03 Lighting appliance
 - 7.04 Heating or cooling appliance
 - 7.05 Sewing appliance or equipment
 - 7.06 Entertainment appliance
 - 7.98 Other specified household appliance
 - 7.99 Unspecified household appliance
- 8 Utensil or container**
- 8.01 Cooking or food processing utensil
 - 8.02 Crockery, kitchen container
 - 8.03 Cleaning utensil or container
 - 8.04 Food storage or related utensil or container
 - 8.98 Other specified utensil or container
 - 8.99 Unspecified utensil or container
- 9 Item mainly for personal use**
- 9.01 Clothes, foot wear, or related products
 - 9.02 Clothing accessory or personal decoration item
 - 9.03 Personal grooming utensil
 - 9.04 Toiletries, cosmetics, or related product
 - 9.05 Communication or related utensil or accessory
 - 9.06 Arts and crafts supplies
 - 9.07 Personal aid
 - 9.08 Tobacco or related product
 - 9.98 Other specified personal use item
 - 9.99 Unspecified personal use item
- 10 Equipment mainly used for [sports](#)/recreational activity**
- 10.01 Ball used in *sport*
 - 10.02 Hand-held *sports* equipment
 - 10.03 Equipment/structure for playing [sports and exercise](#)
 - 10.04 Equipment with wheels or designed for movement mainly used for sports/recreational activity
 - 10.05 Underwater diving equipment
 - 10.98 Other specified equipment mainly used for sports/recreational activity
 - 10.99 Unspecified equipment mainly used for sports/recreational activity

- 11 Tool, machine, apparatus mainly used for [work-related activity](#)**
 - 11.01 *Machinery* or fixed plant
 - 11.02 Powered hand tool/equipment
 - 11.03 Unpowered hand tool/equipment
 - 11.04 Pressure-based equipment
 - 11.05 Other unpowered equipment
 - 11.98 Other specified tool, machine, apparatus mainly used for *work-related activity*
 - 11.99 Unspecified tool, machine, apparatus mainly used for *work-related activity*

- 12 Weapon**
 - 12.01 Sharp object
 - 12.02 Firearm or related item
 - 12.98 Other specified weapon
 - 12.99 Unspecified weapon

- 13 Animal, plant, or person**
 - 13.01 Plant
 - 13.02 Bird
 - 13.03 Insect, invertebrate
 - 13.04 Land mammal
 - 13.05 Marine animal
 - 13.06 Reptile or amphibian
 - 13.07 Person(s)
 - 13.98 Other specified animal
 - 13.99 Unspecified animal

- 14 Building, building component, or related fitting**
 - 14.01 Building fitting
 - 14.02 Door, window, or related fitting/feature
 - 14.03 Floor or related fitting/feature
 - 14.04 Wall or related fitting/feature
 - 14.98 Other specified building, building component, or related fitting
 - 14.99 Unspecified building, building component, or related fitting

- 15 Ground surface or surface conformation**
 - 15.01 Ground surface
 - 15.02 Body of water
 - 15.98 Other specified surface conformation
 - 15.99 Unspecified surface conformation

- 16 Material NEC**
 - 16.01 Natural material
 - 16.02 Manufactured/industrial material
 - 16.98 Other specified material

- 16.99 Unspecified material
- 17 Fire, flame, or smoke
 - 17.01 Fire, flame
 - 17.02 Smoke
 - 17.99 Unspecified as to whether fire, flame or smoke caused the *injury*
- 18 Hot object/substance NEC
 - 18.01 Hot liquid
 - 18.02 Hot air or gas
 - 18.98 Other specified hot object/substance
 - 18.99 Unspecified hot object/substance
- 19 Food or drink
 - 19.01 Food, drink, or related product
 - 19.98 Other specified food or drink
 - 19.99 Unspecified food or drink
- 20 Pharmaceutical substance for human use, ie. drug, medicine
 - 20.01 Analgesic, antipyretic, antirheumatic
 - 20.02 Antimicrobial, anti-infective agent
 - 20.03 Cold and cough preparation
 - 20.04 Asthma therapy
 - 20.05 Antihistamine
 - 20.06 Antidepressant
 - 20.07 Sedative, hypnotic, antipsychotic
 - 20.08 Anticonvulsant
 - 20.09 Cardiovascular drug
 - 20.10 Diuretic
 - 20.11 Anticoagulant
 - 20.12 Gastrointestinal preparation
 - 20.13 Diagnostic agent
 - 20.14 Anti-neoplastic agent
 - 20.15 Anaesthetic
 - 20.16 Muscle relaxant
 - 20.17 Narcotic antagonist
 - 20.18 Eye/ear/nose/throat preparation
 - 20.19 Topical preparation
 - 20.20 Vitamin or dietary supplement
 - 20.21 Electrolyte or mineral
 - 20.22 Serum, toxoid, vaccine
 - 20.23 Hormone, hormone antagonist, contraceptive
 - 20.24 "Street"/recreational drug
 - 20.98 Other specified pharmaceutical substance for human use
 - 20.99 Unspecified pharmaceutical substance for human use
- 21 Other non-pharmaceutical chemical substance

- 21.01 Glue or adhesive
- 21.02 Fuel or solvent
- 21.03 Paint, coating or stripping agent
- 21.04 Pet (veterinary) product, pesticide, herbicide
- 21.05 Cleaning agent
- 21.06 Reactant used in chemical industry process, industry manufacturing NEC
- 21.98 Other specified non-pharmaceutical chemical substance
- 21.99 Unspecified non-pharmaceutical chemical substance
- 40 Medical/surgical device**
 - 40.01 General hospital or personal use device
 - 40.02 General or plastic surgery device
 - 40.03 Anaesthesiology device
 - 40.04 Cardiovascular device
 - 40.05 Ear/nose/throat device
 - 40.06 Gastroenterology device
 - 40.07 Neurological device
 - 40.08 Obstetric or gynaecological device
 - 40.09 Ophthalmic device
 - 40.10 Orthopaedic device
 - 40.11 Radiological device
 - 40.12 Physical medicine device
 - 40.98 Other specified medical/surgical device
 - 40.99 Unspecified medical/surgical device
- 98 Other specified object/substance**
 - 98.01 Law enforcement equipment
 - 98.02 Public use items
 - 98.03 Camping equipment
 - 98.04 Fastening, binding, or securing item
 - 98.05 Explosive material or flammable object/substance NEC
 - 98.98 Other specified object/substance
- 99 Unspecified object/substance**

C3 - OBJECT/SUBSTANCE PRODUCING INJURY: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Land vehicle or means of land transport

1.01 Person-powered means of transport

1.01.01 Transport vehicle drawn or pushed by person

Includes:

- Push-cart

Excludes:

- baby pram, buggy, pusher, or stroller ([6.01.01](#))
- ice skates ([10.04.30](#)), snow skis ([10.04.20](#))
- in-line skates, roller skates ([10.04.01](#))
- skateboard ([10.04.05](#))
- [pedal cycle](#) rickshaw ([1.01.05](#))

1.01.05 Pedal cycle

Includes:

- non-motorised mountain bike, bicycle, adult tricycle
- adult unpowered tricycle, *pedal cycle* rickshaw
- trailer for child attached to adult *pedal cycle*

Excludes:

- child's toy tricycle or other non-motorised ride-on toy ([6.02.01](#))
- motorised bicycle ([1.03.01](#)), motorised tricycle ([1.03.10](#))

1.01.98 Other specified person-powered means of transport

1.01.99 Unspecified person-powered means of transport

1.02 Animal-powered means of transport

1.02.01 Animal being ridden

1.02.05 Animal-drawn vehicle

Excludes:

- animal-drawn [farm machinery](#) ([2.01](#))

1.02.98 Other specified animal-powered means of transport

1.02.99 Unspecified animal-powered means of transport

1.03 Motorised two- or three-wheeled vehicle

1.03.01 Motorcycle

Includes:

- motorcycle with sidecar

Excludes:

- motorised [pedal cycle](#) ([1.03.05](#))
- motorised bicycle ([1.03.05](#))
- three-wheeled motorcycle ([1.03.10](#))
- dirt bike ([2.98.20](#))

1.03.05 Moped, scooter, vespa™

Includes:

- motorised *pedal cycle*
- motorised bicycle

Excludes:

- three-wheeled scooter ([1.03.10](#))
- lightweight folding scooter ([10.04.10](#))

1.03.10 Three-wheeled motor vehicle or scooter

Includes:

- motor-driven tricycle (for adults)
- motorised rickshaw
- *three-wheeled motor vehicle* (eg., tuk-tuk)

Excludes:

- three-wheeled all-terrain vehicle ([2.98.20](#))
- child's toy tricycle or other non-motorised ride-on toy ([6.02.01](#))
- motorcycle with sidecar ([1.03.01](#))

1.03.98 Other specified motorised two- or three-wheeled vehicle

1.03.99 Unspecified motorised two- or three-wheeled vehicle

1.04 Light transport vehicle with four or more wheels

1.04.01 Passenger car

Includes:

- station wagon
- minivan carrying up to 10 people
- school bus with seats for up to 10 people

Excludes:

- four-wheeled ATV ([2.98.20](#))

1.04.05 Light truck, Sports Utility Vehicle (SUV), utility van, 4x4 vehicle, jeep, pick-up truck

Excludes:

- four-wheeled ATV ([2.98.20](#))

1.04.10 Minibus

Includes:

- vehicle with 11 to 19 seats
- minibus used as taxi
- minibus used as schoolbus

Excludes:

- *bus* ([1.05.01](#))

1.04.98 Other specified *light transport vehicle* with four or more wheels

Includes:

- golf cart

Excludes:

- race car ([2.98.10](#))
- quad motorcycle ([2.98.20](#))
- four-wheeled ATV ([2.98.20](#))
- ambulance ([2.98.01](#))

1.04.99 Unspecified *light transport vehicle* with four or more wheels

1.05 **Heavy transport vehicle with four or more wheels**

1.05.01 **Bus, coach**

Includes:

- vehicle with 20 or more seats
- [school bus](#) with 20 or more seats

1.05.10 **Tractor-trailer, articulated lorry, 18-wheeler, rig**

1.05.30 **Heavy truck NEC**

Includes:

- panel truck, tow truck, dump truck, garbage truck

Excludes:

- graders, excavators, front-end loaders ([2.02](#))

1.05.60 **Trailer or horse-float**

1.05.98 **Other specified heavy transport vehicle with four or more wheels**

Excludes:

- Fire truck, fire engine ([2.98.05](#))
- Graders, excavators, front-end loaders ([2.02](#))
- Heavy truck NEC ([1.05.30](#))

1.05.99 **Unspecified heavy transport vehicle with four or more wheels**

1.06 **Rail vehicle**

1.06.01 **Streetcar, tram, electric car, car trolley**

Excludes:

- tram, truck, or tub in mine or quarry ([2.02.25](#))

1.06.05 **Train**

Includes:

- diesel, electric, or steam-powered train

Excludes:

- tram, truck, or tub in mine or quarry ([2.02.25](#))
- *streetcar* ([1.06.01](#))
- funicular, monorail ([1.06.10](#))

1.06.10 **Funicular, monorail, or other similar rail vehicle**

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

Excludes:

- cable *car* (not on rails), ski chair-lift, ski lift with gondola ([1.98.01](#))
- tram, truck, or tub in mine or quarry ([2.02.25](#))
- *streetcar* ([1.06.01](#))

1.06.98 **Other specified rail vehicle**

1.06.99 **Unspecified rail vehicle**

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

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

1.07.01 **Vehicle doors NEC**

Includes:

- “hatch”-type door

1.07.05 Vehicle seat belts, deploying air bags

Excludes:

- baby/child *car* seat ([6.01.20](#))

1.07.10 Tyre (tire) or battery (attached or unattached)

1.07.15 Vehicle window or windshield

1.07.20 Interior of vehicle

Includes:

- dashboard, steering wheel, seats

1.07.25 Engine of vehicle

Includes:

- engine removed from vehicle for repairs

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

Includes:

- [pedal cycle](#) chain

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

1.98 Other specified land vehicle or means of land transport

1.98.01 Cable [car](#), ski chair lift, ski lift with gondola

1.98.05 Motorised wheelchair

Includes:

- three-wheeled motorised wheelchair

Excludes:

- non-motorised wheelchair ([9.07.05](#))

1.98.10 Small-sized motorised vehicles for children

Excludes:

- ride-on toys not motorised ([6.02.01](#))

1.98.15 Motor home

1.98.98 Other specified land vehicle or means of land transport

Excludes:

- industrial transport vehicle (section [2.02](#))

1.99 Unspecified land vehicle or means of land transport

2 Mobile [machinery](#) or special purpose vehicle

2.01 Mobile machinery/special purpose vehicle mainly used in agriculture

2.01.01 Ride-on lawnmower

Excludes:

- powered push lawnmower ([11.02.35](#))
- unpowered push lawnmower ([11.03.01](#))

2.01.05 Tractor

2.01.10 Harvesting machine

Includes:

- grain harvester, cotton harvester, sugar cane harvester, fruit and vegetable harvester, combine harvester, grape harvester
- animal-powered harvesting *machinery*

2.01.15 Auger, post-hole digger

Includes:

- animal-powered auger or post-hole digger

2.01.20 Equipment towed or powered by tractors NEC

Includes:

- slasher, cultivating equipment, fertilizer spreader

2.01.98 Other specified mobile *machinery* or special purpose vehicle used in agriculture

Includes:

- animal-powered [farm machinery](#)
- self-propelled *machinery*

2.01.99 Unspecified mobile *machinery* or special purpose vehicle used in agriculture

Includes:

- animal-powered *farm machinery* NOS

2.02 Mobile [machinery](#)/special purpose vehicle mainly used in industry

2.02.01 Forklift or lift truck

Excludes:

- mobile crane ([2.02.05](#))

2.02.05 Mobile crane

Excludes:

- crane *machinery* or fixed plant ([11.01.30](#))

2.02.10 Battery-powered airport *passenger* vehicle

2.02.15 Logging *car*

2.02.20 Coal-*car* in mine

2.02.25 Tram, truck, or tub in mine or quarry

Excludes:

- [rail vehicle](#), train ([1.06](#))

2.02.98 Other specified mobile *machinery* or special purpose vehicle mainly used in industry

2.02.99 Unspecified mobile *machinery* or special purpose vehicle mainly used in industry

2.03 Mobile [machinery](#)/special purpose vehicle mainly used in construction

2.03.01 Grader

2.03.05 Front-end loader, bulldozer

2.03.10 Excavator, digger, mechanical shovel

2.03.15 [Road](#) roller

2.03.98 Other specified mobile *machinery* or special purpose vehicle mainly used in construction

2.03.99 Unspecified mobile *machinery* or special purpose vehicle mainly used in construction

2.98 Other specified mobile [machinery](#) or special purpose vehicle

2.98.01 Ambulance

2.98.05 Fire truck, fire engine

2.98.10 Race [car](#)

Excludes:

- [road](#)-registered motor sport vehicle ([1.04.01](#))

2.98.15 Snowmobile, ski-scooter

2.98.20 Special all-terrain vehicle/off-road vehicle

Includes:

- all-terrain vehicle with two, three, or four wheels
- dirt bike
- quad motorcycle

Excludes:

- hovercraft ([3.01.40](#))
- 4x4 vehicle, Sports Utility Vehicle (SUV) ([1.04.05](#))

2.98.98 Other specified mobile *machinery* or special purpose vehicle

Excludes:

- shopping trolley ([8.04.10](#))

2.99 Unspecified mobile machinery or special purpose vehicle

3 [Watercraft](#) or means of water transport

Includes:

- *watercraft* in recreational or transport activities

3.01 Powered (motorised) watercraft or means of water transport

3.01.01 Merchant ship, cargo ship, oil tanker

3.01.05 *Passenger* ship, *passenger* liner, ocean liner

Includes:

- ferry used for crossing long distances on open waters

Excludes:

- ferry used for short trips across closed waters ([3.01.15](#))

3.01.10 Fishing boat, trawler

3.01.15 Ferry used for short trips across closed waters (eg small lake minor rivers)

Excludes:

- ferry used for crossing long distances on open waters ([3.01.05](#))

3.01.20 Motorized yacht, motorboat, powered boat, personal powered *watercraft*

Includes:

- dingy (dinghy)/row boat/rubberduck (Zodiac™) with outboard motor, jet-ski

3.01.30 Houseboat

- 3.01.40 **Hovercraft**
 - Includes: hovercraft in use over water, land, or swamp
- 3.01.50 **Airboat**
 - Includes: shallow-draft boat moved by high-mounted propeller (or jet) operating in the air. Able to cross many types of surface including swamps, water, tundra.
- 3.01.60 **Submarine or related craft**
- 3.01.98 **Other specified powered *watercraft* or means of water transport**
- 3.01.99 **Unspecified powered *watercraft* or means of water transport**

3.02 **Unpowered *watercraft* or means of water transport**

- 3.02.01 **Sailboat, unpowered yacht**
- 3.02.05 **Canoe, kayak, row boat, pirogue, piragua**

Includes:

 - dingy (dinghy), unpowered
 - inflatable raft, raft NOS
- 3.02.10 **Wave board, surfboard, paddle ski**
- 3.02.15 **Windsurfer**
- 3.02.98 **Other specified unpowered *watercraft* or means of water transport**
- 3.02.99 **Unspecified unpowered *watercraft* or means of water transport**

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

- Includes:
- boarding plank
 - [machinery](#) on *watercraft*
- Propeller

3.98 **Other specified *watercraft* or means of water transport**

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

4 **[Aircraft](#) or means of air transport**

4.01 **Powered aircraft or means of air transport**

- 4.01.01 **Helicopter**
- 4.01.05 **Airship, blimp**

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

Excludes:

 - hot air [passenger](#) balloon ([4.02.01](#))
- 4.01.10 **Ultralight powered *aircraft***
- 4.01.15 **Private fixed-wing powered *aircraft***
- 4.01.20 **Commercial fixed-wing powered *aircraft***

- 4.01.40 **Military fixed-wing powered *aircraft***
- 4.01.50 **Spacecraft**
- 4.01.98 **Other specified powered *aircraft* or means of air transport**
- 4.01.99 **Unspecified powered *aircraft* or means of air transport**

4.02 Unpowered aircraft or means of air transport

- 4.02.01 **Passenger balloon, unpowered**
Excludes:
 - airship ([4.01.05](#))
- 4.02.05 **Parachute**
- 4.02.10 **Hang-glider**
- 4.02.15 **Glider**
Includes:
 - rigid-wing glider
- 4.02.98 **Other specified unpowered *aircraft* or means of air transport**
- 4.02.99 **Unspecified unpowered *aircraft* or means of air transport**

4.03 Part/component of aircraft (powered or unpowered)

- Includes:
- boarding steps
 - machinery on aircraft
 - propeller

4.98 Other specified aircraft or means of air transport

4.99 Unspecified aircraft or means of air transport

5 Furniture/furnishing

5.01 Bed, bedding or bedding accessories

- 5.01.01 **Bunk bed**
Includes:
 - base, mattress, ladder of bunk bed
- 5.01.05 **Special bed, orthopaedic bed, or stretcher**
Includes:
 - hospital bed
 - base, mattress of special bed, orthopaedic bed or stretcher
- 5.01.10 **Hammock**
- 5.01.15 **Mattress, sleeping mat**
Includes:
 - Air or camping mattressExcludes:
 - mattress as part of bed (see [5.01.01](#), [5.01.05](#), [5.01.20](#))
- 5.01.20 **Other specified bed**

Includes:

- base, mattress
- waterbed or accessories
- convertible, hideaway, or sofa bed
- futon

5.01.25 Pillow, cushion

5.01.30 Bedrails

5.01.98 Other specified bedding or bedding accessories

Includes:

- bed linen, sheets, slipcover, doona, quilt, duvet, blanket, sleeping bag

Excludes:

- pillow, cushion ([5.01.25](#))
- sleeping mat ([5.01.15](#))

5.01.99 Unspecified bedding or bedding accessories

Includes:

- bed NOS

5.02

Chair, sofa

5.02.01 Upholstered chair, sofa, couch, lounge, divan

Excludes:

- sofa bed ([5.01.20](#))
- revolving office chair ([5.02.20](#))

5.02.05 Hard chair, couch, bench

Excludes:

- upholstered chair ([5.02.01](#))
- rocking chair ([5.02.10](#))

5.02.10 Rocking/gliding chair

5.02.15 Folding chair

Includes:

- beach folding chair

5.02.20 Revolving chair

Includes:

- office chair

5.02.25 Stool

Includes:

- footstool, barstool, kitchen stool, ottoman, hassock

5.02.30 Commode chair

5.02.98 Other specified chair, sofa

5.02.99 Unspecified chair, sofa

5.03

Table, stand, cupboard, shelf or partition

5.03.01 Rack, bookshelf

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

5.03.10 Dining room/kitchen table, kitchen bench

Includes:

- glass-topped dining table

Excludes:

- fitted counter top, kitchen top ([14.01.20](#))

5.03.15 Coffee table

Includes:

- glass-topped coffee table

5.03.20 Night table, end table

5.03.25 Desk, workbench

5.03.30 Television table, stand, cupboard

5.03.35 Folding table

5.03.40 Room divider or partition

5.03.98 Other specified table, stand, cupboard, shelf or partition

5.03.99 Unspecified table, stand, cupboard, shelf or partition

5.04 Decoration, decorating item

5.04.01 Rug, mat, loose carpet

Excludes:

- sleeping mat ([5.01.15](#))
- rubber bathtub mat ([9.07.20](#))
- wall-to-wall carpet ([14.03.01](#))

5.04.05 Draperies, curtains

5.04.10 Roller/venetian blind or indoor shutter

5.04.15 Window covering hardware

Includes:

- rod, hook, cord, ring

5.04.20 Mirror or mirror glass

Includes:

- mounted/framed mirror

5.04.25 Portrait, picture, picture frame, or other wall hanging or similar decoration

5.04.30 Ornament, bric-à-brac, knick-knack, statue, vase, urn

Excludes:

- Christmas tree ornament ([5.04.40](#))

5.04.35 Christmas tree

Includes:

- artificial tree
- real/fresh-cut tree

5.04.40 Holiday decorations

Includes:

- fairy lights
- Christmas tree decorations

Excludes:

- Candles ([7.03.15](#))

5.04.98 Other specified decoration, decorating item

Includes:

- music box or chime
- artificial flower or plant

5.04.99 Unspecified decoration, decorating item

5.98 Other specified furniture/furnishing

5.99 Unspecified furniture/furnishing

6 Infant or child product

6.01 Baby or child article

Includes:

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

Excludes:

- toiletries for babies ([9.04](#))
- nappy bucket, diaper pail ([8.03.05](#))
- clothes, foot wear or related product ([9.01](#))

6.01.01 Baby pram, buggy, pusher, stroller, carriage

6.01.05 Baby walker

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

6.01.15 High chair, booster seat

6.01.20 Baby or child [car](#) seat

6.01.25 Potty chair, training seat

6.01.30 Cot, crib, baby bed

Includes:

- bassinette, basket bed
- mattress or pad

6.01.45 Playpen, travel yard

6.01.50 Baby gate or barrier

6.01.55 Baby carrier (*back pack type*)

6.01.60 Baby carrier ([pedal cycle](#))

Excludes:

- *pedal cycle* trailer ([1.01.05](#))

6.01.65 Baby baths or bathinettes

6.01.70 Changing table

Includes:

- platform used to hold a baby while nappy/diaper is being changed

6.01.75 Pacifier, dummy

6.01.80 Baby bottle or nipple

6.01.85 Diaper, nappy

Includes:

- disposable or cloth diaper
- disposable training pants

6.01.90 Diaper fastener

- Includes:
 - safety pin or other fastener
 - 6.01.98 Other specified baby or child article**
 - Includes:
 - baby rattle
 - teething ring
 - 6.01.99 Unspecified baby or child article**
- 6.02 Toy**
- 6.02.01 Tricycle (child's) or other ride-on toy**
 - Includes:
 - wheeled, unpowered riding toy or go cart
 - Excludes:
 - [pedal cycle \(1.01.05\)](#)
 - in-line skates, roller skates ([10.04.01](#))
 - skateboard ([10.04.05](#))
 - small motorised vehicle ([1.98.10](#))
 - 6.02.05 Toy vehicle, Tonka toy™**
 - Includes:
 - electric toy race [car](#) or train
 - Excludes:
 - ride-on toy ([6.02.01](#))
 - small motorised vehicle ([1.98.10](#))
 - 6.02.10 Toy gun or related accessory**
 - Includes:
 - toy cap, cap toy, cap gun, other toy gun
 - Excludes:
 - gas-, air-, or spring-operated gun (including BB gun, [12.02.20](#))
 - 6.02.18 Other toy weapon or projectile toy**
 - Includes:
 - slingshot, bow and arrow designed as toy, etc.
 - knife designed as toy
 - Excludes:
 - bow and arrow designed as weapon ([12.01.05](#))
 - bow and arrow designed as *sports* equipment ([10.02.05](#))
 - knife designed as kitchen utensil ([8.01.05](#))
 - knife designed as weapon ([12.01.10](#))
 - 6.02.20 Toy – art, craft, or kit**
 - Includes:
 - building set, building blocks, Lego blocks
 - chemistry/science kit
 - model kit, rocket kite, or fuel-powered model
 - needle craft kit
 - plasticine, modelling clay
 - 6.02.25 Board game or accessory/piece**
 - 6.02.30 Toy sports equipment**

Includes:

- skipping rope, jump rope

Excludes:

- ball designed for use in sport ([10.01](#))

6.02.45 Ball, general, other than sport specific

Includes:

- Inflatable beach ball

Excludes:

- ball designed for use in sport ([10.01](#))

6.02.50 Flying toy

Includes:

- kite or kite string
- Frisbee™
- boomerang

NOTE: A boomerang is a piece of flat, curved wood often so balanced that, when thrown to a distance, it returns to the thrower.

Excludes:

- rocket kite or fuel-powered model ([6.02.20](#))

6.02.55 Doll, doll accessory or part, stuffed toy

Includes:

- Barbie doll, GI-Joe figurine, action figure
- teddy bear

6.02.60 Balloon (toy)

6.02.65 Other inflatable toy

Excludes:

- Inflatable beach ball

6.02.70 Marble, bead

Excludes:

- button ([9.01.05](#))

6.02.75 Play tent, tunnel, or other enclosure

Excludes:

- play house ([6.03.01](#))
- camping tent ([98.03.01](#))

6.02.80 Toy box or chest

6.02.98 Other specified toy

Includes:

- part of toy NEC

6.02.99 Unspecified toy

6.03 [Playground](#) equipment

6.03.01 Tree house, play house

6.03.05 Flying fox

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

6.03.10 Monkey bar

NOTE: An elevated horizontal ladder.

6.03.18 Other *playground* climbing apparatus

Excludes:

- monkey bar ([6.03.10](#))
- slide ([6.03.20](#))

6.03.20 Slide, sliding board

6.03.25 Swing, swing set

6.03.30 Seesaw, teeter totter

6.03.45 Powered amusement rides

Includes:

- roller coaster
- shopping mall ride

6.03.98 Other specified *playground* equipment

6.03.99 Unspecified *playground* equipment

6.98 Other specified infant or child product

6.99 Unspecified infant or child product

7 Appliance mainly used in household

7.01 Cooking or kitchen appliance

Excludes:

- crockery, kitchen container ([8.02n](#))
- non-electric containers or utensils used for cooking ([8.01n](#))

7.01.01 Electric kettle

Excludes:

- non-electric kettle ([8.01.01](#))

7.01.05 Electric frying pan, deep fryer

7.01.10 Electric bread making machine

7.01.15 Food processor, blender, juicer

7.01.20 Powered knife

Excludes:

- Non-electric knife ([8.01.05](#))

7.01.25 Electric toaster, toaster oven

7.01.26 Microwave oven

7.01.30 Other electric cooking or food processing appliance

Includes:

- electric griddle, electric waffle iron
- slow cooker, crock pot
- coffee maker, can opener (powered)

Excludes:

- Electric stove, oven or cooktop ([7.01.45](#))
- Electric barbeque, grill or outdoor cooker ([7.01.65](#))

7.01.45 Stove, oven, cooktop

Includes:

- stove fueled by coal, wood, electricity, or gas

Excludes:

- free-standing kerosene cooking stove ([7.01.55](#) or [7.01.56](#))
- barbeque, Weber grill, outdoor cooker/griller, outdoor clay oven ([7.01.65](#))
- microwave oven ([7.01.26](#))
- camping/propane stove ([98.03.98](#))

7.01.55 Pressurised kerosene/paraffin cooking stove

Excludes:

- low-pressure, multiwick kerosene/paraffin stove
- camping/propane stove ([98.03.98](#))

7.01.56 Other type of kerosene/paraffin cooking stove

Includes:

- low-pressure, multiwick kerosene/paraffin stove

Excludes:

- pressurised kerosene/paraffin cooking stove ([7.01.55](#))
- camping/propane stove ([98.03.98](#))

7.01.60 Coal pot

NOTE: An open clay pot with a wide mouth that holds a grill for resting food or pots. The coals sit at the bottom of this clay pot, where there is a hole for circulation of air and for fanning the coals into fire.

7.01.61 Chulo stove

NOTE: An enclosed ceramic stove, such as those used in India.

7.01.65 Barbeque, Weber™ grill, outdoor cookers/griller, outdoor clay oven

Excludes:

- built-in fireplace ([14.04.01](#))
- stand alone, built-in barbeque ([14.04.05](#))

7.01.70 Dishwasher

7.01.75 Refrigerator, freezer

7.01.98 Other specified cooking or kitchen appliance

7.01.99 Unspecified cooking or kitchen appliance

7.02 Cleaning or laundering appliance or tool

7.02.01 Washing machine

Includes:

- electric, gas or hand-operated washing machine

7.02.05 Other specified clothes cleaning appliance

7.02.10 Clothes dryer

7.02.15 Clothes iron, press

7.02.16 Clothesline, clothes drying rack, clotheshorse

Includes:

- mobile clotheshorse, frame for hanging clothes

7.02.20 Cleaning tool (unpowered)

Includes:

- broom, duster, mop

Excludes:

- vacuum cleaner ([7.02.25](#))
- bucket, pail ([8.03.05](#))

7.02.25 Vacuum cleaner

Excludes:

- industrial vacuum cleaner ([11.02.40](#))

7.02.30 Powered cleaning tool NEC

Excludes:

- vacuum cleaner ([7.02.25](#))
- industrial vacuum cleaner ([11.02.40](#))

7.02.98 Other specified cleaning or laundering appliance or tool

Excludes:

- clothes cleaning appliance NEC ([7.02.05](#))

7.02.99 Unspecified cleaning or laundering appliance or tool

7.03 Lighting appliance

7.03.01 Free-standing gas, oil, or kerosene lamp

7.03.02 Electric lamp

7.03.05 Other specified lamp or lamp component

Includes:

- internal/external gas lamp attached to main gasline
- lampshade

Excludes:

- camping/propane stove ([98.03.98](#))

7.03.10 Battery-operated torch

7.03.15 Candle, candlestick

7.03.98 Other specified lighting appliance

Excludes:

- lamp NEC ([7.03.05](#))

7.03.99 Unspecified lighting appliance

7.04 Heating or cooling appliance

7.04.01 Fan

Includes:

- ceiling fan

Excludes:

- hand-held fan ([9.98.40](#))

7.04.05 Electric or gas radiator, heater

Includes:

- bar-radiator, oil heater

Excludes:

- kerosene heater ([7.04.10](#))

7.04.10 Kerosene heater

7.04.98 Other specified heating or cooling appliance

Includes:

- domestic boiler, furnace
- hot water system, solar hot water system

7.04.99 Unspecified heating or cooling appliance

7.05 Sewing appliance or equipment

7.05.01 Sewing machine

Includes:

- electric sewing machine
- manual sewing machine

7.05.05 Scissors

7.05.10 Pin, needle

Excludes:

- hypodermic needle ([40.01.01](#))

7.05.98 Other specified sewing appliance or equipment

7.05.99 Unspecified sewing appliance or equipment

7.06 Entertainment appliance

7.06.01 Television

Excludes:

- personal computer or related accessory ([9.05.05](#))

7.06.05 Video recorder, decoder player

Excludes:

- personal computer or related accessory ([9.05.05](#))

7.06.10 Video camera, camera, digital camera or accessory

7.06.15 Sound equipment

Includes:

- hi-fi, stereo equipment, speakers

Excludes:

- personal computer or related accessory ([9.05.05](#))

7.06.98 Other specified entertainment appliance

7.06.99 Unspecified entertainment appliance

7.98 Other specified household appliance

7.98.01 Cord of household appliance, extension cord

Excludes:

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

7.98.98 Other specified household appliance

7.99 Unspecified household appliance

8 Utensil or container

Includes:

Cutlery/crockery

8.01 Cooking or food processing utensil

Excludes:

cooking or kitchen appliance ([7.01n](#))

8.01.01 Non-electric kettle

Excludes:

- electric kettle ([7.01.01](#))

8.01.05 Knife NEC

Includes:

- kitchen knife , Stanley™ knife, pocket knife

Excludes:

- knife designed and manufactured as weapon and specified as such ([12.01.10](#))
- electric knife ([7.01.20](#))
- toy knife ([6.02.18](#))

8.01.10 Cooking pot, pan

8.01.15 Pressure cooker

8.01.20 Cutlery, food preparation utensil

Includes:

- spoon, fork, chopsticks
- garlic press, chopping board, potato peeler
- ice pick for domestic use

Excludes:

- knife, table knife ([8.01.05](#))
- ice pick used as aid in ice climbing ([10.02.25](#))

8.01.98 Other specified cooking or food processing utensil

Includes:

- bottle opener

8.01.99 Unspecified cooking or food processing utensil

8.02 Crockery, kitchen container

8.02.01 Drinking glass, cup made from glass or china, etc.

Excludes:

- cup made from plastic, wood, or clay ([8.02.15](#))

8.02.05 Plate, bowl, dish made from glass or china, etc

Excludes:

- plate, bowl, or dish made from plastic, wood, or clay ([8.02.15](#))

8.02.10 Glass bottle or jar

8.02.15 Container made from plastic, wood, or clay

Includes:

- plastic cup, bottle, plate, bowl

8.02.98 Other specified crockery, kitchen container

8.02.99 Unspecified crockery, kitchen container

8.03 Cleaning utensil or container

8.03.05 Bucket, pail

Includes:

- nappy bucket, diaper pail

Excludes:

- hot water in bucket ([18.01.01](#))

8.03.98 Other specified cleaning utensil or container

8.03.99 Unspecified cleaning utensil or container

8.04 Food storage or related utensil or container

8.04.01 Tinned container, tin can

8.04.05 Box or carton containing food or drink

Excludes:

- glass or plastic bottle/jar ([8.02.10](#))

8.04.10 Grocery or shopping trolley/cart

8.04.98 Other specified food storage or related utensil or container

8.04.99 Unspecified food storage or related utensil or container

8.98 Other specified utensil or container

8.98.01 Rubbish bin, trash can, dumpster

Includes:

- "wheeliebin"

8.98.08 Heavy container, box, package NEC

Includes:

- container or box weighing more than 5 kilograms/10 pounds gross weight NEC

8.98.18 Bag, sack NEC

Excludes:

- plastic bag ([98.98.80](#))

8.98.98 Other specified utensil or container

8.99 Unspecified utensil or container

9 Item mainly for personal use

9.01 Clothes, foot wear, or related products

9.01.01 Belt, braces, suspenders, sash

9.01.05 Button

Excludes:

- other types of clothes fasteners ([9.01.10](#))
- bead ([6.02.70](#))

9.01.10 Other specified clothes fastener

Includes:

- zipper, press-stud, snap

9.01.15 Shoe, sandal, slipper, boot

Includes:

- sport shoe, hiking boot, etc.

9.01.20 Shoelace, shoe buckle

- 9.01.25 **Shirt, blouse, t-shirt, trousers, slacks, jacket, coat, outerwear**
- 9.01.30 **Nightclothes, pyjamas, nightwear, underwear, undergarment, lingerie**
- 9.01.98 **Other specified clothes, foot wear, or related product**
Includes:
 - gloves, cap, hat, etc.
 - overshoe, socks
- 9.01.99 **Unspecified clothes, foot wear, or related product**

- 9.02 **Clothing accessory or personal decoration item**
 - 9.02.01 **Wristwatch, jewellery**
 - 9.02.98 **Other specified clothing accessory or personal decorative item**
Includes:
 - scarf
 - 9.02.99 **Unspecified clothing accessory or personal decorative item**

- 9.03 **Personal grooming utensil**
 - 9.03.01 **Hair dryer, curling iron, curler**
 - 9.03.05 **Comb, hairbrush**
 - 9.03.10 **Razor, razor blade**
Excludes:
 - electric shaver ([9.03.15](#))
 - 9.03.15 **Electric shaver**
 - 9.03.20 **Electric toothbrush**
 - 9.03.28 **Other toothbrush**
 - 9.03.98 **Other specified personal grooming utensil**
 - 9.03.99 **Unspecified personal grooming utensil**

- 9.04 **Toiletries, cosmetics, or related product**
 - 9.04.01 **Cleaning agent for contact lenses**
 - 9.04.05 **Dental care products**
Includes:
 - toothpaste (with or without fluoride)
 - product to clean false teeth
 - mouthwash
 - 9.04.10 **Cotton swab, cotton bud, Q-Tip™**
 - 9.04.15 **Soap**
Includes:
 - liquid soap
 - 9.04.20 **Deodorants**
 - 9.04.25 **Perfume, cologne**
 - 9.04.35 **Hair colouring preparation**
Includes:
 - peroxide
 - 9.04.40 **Hair removal preparation, depilatory**
 - 9.04.43 **Other hair care product**

- 9.04.45 Nail polish or nail polish remover**
- 9.04.50 Body or facial cream/lotion**
- 9.04.55 Body powder, talc**
Includes:
 - baby powder
- 9.04.60 Cosmetics NEC**
Includes:
 - lipstick, lip balm
 - eye make-up products (eg., mascara, kohl, surma)

NOTE: Surma, also called “kohl,” is a popular cosmetic in Northern Africa, the Middle East, India, Pakistan, and Bangladesh. Women and young children apply it as an eye-liner. It may contain powdered galena (lead disulfide), which can be absorbed through the conjunctiva.
- 9.04.65 Suntan or sunscreen products, self-tan products**
- 9.04.70 Essential oils, oils used in aromatherapy**
- 9.04.98 Other specified toiletries or related product**
- 9.04.99 Unspecified toiletries or related product**

9.05 Communication or related utensil or accessory

- 9.05.01 Telephone, mobile phone, cellular phone**
Includes:
 - accessories such as charger, etc.
- 9.05.05 Personal computer or related accessory**
Includes:
 - printer, internal parts of the computer, speakers, compact disks, etc.
- 9.05.10 Fax machine and other related equipment**
Includes:
 - accessories such as toner, etc.
- 9.05.11 Typewriter correction fluid**
- 9.05.15 Pen, pencil**
Includes:
 - whiteboard marker, dry-erase marker
- 9.05.20 Other stationery item**
Includes:
 - stapler, hole puncher, letter opener, pencil sharpener, etc.
 Excludes:
 - scissors ([7.05.05](#))
 - pen or pencil ([9.05.15](#))
- 9.05.98 Other specified communication or related utensil or accessory**
- 9.05.99 Unspecified communication or related utensil or accessory**

9.06 Arts and crafts supplies

- Excludes:
toy art, craft or kit ([6.02.20](#))
- 9.06.01 Artist paint**

Includes:

- oil, acrylic, water colour

9.06.05 Chalk, crayon

Includes:

- chalk for black board

Excludes:

- pen, pencil ([9.05.15](#))
- whiteboard marker ([9.05.15](#))

9.06.10 Glazes

9.06.15 Canvas

9.06.98 Other specified arts and crafts supplies

9.06.99 Unspecified arts and crafts supplies

9.07

Personal aid

9.07.01 Eyewear

Includes:

- prescription eyewear
- reading glasses
- contact lenses
- sunglasses

Excludes:

- contact lens cleaning agent ([9.04.01](#))

9.07.05 Wheelchair

Includes:

- wheelchair used in competitive sport

Excludes:

- motorised wheelchair ([1.98.05](#))

9.07.10 Cane, walker, walking stick, walking frame

Includes:

- white cane used by sight-impaired person

Excludes:

- baby walker ([6.01.05](#))

9.07.15 Prosthesis

Includes:

- artificial eye
- pacemaker
- artificial limb

9.07.20 Rubber bathtub mat

9.07.98 Other specified personal aid

Excludes:

- commode chair ([5.02.30](#))
- bedrails ([5.01.30](#))

9.07.99 Unspecified personal aid

9.08 Tobacco or related product

9.08.01 Cigarette, cigar, pipe

- 9.08.05 Lighter, match**
- 9.08.10 Aids to quit smoking**
Includes:
 - adhesive patch, chewing gum containing nicotine, etc.
- 9.08.98 Other specified tobacco or related product**
Includes:
 - Pipe tobacco, ashtray, chewing tobacco, etc.
- 9.08.99 Unspecified tobacco or related product**

9.98 Other specified personal use item

- 9.98.01 Vaporiser, humidifier**
- 9.98.05 Oil burner**
- 9.98.10 Condom, or other contraceptive device**
Excludes:
 - oral contraceptives, spermicides ([20.23](#))
- 9.98.15 Sex aids**
- 9.98.20 Alarm clock, clock**
Excludes:
 - upright, self-standing grandfather clock ([5.98](#))
- 9.98.25 Umbrella**
- 9.98.30 Coins**
- 9.98.40 Hand-held fan**
Includes:
 - battery-operated fan
 Excludes:
 - ceiling fan ([7.04.01](#))
- 9.98.98 Other specified personal use item**

9.99 Unspecified personal use item

10 Equipment mainly used in sports/recreational activity

10.01 Ball used in sport

- 10.01.01 Soft ball**
Includes:
 - tennis ball, squash ball, football
- 10.01.05 Puck, hard ball**
Includes:
 - golf ball, cricket ball, hockey ball or puck, baseball
- 10.01.98 Other specified ball**
- 10.01.99 Unspecified ball**

10.02 Hand-held sports equipment

Excludes:

- firearms (handgun, rifle, shotgun, BB/pellet gun), projectiles or related items ([12.02nn](#))
- toy guns or other toy weapons or projectiles ([6.02nn](#))

10.02.01 Spear, javelin NEC

Excludes:

- spear, javelin designed as weapon ([12.01.01](#))

10.02.05 Bow, arrow (bow and arrow), bolt (crossbow) NEC

Excludes:

- bow and arrow/bolt designed as weapon ([12.01.05](#))
- bow and arrow designed as toy ([6.02.18](#))

10.02.10 Other specified *sports* projectile

10.02.15 Bat, hockey stick

10.02.20 Racquet

10.02.25 Ice pick

Includes:

- aid to ice climbing

Excludes:

- ice pick used as kitchen utensil for domestic use ([8.01.20](#))

10.02.98 Other specified hand-held *sports* equipment

10.02.99 Unspecified hand-held *sports* equipment

10.03 Equipment/structure for playing sports and exercise

10.03.01 Net

Includes:

- tennis net, volleyball net, soccer net

10.03.05 Rugby pole, net pole, goal post

Includes:

- pole used to support net
- post to mark goal or boundary

10.03.10 Trampoline

10.03.15 Gymnastic equipment

Includes:

- pommel horse, balance beam, etc.

Excludes:

- mat ([10.03.20](#))

10.03.20 [Sports](#) mat

10.03.25 Diving board, platform

10.03.30 [Exercise](#), fitness equipment – movable (portable)

Includes:

- dumbbell

10.03.35 *Exercise*, fitness equipment – fixed

Includes:

- Stairmaster™
- stationary [pedal cycle](#)

- 10.03.88 Other specified equipment/structure for playing *sports/exercise* – moveable (portable)
- 10.03.98 Other specified equipment/structure for playing *sports/exercise* – fixed
- 10.03.99 Unspecified equipment/structure for playing *sports/exercise*

10.04 Equipment with wheels or designed for movement, mainly for use in [sports](#)/recreational activity

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

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

10.04.05 Skateboard

10.04.10 Folding scooter

Includes:

- lightweight folding scooter

Excludes:

- moped, scooter, Vespa™ ([1.03.05](#))

10.04.15 Waterski

10.04.20 Snow ski

10.04.25 Snow board

10.04.30 Ice skate

10.04.35 Sled, toboggan, sleigh, snow disk, snow tube

Excludes:

- animal-drawn sleigh ([1.02.05](#))
- snowmobile ([2.98.15](#))

10.04.98 Other specified sports/recreational equipment with wheels or equipment designed for movement

Excludes:

- wheelchair used in competitive sport ([9.07.05](#))

10.04.99 Unspecified sports/recreational equipment with wheels or equipment designed for movement

10.05 Underwater diving equipment

10.05.01 Aqualung

Includes:

- compressed air cylinder
- scuba equipment

10.05.05 Diving belt, weight

10.05.10 Wetsuit

10.05.15 Goggle/mask, flipper/fin, snorkel

10.05.98 Other specified diving equipment

Excludes:

- diving board, platform ([10.03.25](#))

10.05.99 Unspecified diving equipment

10.98 Other specified equipment for sports/recreational activity

10.98.01 Personal protective equipment (PPE) designed for use in sports

Includes:

- wrist guard, mouth guard, knee pad, helmet
- reflective clothing worn in *sports* activities

Excludes:

- personal protective equipment (PPE) designed for work activities ([11.05.28](#))

10.98.98 Other specified equipment for sports/recreational activity

10.99 Unspecified equipment for sports/recreational activity

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

11.01 [Machinery](#) or fixed plant

11.01.01 Cutting/slicing *machinery* or fixed plant

11.01.05 Crushing/pressing *machinery* or fixed plant

11.01.10 Heating/cooking *machinery* or fixed plant

Excludes:

- domestic boiler, hot water system, etc. ([7.04.98](#))
- electric or gas radiator, heater ([7.04.05](#))

11.01.15 Refrigeration *machinery* or fixed plant

Excludes:

- refrigerator, freezer ([7.01.75](#))
- air-conditioning unit ([14.98.61](#))

11.01.20 Lifting *machinery*

Excludes:

- mobile crane ([2.02.05](#))
- forklift, lift truck ([2.02.01](#))
- crane *machinery* or fixed plant ([11.01.30](#))

11.01.25 Hoist *machinery*

Excludes:

- mobile crane ([2.02.05](#))
- forklift, lift truck ([2.02.01](#))
- device, hoist for lifting patients ([40.01.10](#))

11.01.30 Crane *machinery* or fixed plant

Excludes:

- mobile crane ([2.02.05](#))
- forklift, lift truck ([2.02.01](#))

11.01.35 Elevated work platform

Excludes:

- scaffolding ([11.05.05](#))

11.01.40 Conveyors, etc.

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

Excludes:

- fittings/pipes for gas, water, steam, etc. ([14.98.55](#))
- pressure-based equipment ([11.04](#))

- 11.01.50 **Shearing plant**
- 11.01.55 **Dairy/milking plant**
- 11.01.60 **Press**
Includes:
 - metal forming press
- 11.01.65 **Garbage compactor**
- 11.01.70 **Threshing machine**
- 11.01.71 **Chaff-cutter, fodder-cutter**
- 11.01.98 **Other specified *machinery* or fixed plant**
- 11.01.99 **Unspecified *machinery* or fixed plant**

11.02 **Powered hand tool/equipment**

Includes:

- *machinery* designed to be carried or moved by a person

Excludes:

- fixed *machinery* or plant ([11.01](#))
- mobile mechanised equipment ([1](#) or [2](#))

11.02.01 **Drill**

11.02.05 **Chainsaw**

11.02.10 **Other power saw**

Includes:

- circular saw, jigsaw

11.02.15 **Welder, welding equipment**

11.02.20 **Nail gun, stud driver**

11.02.25 **Grinder, buffer, polisher, sander**

11.02.30 **Powered garden tool**

Includes:

- leaf shredder
- hedge trimmer

11.02.35 **Powered push lawnmower**

Excludes:

- ride-on lawnmower ([2.01.01](#))
- push lawnmower (unpowered) ([11.03.01](#))

11.02.40 **Industrial vacuum cleaner**

Excludes:

- vacuum cleaner used in household ([7.02.25](#))

11.02.98 **Other specified powered hand tool/equipment**

11.02.99 **Unspecified powered hand tool/equipment**

11.03 **Unpowered hand tool/equipment**

11.03.01 **Push lawnmower (unpowered)**

Excludes:

- ride-on lawnmower ([2.01.01](#))
- powered push lawnmower ([11.02.35](#))

11.03.05 **Hammer, mallet**

11.03.10 **Chopping tool**

- Includes:
 - axe, hatchet
- 11.03.15 Cutting tool**
 - Includes:
 - chisel
 - handsaw
 - Excludes:
 - knife specified as weapon ([12.01.10](#))
 - knife NOS ([8.01.05](#))
 - electric knife ([7.01.20](#))
 - scissors ([7.05.05](#))
 - knife designed as kitchen utensil ([8.01.05](#))
- 11.03.20 Digging or tilling tool**
 - Includes:
 - spade, shovel
 - mattock
 - garden fork, pitchfork
- 11.03.25 Lifting tool**
 - Excludes:
 - lifting *machinery* ([11.01.20](#))
 - forklift ([2.02.01](#))
- 11.03.30 Nail, screw, tack**
- 11.03.35 Fishhook used for work-related activity**
- 11.03.40 Rat/mouse trap used for *work-related activity***
- 11.03.98 Other specified unpowered hand tool/equipment**
- 11.03.99 Unspecified unpowered hand tool/equipment**

- 11.04 Pressure-based equipment**
 - 11.04.01 Gas cylinder**
 - Excludes:
 - air cylinder used in scuba diving ([10.05.01](#))
 - 11.04.05 Pressurised hose, pipe**
 - 11.04.98 Other specified pressure-based equipment**
 - 11.04.99 Unspecified pressure-based equipment**

- 11.05 Other unpowered equipment**
 - 11.05.01 Ladder, movable step**
 - Excludes:
 - ladder of bunkbed ([5.01.01](#))
 - 11.05.05 Scaffolding**
 - 11.05.10 Helmet**
 - Excludes:
 - helmet designed for use in *sports* activities ([10.98.01](#))
 - 11.05.15 Earplugs**
 - Excludes:
 - earplugs designed for use in *sports* activities ([10.98.01](#))

- 11.05.20 **Welding mask**
- 11.05.28 **Personal protective equipment (PPE) NEC**
Includes:
 - gloves
 - protective eyewear
 - reflective clothing
 Excludes:
 - gloves worn as clothing accessory ([9.01.98](#))
 - PPE designed for use in *sports* activities ([10.98.01](#))
- 11.05.30 **Fire extinguisher**
- 11.05.98 **Other specified unpowered equipment**
- 11.05.99 **Unspecified unpowered equipment**

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

- 11.98.01 **Mechanical power transmission device**
- 11.98.98 **Other specified tool, machine, apparatus**

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

12 Weapon

12.01 Sharp object

- 12.01.01 **Spear, javelin designed as weapon**
Excludes:
 - spear used as *sports* equipment ([10.02.01](#))
 - spear/javelin NOS ([10.02.01](#))
- 12.01.05 **Arrow (bow and arrow) or bolt (crossbow) designed as weapon**
Excludes:
 - arrow used as *sports* equipment ([10.02.05](#))
 - bow and arrow designed as toy ([6.02.18](#))
- 12.01.10 **Knife designed as weapon**
Includes:
 - hunting, flick, sheath knife
 Excludes:
 - knife designed and manufactured as utensil (eg. kitchen knife, Stanley™ knife, [8.01.05](#))
 - knife NOS ([8.01.05](#))
 - electric knife ([7.01.20](#))
- 12.01.15 **Sword, dagger, bayonet, machete, panga, cutlass**
NOTE (1): A machete is a long, heavy, broad-blade knife used as a weapon or cutting tool in South America and the West Indies.
NOTE (2): A panga is a long, heavy, broad-blade knife used as a weapon or cutting tool in Africa.
- 12.01.98 **Other specified sharp object**

12.01.99 Unspecified sharp object

12.02 Firearm or related item

12.02.01 Bullet, pellet

Includes:

- dum-dum bullet, rubber bullet, etc.

12.02.05 Hand gun

Includes:

- gun for single hand use, pistol, revolver

Excludes:

- Verey pistol, flare ([12.02.98](#))

12.02.10 Rifle

Includes:

- army rifle, hunting rifle, machine gun

Excludes:

- airgun ([12.02.20](#))

12.02.15 Shotgun

12.02.20 Airgun

Includes:

- spring-operated gun, BB gun

12.02.98 Other specified firearm or related item

Includes:

- Verey pistol, flare

12.02.99 Unspecified firearm or related item

12.98 Other specified weapon

12.98.01 Club, cudgel, rod, knopkierie

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

12.98.05 Electrical prod, stun gun

12.98.10 Capsicum spray, mace, pepper spray

12.98.98 Other specified weapon

12.99 Unspecified weapon

13 Animal, plant, or person

13.01 Plant

13.01.03 Tree, plant

Includes:

- tree root

Excludes:

- venomous plant ([13.01.50](#))

13.01.05 Leaves, flowers

13.01.13 Mushroom, toadstool, fungus

- 13.01.25 Plant seed**
Excludes:
 - venomous plant ([13.01.50](#))
- 13.01.30 Fruit from plant**
Includes:
 - coconut, jack, durian
 Excludes:
 - venomous plant ([13.01.50](#))
- 13.01.34 Plant thorn**
Excludes:
 - venomous plant ([13.01.50](#))
- 13.01.35 Branch or stick (as separate from tree, plant)**
Excludes:
 - venomous plant ([13.01.50](#))
- 13.01.50 Venomous or toxic plant NEC**
Includes:
 - injection of poison or toxin into or through skin by plant thorn, spine, nettle, or other object
 - ingestion of poisonous plant or part of plant
 - marine plant
- 13.01.98 Other specified plant**
- 13.01.99 Unspecified plant**

- 13.02 Bird**
 - 13.02.01 Ostrich, emu**
 - 13.02.05 Parrot, parakeet, cockatoo**
 - 13.02.10 Raven, crow, magpie**
 - 13.02.98 Other specified bird**
 - 13.02.99 Unspecified bird**

- 13.03 Insect, invertebrate**
Excludes:
 - marine invertebrate ([13.05](#))
 - 13.03.01 Bee**
 - 13.03.05 Wasp**
 - 13.03.10 Hornet**
 - 13.03.15 Ant**
 - 13.03.20 Spider**
Includes:
 - black widow spider, tarantula
 - 13.03.25 Scorpion**
 - 13.03.30 Tick**
 - 13.03.35 Centipede, millipede**
 - 13.03.98 Other specified insect, invertebrate**
Includes:
 - caterpillar

13.03.99 Unspecified insect, invertebrate

13.04 Land mammal

13.04.01 Dog

13.04.05 Cat

Includes:

- feral (wild) cat

Excludes:

- lion, puma, panther, cougar, mountain lion, tiger ([13.04.55](#))

13.04.10 Rat, guinea pig, mouse

Includes:

- wild rat

13.04.15 Pig, wild boar

13.04.20 Sheep, goat

13.04.25 Cow, bull, bovine animals

Includes:

- water buffalo

13.04.30 Horse, pony, donkey, mule, ass

Excludes:

- zebra ([13.04.45](#))

13.04.35 Baboon, monkey, chimpanzee, gorilla

13.04.40 Marsupials

Includes:

- kangaroo, wallaby

13.04.45 Deer, moose, antelope, zebra, wildebeest

13.04.50 Hippopotamus

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

13.04.60 Bear, grizzly bear, polar bear

13.04.65 Elephant

13.04.70 Buffalo, bison, African buffalo

Excludes:

- water buffalo ([13.04.25](#))

13.04.98 Other specified land mammal

Excludes:

- marine mammal ([13.05.15](#))

13.04.99 Unspecified land mammal

Excludes:

- marine mammal ([13.05.15](#))

13.05 Marine animal

13.05.01 Shark

13.05.05 Other fishes

13.05.10 Sea snake

Includes:

- venomous sea snake

13.05.15 Marine mammal

Includes:

- dolphin, whale, sea lion, etc.

13.05.20 Jellyfish

13.05.25 Coral

13.05.98 Other specified marine animal

Includes:

- anemone, cucumber, urchin

13.05.99 Unspecified marine animal

13.06 Reptile or amphibian

13.06.01 Non-venomous snake

Excludes:

- sea snake ([13.05.10](#))

13.06.05 Venomous snake

Excludes:

- sea snake ([13.05.10](#))

13.06.10 Snake, unspecified whether venomous or not

Includes:

- cases not specified whether or not a sea snake

13.06.15 Lizard, gecko, goanna

Includes:

- venomous lizards

13.06.20 Frog, toad

Includes:

- venomous frog

13.06.25 Crocodile, alligator

Includes:

- saltwater crocodiles

13.06.98 Other specified reptile or amphibian

13.06.99 Unspecified reptile or amphibian

13.07 Person(s)

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

13.07.01 Person, self

Includes:

- cases where person's own body weight is largely responsible for *injury*
- hitting one's own head with fist

13.07.10 Crowd of people

13.07.98 Other specified person

13.07.99 Unspecified person

13.98 Other specified animal

13.99 Unspecified animal

14 Building, building component, or related fitting

14.01 Building fitting

14.01.01 Flush toilet

Includes:

- part, fixture

14.01.05 Pit latrine

14.01.10 Bathtub

Includes:

- part, fixture (eg., tap)
- fixed or moveable bath

14.01.15 Shower

Includes:

- part, fixture (eg., tap)
- portable shower

14.01.20 Fitted counter, counter-top, kitchen top

Excludes:

- furniture such as desk, etc. ([5.03](#))

14.01.98 Other specified building fitting

14.01.99 Unspecified building fitting

14.02 Door, window, or related fitting/feature

14.02.01 Door, door sill

Includes:

- door handle
- door with small glass panel

Excludes:

- glass door ([14.02.05](#))

14.02.05 Glass door

Includes:

- door that is mostly glass, storm door

14.02.10 Security door or gate, fly gate

14.02.15 (Burglar) bars on windows

14.02.20 Window

Includes:

- window pane, window sill, window handle
- frosted glass window

14.02.25 Exterior window shutters

14.02.98 Other specified door or window related fitting/feature

14.02.99 Unspecified door or window related fitting/feature

14.03 Floor or related fitting/feature

14.03.01 Floor – carpeted

- Excludes:
 - loose carpet ([5.04.01](#))
- 14.03.05 Floor – tile, brick, concrete**
- 14.03.10 Floor – wood**
- 14.03.15 Floor – mud, clay, animal dung**
- 14.03.98 Other specified floor or relating fitting/feature**
- 14.03.99 Unspecified floor or related fitting/feature**

- 14.04 Wall or related fitting/feature**
 - 14.04.01 Fireplace**
 - 14.04.05 Built-in barbeque**
 - Excludes:
 - portable barbeque, Weber™ grill, outdoor cooker, etc. ([7.01.65](#))
 - 14.04.10 Wall – brick, concrete, tile**
 - 14.04.15 Wall – wood**
 - 14.04.20 Wall – mud, clay, animal dung**
 - 14.04.98 Other specified wall or related fitting/feature**
 - 14.04.99 Unspecified wall or related fitting/feature**

- 14.98 Other specified building, building component, or fitting**
 - 14.98.01 In-ground swimming pool**
 - Includes:
 - in-ground spa
 - Excludes:
 - above-ground swimming pool or external spa ([14.98.02](#))
 - 14.98.02 Above-ground swimming pool, external spa, or hot tub**
 - Includes:
 - inflatable swimming pool for children
 - above-ground spa outside *home*
 - Excludes:
 - in-ground swimming pool ([14.98.01](#))
 - built-in spa bath inside *home* ([14.98.01](#))
 - 14.98.05 Fence, gate**
 - Excludes:
 - security gate ([14.02.10](#))
 - 14.98.10 Moving ramp, escalator**
 - 14.98.15 Lift, elevator**
 - 14.98.16 Stairs, steps**
 - Includes:
 - stair or step covered with ice
 - steps anywhere (eg., leading to beach)
 - Excludes:
 - moving ramp, escalator ([14.98.10](#))
 - 14.98.20 Handrail, railing, banister**
 - 14.98.50 Electrical transmission line in or around building**

Excludes:

- mains – gas, water, sewerage, steam, hot water, electricity ([11.01.45](#))
- high-tension overhead transmission line ([98.02.10](#))

14.98.55 Fittings/pipes for gas, steam, hot water

Excludes:

- electrical transmission line ([14.98.50](#))
- mains – gas, water, sewerage, steam, hot water, electricity ([11.01.45](#))
- pressure-based equipment ([11.04](#))

14.98.60 Electrical fixture

Includes:

- outlets, sockets, switches

14.98.61 Ducted air-conditioning unit or related fitting

14.98.98 Other specified building, building component, or fitting

Includes:

- building feature NEC
- part of building (eg., balcony, roof)

14.99 Unspecified building, building component, or fitting

15 Ground surface or surface conformation

15.01 Ground surface

Excludes:

- swimming pool of any kind ([14.98.01](#) or [14.98.02](#))

15.01.01 Cliff

15.01.05 Slope, ramp

15.01.10 Trench, ditch, pit

15.01.15 Sewer grate

Includes:

- drain grate

15.01.20 Open drain, channel

Includes:

- storm water drain, monsoon drain

15.01.98 Other specified ground surface

15.01.99 Unspecified ground surface

15.02 Body of water

15.02.01 Man-made well, dug well for underground water

15.02.05 Water reservoir

15.02.15 Puddle

15.02.20 Dam, lake

15.02.25 River, stream

15.02.30 Swamp, marsh

15.02.35 Beach, seashore

Includes:

- rocky seashore

- 15.02.40 **Open sea**
- 15.02.98 **Other specified body of water**
- 15.02.99 **Unspecified body of water**

15.98 Other specified surface conformation

- 15.98.08 **Sloping surface NEC**
- 15.98.18 **Even surface NEC**
- 15.98.28 **Uneven surface NEC**
- 15.98.98 **Other specified surface conformation**

15.99 Unspecified surface conformation

16 Material NEC

16.01 Natural material

- 16.01.01 **Snow, ice**
- 16.01.05 **Natural grass**
Excludes:
 - artificial grass ([16.02.01](#))
- 16.01.08 **Rock, stone NEC**
- 16.01.10 **Wood – timber, board, splinter NEC**
- 16.01.15 **Gravel, soil, sand NEC**
- 16.01.19 **Hay, straw**
Includes:
 - bale(s) of hay
- 16.01.20 **Grain in bulk**
Includes:
 - grain in silo
- 16.01.98 **Other specified natural material**
- 16.01.99 **Unspecified natural material**

16.02 Manufactured/industrial material

- 16.02.01 **Artificial grass**
- 16.02.05 **Bitumen, asphalt**
- 16.02.08 **Brick, concrete, concrete block**
- 16.02.10 **Molten metal**
- 16.02.18 **Metal – sheet, part, piece etc.**
- 16.02.28 **China, ceramics – sheet, part, piece etc.**
- 16.02.30 **Molten glass**
- 16.02.38 **Glass – sheet, piece, shard, etc.**
Excludes:
 - glass door ([14.02.05](#))
 - glass window ([14.02.98](#))
 - windshield ([1.07.15](#))

- 16.02.40 Frozen liquid or gas (with temperature < 0°C/ 32°F)**
- 16.02.58 Plastic**
Excludes:
 - plastic bag ([98.98.80](#))
- 16.02.68 Paper, cardboard, etc.**
Includes:
 - rolls of paper
- 16.02.98 Other specified manufactured/industrial material**
- 16.02.99 Unspecified manufactured/industrial material**

16.98 Other specified material, NEC

16.99 Unspecified material, NEC

17 Fire, flame, smoke

17.01 Fire, flame

- 17.01.01 Burning oil**
Excludes:
 - smoke from burning oil ([17.02](#))
 - essential oils used in aromatherapy ([9.04.70](#))
- 17.01.05 Other burning liquid**
Excludes:
 - molten metal ([16.02.10](#))
 - molten glass ([16.02.30](#))
 - smoke from burning liquid ([17.02](#))
- 17.01.10 Burning gas NEC**
Excludes:
 - carbon monoxide ([21.98.01](#))
- 17.01.15 Controlled fire, flame in building or structure**
Includes:
 - fire in fireplace
 Excludes:
 - campfire ([17.01.20](#))
- 17.01.20 Controlled fire, flame, not in building or structure**
Includes:
 - campfire
 - open fire for cooking
 Excludes:
 - fire in fireplace ([17.01.15](#))
- 17.01.25 Uncontrolled fire, flame in building or structure**
Includes:
 - burning building
 - burning fittings, furniture, etc.
- 17.01.30 Uncontrolled fire, flame not in building or structure**

Includes:

- forest fire

17.01.98 Other specified fire or flame

Excludes:

- molten metal ([16.02.10](#))
- molten glass ([16.02.30](#))
- smoke from burning oil ([17.02](#))

17.01.99 Unspecified fire or flame

17.02 Smoke

Excludes:

- motor vehicle exhaust gas ([21.98.01](#))
- carbon monoxide NEC ([21.98.01](#))

17.99 Unspecified as to whether fire, flame, or smoke caused the [injury](#)

Includes:

- cases where it is obvious that fire or flame caused the *injury* (eg. burns), however, the actual cause is not specified.

Excludes:

- cigarette ([9.08.01](#))

18 Hot object/substance NEC

Excludes:

- burning object/substance ([17](#))
- hot food or drink ([19](#))

18.01 Hot liquid

18.01.01 Hot tap water

Includes:

- hot water in bath, bucket, or tub
- hot water from hose or showerhead

18.01.05 Boiling water (other than tap water)

Includes:

- water heated on stove

Excludes:

- hot coffee, tea, or other hot drink ([19.01.15](#))

18.01.98 Other specified hot liquid

Excludes:

- burning liquid ([17.01.05](#))
- molten metal or glass ([16.02.10](#) or [16.02.30](#))
- hot drink ([19.01.15](#))

18.01.99 Unspecified hot liquid

18.02 Hot air or gas

18.02.01 Steam, hot vapour

18.02.98 Other specified hot air or gas

Excludes:

- motor vehicle exhaust gas ([21.98.01](#))
- carbon monoxide ([21.98.01](#))
- smoke ([17.02](#))

18.02.99 Unspecified hot air or gas

18.98 Other specified hot object/substance

18.99 Unspecified hot object/substance

19 Food, drink

19.01 Food, drink, or related product

19.01.01 Stroopwafels

19.01.05 Hot cooking oil or fat

Excludes:

- burning oil ([17.01.01](#))

19.01.10 Hot solid food

Excludes:

- vomitus ([98.98.70](#))
- mushroom ([13.01.13](#))

19.01.15 Hot drink

Includes:

- coffee, tea

Excludes:

- vomitus ([98.98.70](#))

19.01.20 Cold solid food

Excludes:

- vomitus ([98.98.70](#))
- mushroom ([13.01.13](#))

19.01.25 Cold drink – non-alcoholic

Excludes:

- vomitus ([98.98.70](#))

19.01.30 Drink – alcoholic

Includes:

- beer, wine, whisky, brandy, vodka, sherry, etc.

Excludes:

- vomitus ([98.98.70](#))
- methylated spirits ([21.02.15](#))

19.98 Other specified food, drink

Includes:

- processed pet food or animal feed

Excludes:

- food dye ([21.98.60](#))
- animal bones, carcasses to be used as pet food ([98.98.78](#))

19.99 Unspecified food, drink

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

Includes:

- “Street” drug/drug for recreational use

Excludes:

- pharmaceutical substance for veterinary use ([21](#))
- industrial/commercial product intended for non-domestic use ([21](#))
- non-pharmaceutical chemical substance for domestic use ([21](#))
- fuel or solvent ([21](#))
- pesticide or other agricultural/horticultural product ([21](#))
- cosmetic/personal hygiene product ([9.04](#))
- food or drink ([19](#))

20.01 Analgesic, antipyretic, antirheumatic

Excludes:

- heroin ([20.24](#))

20.01.01 Paracetamol only preparation

20.01.05 Aspirin only preparation

20.01.10 Paracetamol in combination with aspirin only

20.01.15 Paracetamol in combination with codeine and/or other substances

20.01.20 Aspirin in combination with codeine and/or other substances

20.01.25 Codeine only preparation

20.01.30 Morphine

20.01.35 Methadone

20.01.40 Oxycodone

20.01.45 Ibuprofen

20.01.50 Indomethacin

20.01.58 Other nonsteroidal anti-inflammatory drug (NSAID)

20.01.98 Other specified analgesic, antipyretic or antirheumatic

20.01.99 Unspecified analgesic, antipyretic or antirheumatic

20.02 Antimicrobial, anti-infective agent

Excludes:

- antibiotics topically used for ear, nose, throat, and eye ([20.18](#))

20.02.01 Antibacterial agent containing penicillin

20.02.02 Antibacterial agent containing tetracycline

20.02.03 Antibacterial agent containing cephalosporins and other beta-lactam antibiotics

20.02.04 Antibacterial agent containing substance from chloramphenicol group

20.02.05 Antibacterial agent containing macrolides

20.02.06 Antibacterial agent containing aminoglycosides

20.02.07 Antibacterial agent containing rifamycins

20.02.18 Other antibacterial agent

- 20.02.19 Unspecified antibacterial agent
- 20.02.20 Antifungal antibiotic
- 20.02.25 Sulfonamides
- 20.02.30 Antimycobacterial drugs
- 20.02.35 Antituberculous, antileprotic
- 20.02.40 Antimalarial drug
- 20.02.48 Other antiprotozoal agent
- 20.02.50 Antiviral agent
- 20.02.55 Anthelmintic agent
- 20.02.60 Ectoparasiticide preparation
 - Includes:
 - scabicide
- 20.02.98 Other specified antimicrobial, anti-infective agent
 - Excludes:
 - antibacterial agent NEC ([20.02.18](#))
 - vaccine ([20.22](#))
- 20.02.99 Unspecified antimicrobial, anti-infective agent
 - Excludes:
 - antibacterial agent NOS ([20.02.19](#))

20.03 Cold and cough preparation

Excludes:

- analgesic, antipyretic, or antirheumatic mentioned in section [20.01](#)

20.04 Asthma therapy

- 20.04.01 Aminophylline/theophylline
- 20.04.05 Terbutaline and other beta-2 antagonist
- 20.04.10 Other beta antagonist
- 20.04.98 Other specified asthma therapy
- 20.04.99 Unspecified asthma therapy

20.05 Antihistamine

- 20.05.01 Diphenhydramine
- 20.05.98 Other specified antihistamine
- 20.05.99 Unspecified antihistamine

20.06 Antidepressant

- 20.06.01 Amitriptyline
- 20.06.05 Desipramine
- 20.06.10 Doxepin
- 20.06.18 Other cyclic antidepressant
- 20.06.20 Lithium
- 20.06.30 Monoamine oxidase (MAO) inhibitors
- 20.06.40 Selective serotonin receptor inhibitor (SSRI)
- 20.06.98 Other specified antidepressant

- Excludes:
cyclic antidepressant ([20.06.18](#))
- 20.06.99 Unspecified antidepressant
- 20.07 Sedative, hypnotic, antipsychotic**
- 20.07.01 Barbiturate
- 20.07.05 Benzodiazepine
- 20.07.10 Chloral hydrate
- 20.07.15 Phenothiazine
- 20.07.98 Other specified sedative, hypnotic, antipsychotic
- 20.07.99 Unspecified sedative, hypnotic, antipsychotic
- 20.08 Anticonvulsant**
- 20.08.05 Carbamazepine
- 20.08.10 Phenytoin
- 20.08.15 Succinimides
- 20.08.20 Valproic acid
- 20.08.98 Other specified anticonvulsant
- 20.08.99 Unspecified anticonvulsant
- 20.09 Cardiovascular drug**
- 20.09.01 ACE inhibitor
- 20.09.05 Alpha blocker
- 20.09.10 Antiarrhythmics
- 20.09.15 Antihypertensive
- 20.09.20 Beta blocker
- 20.09.25 Nitroglycerin
- 20.09.98 Other specified cardiovascular drug
- 20.09.99 Unspecified cardiovascular drug
- 20.10 Diuretic**
- 20.10.01 Furosemide
- 20.10.05 Thiazide
- 20.10.98 Other specified diuretic
- 20.10.99 Unspecified diuretic
- 20.11 Anticoagulant**
- 20.11.05 Heparin
- 20.11.10 Warfarin
- Excludes:
- rat poison ([21.04.05](#))
- 20.11.98 Other specified anticoagulant
- 20.11.99 Unspecified anticoagulant
- 20.12 Gastrointestinal preparation**
- 20.12.01 Antacid, antiflatulent, drug for treatment of peptic ulcer

Includes:

- Aluminium hydroxide, calcium carbonate, magnesium carbonate, magnesium trisilicate, sodium bicarbonate

20.12.05 Antispasmodic, anticholinergic, propulsive

20.12.10 Anti-emetic, anti-nauseant preparation

20.12.15 Laxative

20.12.20 Antidiarrhoeal, intestinal anti-inflammatory, intestinal anti-infective agent

Includes:

- Loperamide, kaolin

20.12.25 Stomatological preparation, mouth preparation

20.12.98 Other specified gastrointestinal preparation

20.12.99 Unspecified gastrointestinal preparation

20.13 Diagnostic agent

20.13.01 Radiographic agent

20.13.05 Agent for urinalysis

20.13.98 Other specified diagnostic agent

20.13.99 Unspecified diagnostic agent

20.14 Anti-neoplastic agent

20.14.01 Cytostatic preparation

20.14.05 Preparations for endocrine therapy

20.14.10 Immunomodulating preparation

20.14.98 Other specified anti-neoplastic agent

20.14.99 Unspecified anti-neoplastic agent

20.15 Anaesthetic

20.15.01 Nitrous oxide

20.15.08 Other inhalation anaesthetic

20.15.10 Ketamine

20.15.15 Intravenous anaesthetic

20.15.20 Local and topical anaesthetic

20.15.30 Therapeutic gases

Includes:

- Oxygen

Excludes:

- carbon dioxide ([21.98.05](#))

20.15.98 Other specified anaesthetic

Excludes:

- Inhalation anaesthetic NEC ([20.15.08](#))

20.15.99 Unspecified anaesthetic

20.16 Muscle relaxant

20.17 Narcotic antagonist

- 20.18 Eye/ear/nose/throat preparation**
- 20.18.01 Nasal preparation**
Includes:
 - topical antibiotic
- 20.18.10 Ophthalmic preparation**
Includes:
 - glaucoma therapies
 - topical antibiotic
Excludes:
 - cleaning agent for contact lenses ([9.04.01](#))
 - topical steroid for eyes ([20.18.30](#))
- 20.18.20 Otic preparation**
Includes:
 - topical antibiotic
Excludes:
 - topical steroid for ears ([20.18.30](#))
- 20.18.30 Topical steroid for eye/ear/nose/throat**
Includes:
 - mouth, gums and tongue
- 20.18.40 Lozenges with or without local anaesthetic for throat**
- 20.18.98 Other specified throat preparation**
Includes:
 - mouth, gums and tongue
 - topical antibiotic
- 20.18.99 Unspecified throat preparation**
Includes:
 - mouth, gums and tongue
- 20.19 Topical preparation**
Includes:
 - preparations other than topical steroids used for eye, ear, nose, and throat
Excludes:
 - topical steroids for eye, ear, nose, and throat ([20.18n](#))
- 20.19.01 Acne preparation**
Excludes:
 - systemic antibiotic ([20.02](#))
- 20.19.05 Boric acid, borate**
- 20.19.10 Calamine lotion**
- 20.19.15 Camphor/methyl salicylate**
- 20.19.20 Iodine or iodide antiseptic**
- 20.19.28 Other topical antiseptic**
- 20.19.30 Podophyllin**
- 20.19.35 Silver nitrate**
- 20.19.40 Topical steroid**
- 20.19.45 Topical steroid with antibiotic**

- 20.19.50 **Wart preparation**
- 20.19.98 **Other specified topical preparation**
 - Excludes:
 - topical antiseptic NEC ([20.19.28](#))
- 20.19.99 **Unspecified topical preparation**

- 20.20 **Vitamin or dietary supplement**
 - 20.20.01 **(Multi-)vitamin with iron**
 - 20.20.05 **(Multi-)vitamin without iron**
 - 20.20.98 **Other specified vitamin or dietary supplement**
 - 20.20.99 **Unspecified vitamin or dietary supplement**

- 20.21 **Electrolyte or mineral**
 - 20.21.10 **Calcium**
 - 20.21.15 **Fluoride**
 - 20.21.20 **Iron**
 - Includes:
 - iron preparation provided to pregnant women
 - Excludes:
 - multi-vitamin with iron ([20.20.01](#))
 - 20.21.25 **Potassium**
 - 20.21.30 **Sodium**
 - 20.21.98 **Other specified electrolyte or mineral**
 - 20.21.99 **Unspecified electrolyte or mineral**

- 20.22 **Serum, toxoid, vaccine**
 - 20.22.01 **Diphtheria**
 - 20.22.05 **Measles**
 - 20.22.10 **Mumps**
 - 20.22.15 **Rubella**
 - 20.22.20 **Polio**
 - 20.22.25 **Pertussis**
 - 20.22.30 **Tetanus**
 - 20.22.35 **Cholera**
 - 20.22.40 **Typhoid**
 - 20.22.45 **Yellow fever**
 - 20.22.50 **Hepatitis (A or B)**
 - 20.22.55 **Influenza**
 - 20.22.60 **Combination vaccine**
 - 20.22.65 **Anti-snake bite serum**
 - 20.22.98 **Other specified serum, toxoid, vaccine**
 - 20.22.99 **Unspecified serum, toxoid, vaccine**

- 20.23 **Hormone, hormone antagonist, contraceptive**
 - 20.23.01 **Oral or injectable contraceptive**
 - 20.23.02 **Other oestrogen, progesterone or progestogen preparation**

- 20.23.03 Antigonadotrophin, anti-oestrogen, antiandrogen preparation
- 20.23.05 Spermicidal contraceptive
- 20.23.08 Other specified preparation containing sex hormones
- 20.23.15 Insulin or oral hypoglycaemic (antidiabetic) drug
- 20.23.20 Corticosteroids
- 20.23.25 Thyroid hormone or substitute
- 20.23.26 Antithyroid drugs
- 20.23.98 Other specified hormone, hormone antagonist, contraceptive
Excludes:
 - preparation containing sex hormones NEC ([20.23.08](#))
- 20.23.99 Unspecified hormone, hormone antagonist, contraceptive

20.24 “Street”/recreational drug

Excludes:

- barbiturate ([20.07.01](#))
- 20.24.01 Amphetamine
- 20.24.05 Cocaine, crack
- 20.24.10 Ecstasy
- 20.24.15 Heroin
- 20.24.20 LSD
- 20.24.25 Marijuana, hashish, dagga, ganja
- 20.24.98 Other specified “street”/recreational drug
- 20.24.99 Unspecified “street”/recreational drug

20.98 Other specified pharmaceutical substance for human use

- 20.98.01 Allopurinol
- 20.98.05 L-dopa or related drug
- 20.98.10 Diet aid
- 20.98.18 Other general nutrient, dietary supplement
- 20.98.20 Detoxifying agent, antidote
- 20.98.25 Disulfram
- 20.98.30 Ergot alkaloid
- 20.98.35 Nicotine pharmaceutical
- 20.98.98 Other specified pharmaceutical substance for human use

20.99 Unspecified pharmaceutical substance for human use

21 Other non-pharmaceutical chemical substance

Excludes:

- cosmetics, etc. ([9.04](#))
- essential oils, oils used in aromatherapy ([9.04.70](#))

21.01 Glue or adhesive

- 21.01.01 Contact glue
- 21.01.05 Epoxies
- 21.01.10 Cyanoacrylate glue (Super glue™)

21.01.98 Other specified glue or adhesive

21.01.99 Unspecified glue or adhesive

21.02 Fuel or solvent

21.02.01 LPG gas, natural gas, methane gas, propane gas, butane gas

21.02.05 Petrol, diesel, gasoline

21.02.10 Lubricating oils, motor oil

21.02.15 Methylated spirits

21.02.20 Kerosene/paraffin

21.02.25 Turpentine

21.02.38 Alcohol NEC

Includes:

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

Excludes:

- methylated spirits ([21.02.15](#))
- alcoholic beverage ([19.01.30](#))

21.02.98 Other specified fuel or solvent

21.02.99 Unspecified fuel or solvent

21.03 Paint, coating or stripping agent

21.03.01 Paint, varnish, stain

21.03.05 Paint thinner, paint stripper

21.03.10 Rust remover

21.03.98 Other specified coating or stripping agent

21.03.99 Unspecified coating or stripping agent

21.04 Pet (veterinary) product, pesticide, herbicide

Excludes:

- pet food ([19.98](#))

21.04.01 Pet (veterinary) product

Includes:

- dog or cat shampoo
- flea dip, flea powder

21.04.05 Mouse, rat poison

21.04.06 Moth repellent

Includes:

- naphthalene

21.04.10 Organophosphate NEC

21.04.15 Synthetic pyrethroids

21.04.18 Other insecticide

Includes:

- surface spray, spray for flying insect, etc.

21.04.25 Fungicide

Excludes:

- those included under pet product ([21.04.01](#))

21.04.30 Weed killer, herbicide

21.04.98 Other specified pesticide, herbicide

Excludes:

- insecticide NEC ([21.04.18](#))

21.04.99 Unspecified pesticide, herbicide

21.05 Cleaning agent

Excludes:

- personal use item ([9.04n](#))

21.05.01 Detergent for dishes or dishwasher, rinse aid

21.05.05 Laundry detergent or additive, fabric softener, stain remover

21.05.10 Dry cleaning agent NEC

Excludes:

- household laundry detergent, etc. ([21.05.05](#))
- bleach ([21.05.15](#))

21.05.15 Bleach, soaking agent

21.05.20 Chlorine

21.05.25 Lye soap

21.05.30 Disinfectants

Includes:

- phenol, pine oil, hypochlorite

Excludes:

- bleach ([21.05.15](#))

21.05.35 Drain cleaners

Excludes:

- bleach ([21.05.15](#))

21.05.98 Other specified cleaning agent

21.05.99 Unspecified cleaning agent

**21.06 Reactant used in chemical industry process, industry manufacturing
NEC**

Includes:

- battery acid

21.98 Other specified non-pharmaceutical chemical substance

21.98.01 Motor vehicle exhaust gas

21.98.03 Other sources of carbon monoxide

Excludes:

- carbon monoxide in motor vehicle exhaust gas ([21.98.01](#))

21.98.05 Carbon dioxide NEC

21.98.15 Mercury

21.98.20 Lead

21.98.28 Heavy metal NEC

Includes:

- barium, cadmium, copper, selenium, thallium
- arsenic

Excludes:

- mercury ([21.98.15](#))
- lead ([21.98.20](#))
- pesticides containing arsenic ([21.04](#))

21.98.30 Plant food or fertiliser, plant hormones

21.98.40 Fabric dye

21.98.50 Leather dye

21.98.60 Food dye

21.98.70 Photographic products

Includes:

- developers/fixing/stop baths
- photographic coating fluids

Excludes:

- photographic equipment (eg., camera, [7.06.10](#))

21.98.80 Traditional medicine, folk remedy NEC

21.98.98 Other specified non-pharmaceutical chemical substance

21.99 Unspecified non-pharmaceutical chemical substance

40 Medical/surgical device

NOTE: These codes were mostly derived from [ICD-10](#).

40.01 General hospital or personal use device

40.01.01 Hypodermic needle/syringe

40.01.05 Glass thermometer with mercury

40.01.08 Other type of thermometer

40.01.10 Device, hoist for lifting patients

Excludes:

- hoist *machinery* used in industry ([11.01.25](#))

40.01.98 Other specified general hospital or personal use device

40.01.99 Unspecified general hospital or personal use device

40.02 General or plastic surgery device

40.03 Anaesthesiology device

40.04 Cardiovascular device

40.05 Ear/nose/throat device

40.06 Gastroenterology device

40.07 Neurological device

40.08 Obstetric or gynaecological device

40.09 Ophthalmic device

40.10 Orthopaedic device

40.11 Radiological device

40.12 Physical medicine device

40.98 Other specified medical/surgical device

40.99 Unspecified medical/surgical device

98 Other specified object/substance

98.01 Law enforcement equipment

Excludes:

- weapons, including firearms ([12](#))

98.01.01 Handcuffs

98.01.98 Other specified law enforcement equipment

Includes

- "anti-protest" gear

Excludes:

- club, cudgel ([12.98.01](#))

98.01.99 Unspecified law enforcement equipment

98.02 Public use item

98.02.01 Fire hydrant

Excludes:

- fire extinguisher ([11.05.30](#))

98.02.05 Telephone pole, Stobie pole

Includes:

- pole holding telephone lines, power lines, or *street* lights

98.02.10 High-tension overhead power line

Excludes:

- electrical transmission line in or around building ([14.98.50](#))

98.02.98 Other specified public use item

Includes:

- [pedal cycle](#) rack
- [bus](#) shelter
- utility box

98.02.99 Unspecified public use item

98.03 Camping equipment

98.03.01 Tent

Excludes:

[play](#) tent ([6.02.75](#))

98.03.98 Other specified camping equipment

Includes:

- camping/propane stove
- propane lamp

Excludes:

- air/camping mattress ([5.01.15](#))
- free-standing kerosene cooking stove ([7.01.55](#) or [7.01.56](#))

98.03.99 Unspecified camping equipment

98.04 Fastening, binding, or securing item NEC

Excludes:

- zipper, snap ([9.01.10](#))

98.04.01 Rope, string, or twine

98.04.05 Barbed wire

Includes:

razor wire

98.04.08 Other wire

98.04.10 Chain

98.04.98 Other specified fastening, binding, or securing item

98.04.99 Unspecified fastening, binding, or securing item

98.05 Explosive material or flammable object/substance NEC

98.05.01 Fireworks

Includes:

sparklers

98.05.05 Explosive

Includes:

- dynamite, blasting caps, homemade bombs
- incendiary device

98.05.98 Other specified explosive material or flammable object/substance

Includes:

- explosive material in dump, factory, grain store, munitions
- explosive gas

98.05.99 Unspecified explosive material or flammable object/substance

98.98 Other specified object/substance

98.98.01 High-pressure jet

Includes:

- water from a fire hydrant/hose
- fluid from a pressure-washer

98.98.05 Laser light and equipment

Excludes:

- laser pointer ([98.98.10](#))

98.98.10 Laser pointer

Excludes:

- laser light and equipment

98.98.28 Sharp object NEC

98.98.38 Blunt object NEC

98.98.48 Motor, engine NEC

Excludes:

- vehicle engine ([1.07.25](#))

98.98.50 Dry cell battery

Excludes:

- battery for vehicle ([1.07.10](#))

98.98.55 Disc battery

Includes:

- alkaline, lithium, nickel cadmium battery, watch battery

Excludes:

- vehicle battery ([1.07.10](#))

98.98.58 Battery NEC

Excludes:

- battery for vehicle ([1.07.10](#))

98.98.60 Animal cage

98.98.70 Gastric content

Includes:

- vomitus

98.98.75 Excrement (human/animal)

98.98.78 Blood, carcass, body, bone NEC (human/animal)

98.98.80 Plastic bag

98.98.85 Garbage, litter, trash

98.98.88 Environmental pollution NEC

98.98.98 Other specified object/substance

99 Unspecified object/substance

C4 - PLACE OF OCCURRENCE

Status:

Taxonomic review August 2002

Review and revision May 2004

Version:

1.2

Required field length:

nn.n

Definition:

Where the injured person was when the [injury event](#) started.

Context:

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

Guide for use:

Place of Occurrence has two coding levels, the second level being more detailed. Not all places, however, have a second coding level. NOTE: The codes represent where the injured person was when the *injury event* **began**, not when the *injury event* ended.

To code Place of Occurrence:

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

If more than one injury is involved, select the place associated with the more severe *injury*. If the injuries are equally severe, select the place that appears first in the code list.

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

Notes:

Some categories note relevant data elements in the [Place Module](#). This module, composed of seven data elements, allows for coding additional details about where the [injury event](#) occurred. Please refer to the Place Module and select the appropriate code(s).

C4 - PLACE OF OCCURRENCE: OVERVIEW OF CODES

- 1 [Home](#)
- 2 [Residential institution](#)
- 3 [Medical service area](#)
- 4 [School, educational area](#)
- 5 [Sports and athletics area](#)
- 6 [Transport area: public highway, street or road](#)
- 7 [Transport area: other](#)
- 8 [Industrial](#) or [construction area](#)
- 9 [Farm or other place of primary production](#)
- 10 Recreational area, cultural area, or public building
- 11 [Commercial area](#) (non-recreational)
- 12 Countryside
- 98 Other specified [place of occurrence](#)
- 99 Unspecified *place of occurrence*

C4 - PLACE OF OCCURRENCE: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 [Home](#)

NOTE: Refers to building and adjacent grounds.

Includes:

- house, apartment
- [farmhouse](#)
- weekend cottage
- residential caravan (trailer), tent, *hut*, lean-to
- boarding house
- garage
- *home* garden or yard
- *home* driveway, within property boundary line or *home* driveway NOS
- *home* [playground](#)
- swimming pool in/around *home*
- transport vehicle used as residence (eg., houseboat, [motor home](#), mobile *home*)
- common area (eg., elevator, lobby, corridor, stairwell) of multi-residence building
- occupied house under construction/renovation
- residence of foster children in *home* environment
- parts of *home* used for *home* office
- cottage industry
- any place where plants and/or animals are grown or raised primarily for personal use by a farmer/rancher and his or her family

Excludes:

- residential institution ([2](#)), eg., nursing home ([2.2](#)), prison ([2.3](#))
- home under construction but not yet occupied ([8.1](#))
- abandoned or derelict house ([8.2](#))
- home driveway, beyond property boundary line ([6.2](#))

Relevant data elements in Place Module:

- [Indoor/outdoor](#)
- [Part of building or grounds](#)
- [Type of home](#)
- [Resident of home](#)

2 Residential institution

NOTE: Refers to building and adjacent grounds.

Includes:

[sports and athletics area](#) at residential institution

Relevant data elements in Place Module:

- [Indoor/outdoor](#)
- [Part of building or grounds](#)

2.1 Home for the elderly

Includes:

- institution in which generally healthy old people live and are cared for
- old people's *home*
- pensioners' *home*

Excludes:

- nursing *home* ([2.2](#))

2.2 Nursing home

Includes:

- residential facility for people who cannot take care of themselves because of permanent or long-term physical or mental illness or handicap and who require care by nurses or other care professionals
- institution where people recover from illness or [injury](#) (ie., convalescent *home*, *home* for the sick)

Excludes:

- old people's *home* ([2.1](#))
- pensioners' *home* ([2.1](#))

2.3 Prison

Includes:

- jail
- reformatory, reform *school*
- correctional institution
- police cell
- military prison

Excludes:

- other areas of police station not specifically designed for the detention of prisoners or suspects eg. Interview room ([10.4](#))

2.4 Shelter for battered women and their children

Includes:

- women's refuge

2.5 Military institution

Includes:

- military camp
- military base
- military training area/ground

Excludes:

- military prison ([2.3](#))

- military hospital ([3.1](#))
- training facilities that are independently recognised as *educational* institutions ([4.1](#))

2.8 Other specified residential institution area

Includes:

- children's *home*
- orphanage
- dormitory
- hospice

2.9 Unspecified residential institution area

3 [Medical service area](#)

NOTE: Refers to building and adjacent grounds.

Excludes:

- residential institution ([2](#))
- building under construction ([8.1](#))

Relevant data elements in Place Module:

- [Indoor/outdoor](#)
- [Part of building or grounds](#)
- [Type of medical service area](#)

3.1 Hospital

Excludes:

- hospice ([2.8](#))
- nursing *home* ([2.2](#))

3.2 Outpatient clinic, health centre

Includes:

- community health centre
- mobile blood bank

3.3 Health professional's office

Includes:

- consultation room
- examination room

Excludes:

- office as part of hospital or clinic ([3.1](#) or [3.2](#))

3.8 Other specified medical service area

3.9 Unspecified medical service area

4 [School, educational area](#)

NOTE: Refers to building and adjacent grounds

Excludes:

- *school* dormitory ([2.8](#))
- building under construction ([8.1](#))

Relevant data elements in Place Module:

- [Indoor/outdoor](#)
- [Part of building or grounds](#)
- [Type of School](#)

4.1 School, university

Includes:

- college
- institute for higher [education](#)
- military *school*
- private, public, or state *school*
- schoolyard, campus

Excludes:

- reform *school* ([2.3](#))
- [sports and athletics area](#) ([4.3](#))
- *playground* ([4.4](#))
- preschool ([4.2](#))

4.2 Day care, kindergarten

Includes:

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

Excludes:

- *sports and athletics area* ([4.3](#))
- *playground* ([4.4](#))

4.3 Sports and athletics area at school, educational area

4.4 Playground at school, educational area

4.8 Other specified school, educational area

4.9 Unspecified school, educational area

5 [Sports and athletics area](#)

NOTE: Refers to building and adjacent grounds.

Excludes:

- swimming pool, tennis court in private *home* or garden ([1](#))
- *sports and athletics area* at [residential institution area](#) (eg., workout room in prison, [2.3](#))
- *sports and athletics area* at [school, educational area](#) ([4.3](#))
- *sports and athletics area* at recreational, cultural area, or public building (eg., swimming pool in holiday park, [10.5](#))
- *sports and athletics area* at *commercial area* (eg. swimming pool in hotel, [11.4](#))

Relevant data elements in Place Module:

- [Indoor/outdoor](#)
- [Part of building or grounds](#)

5.1 Sporting grounds (outdoor)

Includes:

- baseball field
- basketball court
- cricket ground
- football field
- golf course
- hockey field
- outdoor tennis court
- running track
- stadium (with retractable roof)

5.2 Sporting hall (indoor)

Includes:

- tennis hall
- fitness centre
- gymnasium
- squash court

Excludes:

- stadium with retractable roof ([5.1](#))

5.3 Public swimming centre

5.4 Racetrack, racecourse

Includes:

- motorcycle track
- [car](#) racing track
- coursing track
- dog track
- horse track
- bicycle track

5.5 Equestrian facility

Includes:

- pony club
- riding school

Excludes:

- private equestrian area such as an equestrian area set up on a [farm](#) ([9n](#))
- showground ring ([10.3](#))

5.6 Skating rink, ice palace

Includes:

- skate park
- skate arena
- roller rink
- roller-skating park

Excludes:

- frozen lake ([12.1](#))
- roller skating outside of dedicated area, eg roller skating on [roadway](#) ([6.1](#)) or on pavement/sidewalk ([6.2](#))

5.7 Skiing or snowboarding area

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

Includes:

- ski run
- ski jump
- cross-country ski trail
- ski facilities

Excludes:

- artificial demonstration ski slope (code to place where set up)
- water skiing area (code to appropriate body of water)

5.8 Other specified sports and athletics area

5.9 Unspecified sports and athletics area

6 [Transport area: public highway, street or road](#)

Includes:

- highway, street or road specified as public
- highway, street or road not specified as public

Excludes:

Highway, street or road specified as private (eg. private factory road, [8.3](#))

Relevant data elements in Place Module:

- [Inside/outside city limits](#)

6.1 [Roadway](#)

Includes:

- freeway
- motorway
- *street* parking

6.2 [Sidewalk](#)

Includes:

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

Excludes:

- [home](#) driveway within property boundary line or *home* driveway NOS([1](#))
- pedestrian mall ([7.8](#))

6.3 [Cycleway](#)

Includes:

- cycle path next to road
- lane marked on road for use by cyclists

6.8 Other specified [public highway](#)

6.9 Unspecified public highway

7 Transport area: other

Includes:

- other *transport area* specified as public
- other *transport area* not specified as public

Excludes:

- other *transport area* specified as private (eg., private factory *parking area*, [8.3](#))

Relevant data elements in Place Module:

- [Indoor/outdoor](#)
- [Part of building or grounds](#)
- [Inside/outside city limits](#)

7.1 Parking area

Includes:

- parking lot
- commercial parking garage

Excludes:

- *street* parking

7.3 Public transport area/facility

Includes:

- [bus](#) terminal
- underground station
- railway station
- airport terminal
- ferry terminal

7.8 **Other specified transport area: other**

Includes:

- pedestrian mall
- railway line

7.9 **Unspecified transport area: other**

8 Industrial or construction area

NOTE: Refers to buildings, other structures, excavations and adjacent grounds.

Relevant data elements in Place Module:

- [Indoor/outdoor](#)
- [Part of building or grounds](#)

8.1 **Building under construction**

Includes:

- [home](#) under construction but not yet occupied

8.2 **Demolition site**

Includes:

- derelict building/house

8.3 **Factory/plant**

Includes:

- building and premises (eg., [roadway](#), [parking area](#), industrial yard)
- warehouse

- gasworks
- workshop
- small scale industry

Excludes:

- cottage industry ([1](#))
- [home](#) industry ([1](#))

8.4 Mine and quarry

Includes:

- underground mine
- quarry
- coal pit
- gravel and sand pit

8.5 Oil or gas extraction facility

Includes:

- off-shore installation
- oil rig

8.6 Shipyard

Includes:

- dockyard
- dry dock
- slipyard

Excludes:

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

8.7 Power station

Includes:

- coal power station
- nuclear power station
- hydro power station
- oil power station

8.8 Other specified industrial or construction area

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

Includes:

- coal/container terminal
- harbour used for commercial maritime activity
- port
- tunnel under construction

Excludes:

- harbour used as non-*commercial area* ([98](#))
- sewer system ([98](#))

- ship yard ([8.6](#))

8.9 Unspecified industrial or construction area

9 Farm or other place of primary production

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

NOTE 2: Refers to building and adjacent grounds.

Includes:

- ranch
- small farm
- farm equipment buildings
- barn
- land under cultivation
- field
- private farm *road*

Excludes:

- farmhouse, yard, and other home premises of farm ([1](#))
- any place where plants and/or animals are grown primarily for personal use by a farmer/rancher and his or her family ([1](#))
- farm or agricultural based tourist park ([10.2](#))

Relevant data elements in Place Module:

- [Indoor/outdoor](#)
- [Part of building or grounds](#)

9.1 Area for growing crops, market gardening, horticulture

Includes:

- beverage crops
- cereal grains
- cotton
- flowers
- fruit
- horticultural specialities and nursery products
- maple syrup products
- mushrooms
- nuts
- rubber
- spice crops
- sugar beets, sugar cane
- tobacco
- trees (eg., Christmas trees)
- vegetables

Excludes:

- forestry, growing standing timber (usually [12.6](#))
- logging, felling timber, and producing wood (usually [12.6](#))
- area growing crops and with grazing animals ([9.3](#))

- mixed farming ([9.3](#))

9.2 Area for raising or care of animals

Includes:

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

Excludes:

- fish (usually [12](#))

9.3 Area for growing crops combined with raising/care of animals (mixed farming)

9.8 Other specified farm or other place of primary production

9.9 Unspecified farm or other place of primary production

10 Recreational area, cultural area, or public building

NOTE: Refers to buildings and adjacent grounds.

Includes:

- [sports and athletics area](#) at recreation area, cultural area or public building

Relevant data elements in Place Module:

- [Indoor/outdoor](#)
- [Part of building or grounds](#)

10.1 Public [playground](#)

Excludes:

- playground_at home ([1](#))
- playground at [school, educational area](#) ([4.4](#))

10.2 [Amusement park](#), theme park

Includes:

- Tivoli
- circus
- fair
- zoo
- luna park
- tourist [farm](#)
- agricultural theme park

10.3 Public park

Includes:

- botanical gardens
- recreation reserve
- picnic area

- public square
- showground

Excludes:

- large national parks ([12](#))

10.4 Public building, non-cultural

Includes:

- courthouse
- police station
- public hall
- town hall

Excludes:

- police cell ([2.3](#))

10.5 Holiday park, campground

Includes:

- camp site, recreational caravan site
- swimming pool

10.6 Public religious place

Includes:

- cathedral
- church
- temple
- parish hall
- mosque
- synagogue

10.8 Other specified recreational, cultural area, or public building

Includes:

- museum
- gallery
- library
- music hall, opera house
- cinema, movie house
- theatre
- youth centre

10.9 Unspecified recreational, cultural area, or public building

11 [Commercial area \(non-recreational\)](#)

NOTE: Refers to building and adjacent grounds.

Includes:

- [sports and athletics area](#) at *commercial area* (non-recreational)

Relevant data elements in Place Module:

- [Indoor/outdoor](#)
- [Part of building or grounds](#)

11.1 Shop, store

Includes:

- shopping mall

- supermarket
- market and market stall
- bank
- post office

11.2 Commercial garage

Includes:

- gas station, petrol station
- service station

Excludes:

- garage of private [home \(1\)](#)
- commercial parking garage ([7.1](#))

11.3 Office building

Includes:

- office

Excludes:

- health professional's office ([3.3](#))

11.4 Café, hotel, restaurant

Includes:

- casino
- bar, pub
- dance club, night club, dance hall
- swimming pool of hotel

11.8 Other specified commercial area (non-recreational)

Includes:

- radio/TV station

11.9 Unspecified commercial area (non-recreational)

12 Countryside

NOTE: Refers to open nature area not classified elsewhere.

12.1 Area of still water

Includes:

- pond
- pool
- natural ice
- [farm](#) dam

Excludes:

- beach, shore, bank ([12.5](#))
- public dam ([12.3](#))
- reservoir ([12.3](#))

12.2 Stream of water

Includes:

- river
- rivulet
- stream
- brook

- trickle
- canal
- creek
- flooded area
- natural ice

Excludes:

- beach, shore, bank ([12.5](#))

12.3 Large area of water

Includes:

- lake
- sea
- ocean
- bay
- natural ice
- dam
- estuary
- reservoir

Excludes:

- beach, shore, bank ([12.5](#))
- [farm](#) dam ([12.1](#))
- harbour used for commercial maritime activities ([8.8](#))
- harbour used as a non-[commercial area](#), harbour NOS ([98](#))
- port ([8.8](#))

12.4 Marsh, swamp

Excludes:

- beach, shore, bank ([12.5](#))

12.5 Beach, shore, bank of a body of water

Includes:

- foreshore

12.6 Forest

Includes:

- paths
- tracks
- hiking trails

12.7 Desert

Includes:

- paths
- tracks
- hiking trails

12.8 Other specified countryside

Includes:

- prairie
- mountain (if not forest)
- cave

12.9 Unspecified countryside

98 Other specified place of occurrence

NOTE: Refers to buildings and adjacent grounds.

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

Includes:

- harbour used as a non-*commercial area*, harbour NOS
- sewer system

Excludes:

- harbour used for commercial maritime activities ([8.8](#))

Relevant data elements in Place Module:

- [Indoor/outdoor](#)
- [Part of building or grounds](#)

99 Unspecified place of occurrence

C5 - ACTIVITY WHEN INJURED

Status:

Taxonomic review August 2002

Version:

1.2

Required field length:

nn.n

Definition:

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

Context:

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

Guide for use:

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

To code *Activity when injured*:

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

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

Some codes note relevant data elements in the Occupational Module or *Sports* Module. These modules, composed of two and four data elements, respectively, offer additional details about the activity engaged in when *injury* occurred. When noted, please refer to the indicated module and select the appropriate code.

C5 - ACTIVITY WHEN INJURED: OVERVIEW OF CODES

- 1 [Paid work](#)
- 2 [Unpaid work](#)
- 3 [Education](#)
- 4 [Sports and exercise](#) during [leisure](#) time
- 5 [Leisure](#) or [play](#)
- 6 [Vital activity](#)
- 7 [Being taken care of](#)
- 8 [Travelling](#) *not elsewhere classified*
- 98 Other specified activity
- 99 Unspecified activity

C5 - ACTIVITY WHEN INJURED: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 [Paid work](#)

Relevant data elements in Occupational Module:

- [Economic activity](#)
- [Occupation](#)

1.1 Travelling to/from paid work

Includes:

- commuting by [car](#), [bus](#), train, bicycle, etc.
- walking
- boarding or alighting from a vehicle

Excludes:

- [travelling](#) NOS (8)

1.2 Travelling in the course of paid work

Includes:

- truck [driver](#), *travelling* salesperson, professional racing cyclist

Excludes:

- *travelling* NOS (8)

1.8 Other specified *paid work*

Includes:

- begging
- military service
- paid self-employment
- professional [sports](#) activity (eg., professional athlete, coach)
- professional teaching or tutoring
- prostitution
- *sports* activity under auspices of employer (eg., firemen doing *sports exercise*)

Relevant data elements in *Sports* Module:

- [Type of sport/exercise activity](#)
- [Phase of Activity](#)
- [Personal Countermeasures](#)
- [Environmental Countermeasures](#)

1.9 *Paid work, unspecified*

Includes:

- work NOS

2 [Unpaid work](#)

Excludes:

work NOS ([1.9](#))

2.1 Travelling to/from unpaid work

Includes:

- helping out at [school](#) canteen
- volunteer [driver](#)

Excludes:

- [travelling](#) NOS (8)

2.2 Travelling in the course of unpaid work

Includes:

- going shopping
- picking up children from *school*

Excludes:

- *travelling* NOS (8)

2.8 Other specified *unpaid work*

Includes:

- caring for children and relatives
- do-it-yourself projects (eg., making own furniture, sewing curtains)
- harvesting natural resources (eg., fishing, hunting, herding, berry picking) for own consumption or for bartering
- maintenance of own [home](#) or garden
- on a small scale, growing vegetables in own garden to exchange for milk or eggs
- shopping
- unpaid housework or food preparation
- *unpaid work* in a family business or on a family *farm*
- voluntary work (eg., in a hospital, community organisation, etc.)

2.9 *Unpaid work, unspecified*

3 [Education](#)

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

3.1 Physical education class, [school sports](#)

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

Includes:

- *sports* competition between two teams from different schools

Excludes:

- practising for *school* sport during [leisure](#) time (4)
- [sports and exercise](#) during *leisure* time (4)
- teaching or tutoring (usually 1 or 2)

Relevant data elements in *Sports* Module:

- [Type of sport/exercise activity](#)
- [Phase of Activity](#)
- [Personal Countermeasures](#)
- [Environmental Countermeasures](#)

3.8 Other specified *education*

Includes:

- classroom activities
- informal activities during *school* hours (eg., [playground](#) activities during break)
- off-site activities associated with *education* (eg., *school*/college field trip, excursion, or camp; studying/doing homework at *home*)
- *travelling* under auspices of *education* institution (eg., *travelling* by *school bus*)

Excludes:

- teaching or tutoring (usually [1](#) or [2](#))

3.9 Unspecified *education*

4 [Sports and exercise](#) during [leisure](#) time

Refers to physical activities with a described functional purpose (eg., competition, practising for competition, improving physical health) performed during *leisure* time. All activities included in data element *Type of sport/exercise activity* (part of the *Sports* Module) can be considered as *sports and exercise*.

Relevant data elements in *Sports* Module:

- [Type of sport/exercise activity](#)
- [Phase of Activity](#)
- [Personal Countermeasures](#)
- [Environmental Countermeasures](#)

4.1 Organised [sports and exercise](#) during [leisure](#) time

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

Includes:

- associated training
- organised racing (eg., running; racing with cars, bicycles, motorcycles, horses)

Excludes:

- professional sporting activity ([1.1](#))
- sporting activity under auspices of employer ([1.1](#))
- physical [education](#) class, [school sports](#) ([3.1](#))
- playing draughts, checkers, chess ([5](#))

4.8 Other specified [sports and exercise](#) during [leisure](#) time

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

Includes:

- football in a park, garden, or [street](#)
- working out at [home](#)
- roller skating in a *street* or park

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

Excludes:

- professional *sports* activity (1.1)
- *sports* activity under auspices of employer (1.1)
- physical *education* class, *school sports* (3.1)
- organised *sports and exercise* during *leisure* time (4.1)
- *leisure* and [play](#) (5)
- playing draughts, checkers, chess (5)

4.9 Unspecified as to organised nature of [sports and exercise](#) during [leisure](#) time

Refers to activities recognisable as a form of sport undertaken during *leisure* time but without sufficient information on whether organised.

Excludes:

- professional *sports* activity (1.1)
- *sports* activity under auspices of employer (1.1)
- physical [education](#) class, [school sports](#) (3.1)
- *leisure* and [play](#) (5)
- playing draughts, checkers, chess (5)

5 [Leisure](#) or [play](#)

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

Includes:

- unstructured *play*, children's game (eg., "hide and seek")
- hobby activity other than do-it-yourself (eg., putting together model cars, stamp collecting)
- entertainment activity (eg., watching movie or football match, dancing, partying, going to the theatre)
- recreational activity (eg., camping, lying on the beach)
- recreational competitive activity without substantial physical component (eg., chess or bridge competition)
- [travelling](#) for sightseeing (eg., bike ride, hike in the mountains)
- walking the dog

Excludes:

- do-it-yourself, maintenance activity (2)
- any form of physical activity with a described functional purpose (4)

6 Vital activity

Includes:

- resting
- sleeping
- eating
- drinking
- washing or bathing oneself, other personal hygiene
- sexual intercourse
- getting dressed

Excludes:

- cooking (usually [2](#))
- household cleaning (usually [2](#))
- *vital activity* conducted by a health care professional in the course of health care ([7](#))
- prostitution ([1](#))

7 Being taken care of

7.1 ***Being taken care of by health care professional***

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

Includes:

- health care activity undertaken by or at the direction of a health care professional (eg., undergoing surgery or a diagnostic procedure, being administered a medication, self-administering a prescribed medication, [home](#) renal dialysis)
being carried, moved, or held by a health care professional
being bathed by a health care professional
[travelling](#) in the course of health care (eg., riding in an ambulance)

7.2 ***Being taken care of by non health care person***

Includes:

- being carried, moved, or held by a person other than a health care professional (eg., infant being carried by its parent or other care giver)
- being bathed by a family care giver
- health care activity undertaken by a relative or friend (eg., first aid care)

Excludes:

- child playing under supervision of an adult ([5](#))
- health care activity undertaken by or at the direction of a health care professional (eg., being carried, moved, or held by a health care giver, undergoing surgery or a diagnostic procedure, being administered a medication, self-administering a prescribed medication, *home* renal dialysis, [7.1](#))
- *travelling* in the course of health care (eg., riding in an ambulance, [7.1](#))

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

Includes:

- being carried, moved or held by an unspecified person
- being bathed by an unspecified person
- health care activity undertaken by an unspecified person

Excludes:

- child playing under supervision of an adult (5)

8 **Travelling not elsewhere classified**

Includes:

- *travelling* to/from [sports or exercise](#) during [leisure](#) time
- *travelling* to/from entertainment activity
- *travelling* to/from recreational activity
- walking to/from [school](#)

Excludes:

- *travelling* in the course of [paid work](#) (eg., truck [driver](#), [1.2](#))
- *travelling* to/from [paid work](#) ([1.1](#))
- *travelling* in the course of [unpaid work](#) (eg., going shopping, [2.2](#))
- *travelling* to/from [unpaid work](#) (eg., volunteer [driver](#) [2.1](#))
- *travelling* under the auspices of an [education](#) institution (eg., riding a [school bus](#), [3.8](#))
- organised racing (eg., running; racing with cars, bicycles, motorcycles, horses, [4.1](#) or [1.1](#))
- *travelling* for sightseeing ([5](#))
- *travelling* in the course of health care (eg., riding in an ambulance, [7](#))

98 **Other specified activity**

Includes:

- wandering, walking, running, crawling in and around the *home* without a specific purpose
- sitting, standing
- the victim's activity is known, but is nothing in particular
- religious/spiritual activities
- activities during [violence](#)/aggression (eg., fighting, arguing, having a tantrum, attempting suicide)

99 **Unspecified activity**

C6 - ALCOHOL USE

Status:

Tested 1999

Version:

1.2

Required field length:

n

Definition:

Suspicion or evidence of [alcohol use](#) preceding the [injury event](#) by the injured person and/or other persons involved in the *injury event*.

Context:

Alcohol use is a known risk factor for injuries. Therefore, it is important to collect information about the involvement of *alcohol use* in *injury events*. In some cases, biological quantitative information about *alcohol use* (eg., blood or breath alcohol level) is available. In other cases, one may merely suspect *alcohol use* (eg., if the patient smells of alcohol). This data element indicates whether there is either suspicion or evidence of *alcohol use*. No distinction is made between suspicion and evidence because criteria for each category are too difficult to define.

Guide for use:

Code this item for each [injury](#) case, regardless of the severity of *injury*, age of the injured person, or *intent* of the *injury event*.

If more information is available (eg., type of suspicion or evidence, characterisation of others involved in the *injury event*), please add this detail to the narrative.

C6 - ALCOHOL USE: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 No information available

2 No suspicion or evidence of [alcohol use](#) by any person involved in the *injury event*

Includes:

- no suspicion arising from the report of the injured person or a relevant informant
- no suspicion arising from observing the injured person (eg., no smell of alcohol, no slurred speech, no difficulty walking)
- biological evidence from injured person or others does not indicate *alcohol use* (eg., a negative blood/breath alcohol level)

3 Suspicion or evidence of *alcohol use* by the injured person

Includes:

- suspicion arising from the report of the injured person or a relevant informant
- suspicion arising from observing the injured person (eg., smell of alcohol, slurred speech, difficulty walking)
- biological evidence from injured person indicates *alcohol use* (eg., a positive blood/breath alcohol level)

4 Suspicion or evidence of *alcohol use* by other persons involved in the *injury event*

Includes:

- suspicion arising from the report of the injured person or a relevant informant
- suspicion arising from observing others involved in the *injury event* (eg., smell of alcohol, slurred speech, difficulty walking)
- biological evidence from others involved in the *injury event* indicates *alcohol use* (eg., a positive blood/breath alcohol level)

5 Suspicion or evidence of *alcohol use* by both the injured person and other persons involved in the *injury event*

NOTE: Use this code when codes 3 and 4 would both apply.

C7 - PSYCHOACTIVE DRUG OR SUBSTANCE USE

Status:

Tested 1999

Version:

1.2

Required field length:

n

Definition:

Suspicion or evidence of [psychoactive drug use](#) (eg., opiates, cocaine, amphetamines, cannabinoids, sedatives, hypnotics) or other psychoactive substance use (eg., hair spray, gasoline, glue) preceding the [injury event](#) by the injured person and/or other persons involved in the *injury event*.

Context:

Use of psychoactive drugs or other substances is a known risk factor for injuries. Therefore, it is important to collect information about the involvement of drug use and other substance use in *injury events*. In some cases, biological quantitative information about drug or substance use (eg., blood/urine drug level) is available. In other cases, one may merely suspect drug or substance use (eg., if the patient has injection marks). This data element indicates whether there is either suspicion or evidence of [alcohol use](#). No distinction is made between suspicion and evidence because criteria for each category are too difficult to define.

Guide for use:

Code this item for each *injury* case, regardless of the severity of *injury*, age of the injured person, or *intent* of the *injury event*.

If more information is available (eg., type of suspicion or evidence, characterisation of others involved in the *injury event*), please add this detail to the narrative.

C7 - PSYCHOACTIVE DRUG OR SUBSTANCE USE: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 No information available

2 No suspicion or evidence of [psychoactive drug or other substance use](#) by any person involved in the [injury event](#)

Includes:

- no suspicion arising from the report of the injured person or a relevant informant
- no suspicion arising from observing the injured person or others involved in the *injury event* (eg., no physical marks related to drug use, no erratic behaviour, no slurred speech)
- biological evidence from injured person or others does not indicate drug or other substance use (eg., a negative blood/urine drug level)

3 Suspicion or evidence of psychoactive drug or other substance use by the injured person

Includes:

- suspicion arising from the report of the injured person or a relevant informant
- suspicion arising from observing the injured person (eg., physical marks related to drug use, erratic behaviour, slurred speech)
- biological evidence from injured person indicates drug or other substance use (eg., a positive blood/urine drug level)

4 Suspicion or evidence of psychoactive drug or other substance use by other persons involved in the *injury event*

Includes:

- suspicion arising from the report of the injured person or a relevant informant
- suspicion arising from observing others involved in the *injury event* (eg., physical marks related to drug use, erratic behaviour, slurred speech)
- biological evidence from other persons involved in the *injury event* indicates drug or other substance use (eg., a positive blood/urine drug level)

5 Suspicion or evidence of psychoactive drug or other substance use by both the injured person and other persons involved in the *injury event*

NOTE: Use this code when codes 3 and 4 would both apply.

V - VIOLENCE MODULE

Introduction:

The [Violence](#) Module provides additional information about intentional injuries, whether self-inflicted or directed at others. The module consists of seven data elements. These elements are listed in the table below, along with the [Intent](#) codes to which they relate.

Violence Module Data Element	Intent: first-level and second-level codes								
	1	2	3	4.1	4.2	5	6	8	9
V1 Proximal risk factors for intentional self-harm		X							
V2 Previous suicide attempt		X							
V3 Victim/perpetrator relationship			X						
V4 Sex of perpetrator			X						
V5 Context of assault			X						
V6 Type of legal intervention				X					
V7 Type of conflict					X				

Context:

The [Violence](#) Module provides data collectors with uniform code sets to better describe the problem of fatal and nonfatal [injuries](#) related to *violence*. The data from this module can help practitioners identify circumstances that put individuals at risk for *violence*-related *injury* and guide development of prevention strategies.

Guide for use:

For each relevant data element noted in *Intent*, select the appropriate code.

Notes:

Certain data elements are to be included as a minimum for *violence*-related *injury*, while others are optional (Ref. WHO Guidelines for *Injury* Surveillance in Less-Resourced Environments). The former include [Perpetrator/victim relationship](#) and precipitating factors ([Context of assault](#), [Proximal risk factors for intentional self-harm](#)). It is also strongly recommended that the object be coded.

The *classification* of data elements for *violence*-related injuries is compatible with *ICD-10* External Causes (Chapter XX) .

No single ideal data source exists that will provide quality information about *violence*-related injuries. An acute care setting such as an emergency department will probably be the most commonly used source of data on all types of injuries, including those related to *violence*. However, when gathering data about violent injuries, two major issues must be considered.

Firstly, certain types of [intentional injury events](#) tend to be missed. For example, abuse of partners, children, and elders may masquerade as *unintentional injury event*. While the emergency room is probably the best single source of data, one must recognise that information about injuries and events leading up to them will most likely be elicited from the victim, with attendant personal biases. To enhance the quantity and quality of data about *violence*-related injuries, data collectors must link to other sources such as law enforcement agencies, victims' crisis centres, and shelters.

Secondly, extreme care, sensitivity, and confidentiality must be *exercised* in extracting information from patients who have already undergone trauma from a violent event. Therefore, persons who gather and document *injury* information must be highly sensitised and well-trained. Moreover, services should be made available to the victim to immediately alleviate some of the trauma—both mental and physical—of the *injury event*.

V1 - PROXIMAL RISK FACTORS FOR INTENTIONAL SELF-HARM

Status:

Tested 1999

Version:

1.2

Required field length:

n.n

Definition:

The most recent crises that led to the self-harm incident.

Context:

In many countries, [intentional self-harm](#) contributes to a large number of injuries. To better understand injuries related to this type of [violence](#), it is important to collect information about factors that may be associated with such events. This information will help guide development of effective prevention strategies.

Guide for use:

Code this data element for all injuries related to *intentional self-harm*.

Select up to three factors, most recent to the [injury event](#), that describe the reasons for the self-harm attempt.

If there is provision for only one factor, select the most recent factor.

Note:

This [classification](#) is among the most “exploratory” classifications in the ICECI. Little is known about the relationship between suicide events and some of the factors listed in the codes.

These factors may be associated with the event, but the degree to which they precipitated it is unknown. Therefore, data collected by using this element may contribute to the formulation of hypotheses to elucidate these relationships.

**V1 - PROXIMAL RISK FACTORS FOR INTENTIONAL SELF-HARM:
OVERVIEW OF CODES**

- 1 Conflict in relationship with family member, partner, or friend**
- 2 Death of a relative, partner, or friend**
- 3 Physical problem**
- 4 Psychological/psychiatric condition**
- 5 Income-related/financial problem**
- 6 Abuse**
- 7 Legal system encounter**
- 8 Other specified [proximal risk factor](#)**
- 9 Unspecified proximal risk factor**

V1 - PROXIMAL RISK FACTORS FOR INTENTIONAL SELF-HARM: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Conflict in relationship with family member, partner, or friend

- 1.1 With spouse, partner, boy/girlfriend
- 1.2 With parent
- 1.3 With offspring
- 1.8 With other specified family member, partner, or friend
- 1.9 With unspecified family member, partner, or friend

2 Death of a relative, partner, or friend

- 2.1 Suicide of a relative, partner or friend
 - Includes:
 - suicide pacts
- 2.8 Other manner of death of a relative, partner or friend
 - Includes:
 - murder
- 2.9 Unspecified manner of death of a relative, partner or friend

3 Physical problem

- 3.1 HIV/AIDS
- 3.2 Unwanted pregnancy
 - Includes:
 - abortion
- 3.8 Other specified physical problem
 - Includes:
 - cancer, Alzheimer's disease
- 3.9 Unspecified physical problem

4 Psychological/psychiatric condition

- Excludes:
 - accidental overdose of medication
- 4.1 Substance abuse
 - Includes:
 - dependency on prescribed drug, alcohol, or illegal drug
- 4.2 Post-partum depression
 - Includes:
 - puerperal psychosis
 - Excludes:
 - chronic depression ([4.8](#))
- 4.8 Other specified psychological/psychiatric condition

Includes:

- chronic depression, conduct disorder

4.9 Unspecified psychological/psychiatric condition

5 Income-related/financial problem

5.1 Work-related

Includes:

- loss of employment

5.2 Dowry

5.8 Other specified income-related/financial problem

5.9 Other unspecified income-related/financial problem

6 Abuse

6.1 Sexual abuse

Includes:

- rape, sodomy

6.2 Physical abuse

6.3 Neglect

6.8 Other specified abuse

6.9 Unspecified abuse

7 Legal system encounters

Includes:

- self-harm while incarcerated

8 Other specified proximal risk factor

8.1 School-related problem

8.2 Religious belief/affiliation

8.3 Cultural issue

8.8 Other specified proximal risk factor

9 Unspecified proximal risk factor

V2 - PREVIOUS SUICIDE ATTEMPT

Status:

Tested 1999

Version:

1.2

Required field length:

n

Definition:

Whether or not the injured person attempted suicide before.

Context:

This variable gives behavioural scientists insight into the ratio of “first-timers” to repeat attempters.

Guide for use:

Code this data element for all injuries related to [intentional self-harm](#).

V2 - PREVIOUS SUICIDE ATTEMPT: FULL LIST OF CODES

1 **Yes**

2 **No**

V3 - VICTIM/PERPETRATOR RELATIONSHIP

Status:

Tested 1999

Version:

1.2

Required field length:

n.n

Definition:

The relationship of the person committing the violent act to the injured person.

Context:

Intentional [injury](#) surveillance systems collect mainly information about injured persons.

However, to better understand the type of [violence](#) (eg., family *violence* vs. *violence* committed by strangers), it is important to collect information about the person(s) inflicting the *injury*. Such information will help determine the main types of *violence* that are prevalent in a society and will help practitioners develop effective prevention strategies.

Guide for use:

Code this data element for all injuries related to [assault](#). Select the code that best describes the relationship of the perpetrator to the victim at the time of the incident. Note that for this surveillance, the use of the words “victim” and “perpetrator” imply no judgement, legal or otherwise.

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

If there are several perpetrators, code information about the perpetrator who contributed most to the *injury*.

V3 - PERPETRATOR/VICTIM RELATIONSHIP: OVERVIEW OF CODES

- 1 Spouse or partner**
- 2 Parent**
- 3 Other relative**
- 4 Unrelated care giver**
- 5 Acquaintance or friend**
- 6 Official or legal authority**
- 7 Stranger**
- 8 Other specified relationship**
- 9 Unspecified relationship**

V3 - PERPETRATOR/VICTIM RELATIONSHIP: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Spouse or partner

1.1 Legal spouse

Includes:

- relationship sanctioned by law.

Excludes:

- separated spouse ([1.4](#))

1.2 Cohabiting partner

Includes:

- cohabiting relationship not sanctioned in ceremonies officiated by a marriage celebrant
- same-sex marriage
- common-law marriage

1.3 Non-cohabiting partner

Includes:

- visiting partner
- boyfriend/girlfriend
- same sex partner

Excludes:

- early dating partner, prior to the acknowledgment of a relationship ([5.2](#))

1.4 Ex-spouse

Includes:

- divorced or separated spouse, both legal and common-law

1.5 Ex-partner

Includes:

- former boyfriend or girlfriend (heterosexual or same sex)

1.9 Unspecified spouse or partner

Includes:

- sexual or emotional relationship of some standing, the exact nature and status of which are unclear.

2 Parent

Includes:

- biological, legally-adoptive, and step-parent

Excludes:

- foster parent ([4.1](#))

2.1 Father/Mother

Excludes:

- step-parent ([2.2](#))

2.2 Step-parent

Includes:

- present spouse (legal or common-law) of victim's parent

2.9 Unspecified parent

3 Other relative

3.1 Full sibling

Includes:

- person with the same mother and father as the victim.

3.2 Partial sibling/half sibling

Includes:

- person who has one parent in common with victim.

3.3 Step-sibling

Includes:

- child of injured person's step-parent; no blood relationship.

3.4 Grandparent

3.5 Offspring

3.6 Other blood relative

Includes:

- uncles, aunts, nephews, nieces, cousins, etc.

3.7 In-laws

Includes:

- relatives by marriage.

3.8 Other specified relative

3.9 Unspecified relative

4 Unrelated care giver

NOTE: All perpetrators who function in the capacity of care giver but are not related to the injured person by family ties.

4.1 Foster parent

4.2 Care giver in institution

Includes:

- care-giving staff of orphanage
- child or adult daycare
- [school](#)
- dormitory
- prison
- other residential institution.

Excludes:

- administrative or support staff of institution (eg. kitchen staff, [5.8](#))

4.3 Health care provider

Includes:

- [home](#) health care provider

4.8 Other specified unrelated care giver

Includes:

- baby sitter

Excludes:

- parent's partner ([5.1](#))

4.9 Unspecified unrelated care giver

Includes:

- nursing assistant, geriatric aide

5 Acquaintance or friend

5.1 Parent's partner

Includes:

- parent's boyfriend/girlfriend (same sex or heterosexual)
- a visiting or non-cohabiting relationship of some duration and standing

Excludes:

- step-parent or common-law partner of parent ([2.2](#))

5.2 Date

Includes:

- new or casual relationship

5.3 Roommate

Includes:

- shared accommodation and housekeeping arrangement in a residential setting whose primary focus is non-commercial.

Includes:

- cell mate
- dormitory mate at an orphanage, boarding [school](#), or care facility

Excludes:

- guest at a hotel, guest house, or similar commercial enterprise ([7](#))
- family or household member ([1](#), [2](#), or [3](#))

5.4 Business relation

Includes:

- employer
- employee
- co-worker
- client (including sex workers)

5.5 Neighbour

5.6 Institutional co-member

Includes:

- gang member
- *school mate*

5.7 Other specified friend

Includes:

- an attachment through feelings of affection or personal regard.

5.8 Other specified acquaintance

Includes:

- perpetrator known to the victim but not considered a friend.

5.9 Unspecified acquaintance or friend

6 Official or legal authority

6.1 Military

Includes:

- Army
- Navy
- Coast Guard
- Marine Corps
- Air Force

Excludes:

- police ([6.2](#))
- National Guard ([6.2](#))
- fire services ([6.3](#))

6.2 Police

NOTE: Security forces charged with protecting citizens' personal safety.

Includes:

- national, regional, state, provincial, and community police or police reserve
- National Guard

Excludes:

- military ([6.1](#))
- non-security forces ([6.3](#))
- private security ([6.4](#))

6.3 Other national/official authority

Includes:

- fire services, emergency or disaster response officer
- warden, prison officer
- non-security forces

6.4 Other security group

Includes:

- commercial security firm
- estate police
- security hired by individual or establishment (ie., private security)

6.5 Civilian authority

Includes:

- recognised/registered private organisation (eg., civic organisation)

Excludes:

- private security group ([6.4](#))
- 6.8 Other specified official or legal authority**
- 6.9 Unspecified official or legal authority**

7 Stranger

7.1 Vigilante group

Includes:

- group of strangers with a pre-meditated, common objective of exacting justice.

7.2 Mob

7.8 Other specified stranger

7.9 Unspecified stranger

8 Other specified relationship

8.1 Prisoner/detainee

Includes:

- police officer bitten by a suspect during detention

8.2 Person executing a felony/crime

Includes:

- store owner injured by a burglar

8.3 Person interceding in a crime

Includes:

- burglar injured by the store owner

8.8 Other specified relationship

9 Unspecified relationship

V4 - SEX OF PERPETRATOR

Status:

Tested 1999

Version:

1.2

Required field length:

n

Definition:

The sex of the person who inflicted the [injury](#).

Context:

This data element provides additional information about the person who caused the violent *injury*.

Guide for use:

Code this data element for all injuries related to [assault](#).

V4 - SEX OF PERPETRATOR: FULL LIST OF CODES

1 **Male**

2 **Female**

9 **Unknown**

V5 - CONTEXT OF ASSAULT

Status:

Tested 1999

Version:

1.2

Required field length:

n.n.n

Definition:

The circumstances surrounding the violent [injury event](#).

Context:

A large number of injuries occur during *assaults*. However, little is known about the type of [assaults](#) during which injuries occur (eg., family quarrels, drug-related incidents, gang-related [violence](#), etc.). To better understand *violence*-related injuries, it is important to collect information about the circumstances in which *injury*-causing *assaults* occur. This information can help guide development of prevention strategies.

Guide for use:

Code this data element for all injuries related to *assault*.

Select up to three codes for contextual factors, most recent to the *injury event*, that describe the reason for the *assault*.

If there is provision for only one factor, select the most recent factor.

V5 - CONTEXT OF ASSAULT: OVERVIEW OF CODES

- 1 **Altercation**
- 2 **Illegal acquisition or attempted illegal acquisition of money or property**
- 3 **Drug-related incident**
- 4 **Sexual [assault](#)**
- 5 **Gang-related incident**
- 6 **Other crime**
- 8 **Other specified [context of assault](#)**
- 9 **Unspecified *context of assault***

V5 - CONTEXT OF ASSAULT: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Altercation

Includes:

- disagreement, argument, quarrel

Excludes:

- drug-related altercation ([3](#))

1.1 About family issues

1.1.1 About children

Includes:

- foster children

1.1.2 About in-laws

1.1.3 About dowry issues

1.1.4 About family honour

1.1.8 About other specified family issues

1.1.9 About unspecified family issues

1.2 About personal issues

1.2.1 About current love relationship

1.2.2 About terminating a love relationship

Includes:

- desertion

1.2.3 About sex

Includes:

- sexual jealousy/rivalry over a lover
- love triangle altercation
- rejection

Excludes:

- sexual [assault](#) ([4](#))

1.2.8 About other specified personal issues

1.2.9 About unspecified personal issues

1.3 About personally-held views

1.3.1 Regarding politics

1.3.2 Regarding religious or spiritual matters

1.3.3 Regarding cultural issues

1.3.4 Regarding racial/ethnic issues

1.3.5 Regarding issues of gender and/or sexual orientation

1.3.8 Regarding other specified personal views

1.3.9 Regarding unspecified personal views

1.4 About business/financial issues

- 1.4.1 About loss of employment
- 1.4.2 About other financial losses related to employment or business
 - Excludes:
 - drug-related business (3)
- 1.4.3 Other employment disputes
- 1.4.4 About money or property
 - Includes:
 - Land, food, or other possessions
- 1.4.8 About other specified business/financial issue
- 1.4.9 About unspecified business/financial issue

1.5 About [sports](#) and other [leisure](#)

- 1.5.1 About gambling
 - Includes:
 - wagering on a sporting event
- 1.5.2 About *sports*
 - Excludes:
 - wagering on a sporting event (1.5.1)
- 1.5.8 About other specified [leisure](#) activity
- 1.5.9 About unspecified *leisure* activity

1.8 Other specified altercation

- 1.8.1 About traffic
- 1.8.2 Malicious misconduct
 - Includes:
 - speaking ill of person(s)
- 1.8.3 Bullying, intimidation
- 1.8.4 About past altercation
- 1.8.8 Other specified altercation

1.9 Unspecified altercation

2 Illegal acquisition or attempted illegal acquisition of money or property

Excludes:

- drugs as property (3)
- kidnapping (6.2)

2.1 Burglary

Includes:

- attempting to enter a structure to commit a theft (ie., breaking and entering)

2.2 Robbery

Includes:

- attempting to take property by force or threat of force

2.2.1 Unarmed robbery

2.2.2 Armed robbery

Includes:

- robbery using a knife, gun, etc

2.2.9 Unspecified robbery

2.8 Other specified illegal/attempted illegal acquisition

2.9 Unspecified illegal/attempted illegal acquisition

3 Drug-related incident

3.1 Selling drugs/drug business

3.2 Argument over possession, use, or cost of drugs

3.3 Failure to pay a drug debt

3.4 Probable drug involvement, but no positive evidence

3.8 Other specified drug-related incident

3.9 Unspecified drug-related incident

4 Sexual [assault](#)

4.1 Rape, attempted rape

Includes:

- penetration with an object

4.2 Sodomy, attempted sodomy

Includes:

- penetration with an object

4.3 Touching or fondling of genitals

4.4 Oral sex

4.8 Other specified sexual *assault*

4.9 Unspecified sexual *assault*

5 Gang-related incident

5.1 Gang initiation

5.2 Gang rivalry

5.8 Other specified gang-related incident

5.9 Unspecified gang-related incident

6 Other criminal activity

6.1 Blackmail

Includes:

- extortion

6.2 Kidnapping

Includes:

- ransom

6.3 Contract injuring or killing

6.4 Drive-by shooting

6.8 Other specified criminal activity

Excludes:

- theft (2)
- drug-related crime (3)
- sex-related crime (4)

6.9 Unspecified or suspected criminal activity

8 Other specified [context of assault](#)

8.1 Retaliation/revenge

8.2 Mercy killing, euthanasia

Includes:

- attempted mercy killing, euthanasia

8.3 Neglect

8.4 Torture

8.5 Mistaken identity

8.8 Other specified context

9 Unspecified context of assault

V6 - TYPE OF LEGAL INTERVENTION

Status:

Tested 1999

Version:

1.2

Required field length:

n.n

Definition:

The [type of legal intervention](#) during which a person was injured.

Context:

Details about injuries caused in the course of legal intervention may provide information to guide injuries related to law enforcement.

Guide for use:

Code this data element for all injuries inflicted by a law enforcement officer acting in an official capacity. Include injuries inflicted by an object or animal that may be considered an extension of the officer (eg., a police dog).

Select the category that best describes the *type of legal intervention*.

If two or more categories are judged to be equally appropriate, select the gravest situation operating at the time of the incident.

Note:

The victim will typically be a suspect or bystander. If an officer is the victim, consider the [injury event](#) an [assault](#), not related to legal intervention. The only exception is if the officer is injured by another officer in the line of duty.

V6 - TYPE OF LEGAL INTERVENTION: OVERVIEW OF CODES

- 1 Potential arrest situation
- 2 Response to a disturbance call
- 3 Ambush situation
- 4 Civil disorder
- 5 Handling, transporting, custody of prisoner(s)
- 6 Execution of a legal sentence
- 8 Other specified [type of legal intervention](#)
- 9 Unspecified *type of legal intervention*

V6 - TYPE OF LEGAL INTERVENTION: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Potential arrest situation

1.1 Traffic pursuit

Includes:

- refusal to stop or pull over

1.2 Investigation of a suspicious person or incident

Includes:

- execution of a search warrant

1.3 Execution of an arrest

1.8 Other specified arrest situation

1.9 Unspecified arrest situation

2 Response to a disturbance call

2.1 Family dispute

2.2 Person behaving aberrantly

2.8 Other specified disturbance call

Includes:

- bar fight

2.9 Unspecified disturbance call

3 Ambush situation

NOTE: Entrance or invasion of premises without warning or notice; situation with a deliberate element of surprise.

Includes:

- drug raid

4 Civil disorder

Includes:

- mass disobedience, riot

5 Handling, transporting, custody of prisoner(s)

6 Execution of a legal sentence

Includes:

- whipping
- other forms of corporal punishment and capital punishment as ordered by a judge

8 Other specified type of [legal intervention](#)

9 Unspecified type of legal intervention

V7 - TYPE OF CONFLICT

Status:

Tested 1999

Version:

1.2

Required field length:

n.n

Definition:

Type of war or civil conflict underway when the [injury](#) occurred.

Context:

It is exceedingly difficult to collect data during times of war or civil conflict. However, some attempt has been made to distinguish between the various types of conflict.

The information collected for this data element is especially useful when combined with demographic information about the victim (including whether civilian or military); the type of weapon used (coded in [Mechanism of injury](#) or [Object/substance producing injury](#)); and the source of conflict (coded in [Context of assault](#)).

Guide for use:

Code this data element for all injuries related to operations of war or civil conflict.

V7 - TYPE OF CONFLICT: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Civil war/guerrilla operation

NOTE: Organised conflict between groups or factions within one country.

Includes:

- revolution, coup d'etat

2 War

NOTE: Conflict between two or more countries.

3 Terrorism

4 Civil insurrection

Includes:

- riots, protests, strikes, sit downs, blockages, etc.

5 Post-conflict incident

Includes:

- explosion of devices (eg., mines) placed during the conflict

8 Other specified [type of conflict](#)

9 Unspecified type of conflict

T - TRANSPORT MODULE

Introduction:

The Transport Module provides basic information about transport-related injuries. It has four data elements: [Mode of transport](#), [Role of the injured person](#), [Counterpart](#), and [Type of transport injury event](#).

Context:

[Transport injury events](#) are among the leading causes of injuries that result in death and hospitalisation. This module is designed to collect data about the circumstances in which these injuries occur. Such information can help guide prevention strategies.

Neither the basic ICECI nor this module is designed to code detailed information about *transport injury events*, such as [road](#) conditions, speeding, or the use of occupant restraints. However, this information, when it is available, may be recorded in a text description of how the *injury* occurred. It may also be possible to use codes from [Object/substance producing injury](#) to identify some objects involved in collisions (eg., a tree, 13.01.35).

Guide for use:

Code the Transport Module for all injuries that involve a device designed primarily for, and being used at the time primarily for, conveying persons or goods from one place to another. Always code all four data elements for this module.

[Transport devices](#) include:

- [land transport vehicles](#), including on- and [off-road vehicles](#), which may or may not be motor driven
- [watercraft](#)
- [aircraft](#)

Code an *injury* to a person [travelling](#) on foot or using a [pedestrian conveyance](#) only when a *transport device* is involved.

Notes about inclusions:

A [transport device](#) must be involved in the [injury event](#).

The injured person may be:

- a [pedestrian](#), including user of a *pedestrian conveyance* (eg., baby carriage or stroller, in-line skates, wheelchair)
- a user of a *transport device*

The injured person does not have to be a user of a *transport device* or a *pedestrian*. All of the following would be included:

- a person at a [sidewalk](#) café who was hit by a *car* that went out of control
- a swimmer who was hit by a boat
- a person on the ground who was injured when a plane crashed

Transport injury events include falls in or from the following *transport devices* when they were not involved in a derailment, collision, or crash

railway trains or [rail vehicles](#) and [streetcars](#)
watercraft
Aircraft (including injuries to parachutists)

Transport injury events also include:

poisoning from exhaust gas generated by a vehicle in motion
injury from being thrown against some part of, or object in, a vehicle in motion
injury from a moving part of a vehicle in motion (eg., catching one's hand or neck in a moving [car](#) window)
injuries associated with *machinery* on board *watercraft* (see Type of Transport *Injury* data element for details).

Notes about exclusions:

The following types of events are not considered *transport injury events*:

Events in which *pedestrians*, or persons using *pedestrian conveyances*, are injured but there is no involvement of a *transport device*. None of the following would be included:

a *pedestrian* who fell on a *sidewalk*
an in-line skater who collided with a utility pole
a person in a wheelchair who collided with a *pedestrian*

Events due to cataclysm (earthquake, volcanic eruption, avalanche, landslide or other earth movement, cataclysmic storm, flood). Neither of the following would be included:

injury due to a vehicle being caught in an avalanche or landslide
injury to a motorcyclist swept off the *road* by a sudden flood

Events unrelated to the movement or operation of a *transport device*. Neither of the following events would be included:

a child putting a bean in her ear while riding in a *car*
being stung by a bee while riding in a *car* (as long as it did not result in loss of control and a collision or crash)

Events involving land *transport devices* not in use for transport at the time (eg., *injury* due to a vehicle under repair in a garage or driveway *falling* on the person repairing it)

Other notes:

T1 - MODE OF TRANSPORT

Status:

Taxonomic review August 2002

Version:

1.2

Required field length:

nn.n

Definition:

The means by which the injured person was [travelling](#) from one place to another.

Context:

The way in which the injured person was *travelling* (eg., on foot, in an on- or [off-road vehicle](#), in [watercraft](#)) is the most important factor to identify for use in preventing transport injuries. This information is classified using the Mode of Transport data element, which is based on the information for categories V01 to V99 in Chapter XX of *ICD-10*.

Guide for use:

Code Mode of Transport whenever the Transport Module is used.

Select the code that best characterises how the injured person was *travelling* or, if not *travelling*, what he or she was doing at the time of [injury](#) in the context of a transport event. Therefore, the 'activity' (or what the injured person was doing at the time of the *injury*) is to be interpreted in the context of the specific codes listed in the transport module. For instance, if a child was riding a bicycle for [leisure](#) around his [home](#), fell off, and got injured, then the [mode of transport](#) would be [pedal cycle \(2\)](#).

If the injured person is described as crushed, dragged, hit, injured, killed, knocked down, or run over by any vehicle, and the transport event description does not specify the injured person as being a [vehicle occupant](#), code the injured person as a [pedestrian \(1\)](#).

If the injured person's *mode of transport* is not identified but it is known that the event was a collision, crash, wreck, or other *injury event* involving a *car*, bicycle, or other specified vehicle, code the injured person as a user of the vehicle mentioned.

If the injured person's *mode of transport* is not identified and more than one vehicle is mentioned, do not assume which vehicle the victim occupied unless the vehicles are the same (eg., all cars). Instead, code Unspecified *mode of transport (99)*.

Note that a person boarding or alighting from a vehicle is considered a user of the vehicle.

T1 - MODE OF TRANSPORT: OVERVIEW OF CODES

- 1 [Pedestrian](#)
- 2 [Pedal cycle](#)
- 3 Other non-motorised [transport device](#)
- 4 [Two-wheeled motor vehicle](#)
- 5 [Three-wheeled motor vehicle](#)
- 6 [Light transport vehicle](#) *with four or more wheels*
- 7 [Heavy transport vehicle](#)
- 8 [Rail vehicle](#)
[Special industrial, agricultural, or construction vehicle](#)
- 9 [Special industrial, agricultural, or construction vehicle](#)
Special industrial, agricultural, or construction vehicle
- 10 Special all-terrain or [off-road vehicle](#)
- 11 [Watercraft](#)
- 12 [Aircraft](#)
- 98 Other specified [mode of transport](#)
- 99 Unspecified *mode of transport*

T1 - MODE OF TRANSPORT: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 [Pedestrian](#)

1.1 [Person on foot](#)

Includes:

- person at the side of the road, changing tyre of a vehicle, making adjustment to the motor of a vehicle
- bystander
- *pedestrian*, NOS

1.2 **Person using a [pedestrian conveyance](#)**

Includes:

- ice and in-line skates
- skis
- sled
- push-cart
- motorised or hand-powered wheelchair
- the person riding in, as well as the person pushing or pulling, a baby carriage/stroller, wheelchair, person-drawn rickshaw, etc.

2 [Pedal cycle](#)

Includes:

- unpowered bicycle
- unpowered tricycle
- cycle rickshaw

Excludes:

- motorised *pedal cycle* ([4.1](#) or [4.2](#))
- child's toy tricycle (not a *transport device*)

3 **Other non-motorised [transport device](#)**

3.1 **Animal-drawn vehicle**

3.2 **Animal being ridden**

3.8 **Other specified non-motorised *transport device***

3.9 **Unspecified non-motorised *transport device***

4 [Two-wheeled motor vehicle](#)

4.1 **Motorised bicycle**

Includes:

- moped
- Vespa™
- scooter model of motorised bicycle

Excludes:

- motorised tricycle ([5](#))

4.2 Motorcycle

Includes:

- motorcycle with sidecar
- scooter model of motorcycle

Excludes:

- dirt bike ([10.8](#))

4.8 Other specified two-wheeled motor vehicle

4.9 Unspecified two-wheeled motor vehicle

5 [Three-wheeled motor vehicle](#)

Includes:

- motorised tricycle
- motorised rickshaw
- three-wheeled motor *car*

Excludes:

- three-wheeled all-terrain vehicle ([10.8](#))

6 [Light transport vehicle](#) with four or more wheels

6.1 Motor [car](#), station wagon, minivan, jeep, sport utility vehicle, 4x4

Includes:

- vehicle with up to 10 seats

Excludes:

- four-wheeled all-terrain vehicle ([10.8](#))
- *light transport vehicle* (LTV) with four or more wheels used in sport and [leisure](#) activities ([6.4](#))
- minibus, *passenger van* ([6.2](#))

6.2 Minibus, passenger van

Includes:

- vehicle with 11-19 seats

Excludes:

- [bus](#), coach ([7.1](#))
- *light transport vehicle* (LTV) with four or more wheels used in sport and *leisure* activities ([6.4](#))
- minivan ([6.1](#))

6.3 [Pick-up truck](#), goods or work van, ambulance, motor home

Excludes:

- minivan ([6.1](#))
- minibus, passenger van ([6.2](#))

6.4 *Light transport vehicle* with four or more wheels used in sport and *leisure* activities

Includes:

- go cart

- racing car
 - golf cart
- 6.8 Other specified *light transport vehicle* with four or more wheels**
- 6.9 Unspecified *light transport vehicle* with four or more wheels**

7 Heavy transport vehicle

7.1 Bus or coach

Includes:

- vehicle with 20 or more seats

Excludes:

- minibus, passenger van ([6.2](#))

7.2 **Truck**

Includes:

- tractor-trailer, articulated lorry, 18-wheeler, rig
- panel truck
- fire truck
- tow truck

Excludes:

- *pick-up truck*, goods or work van ([6.3](#))

7.8 **Other specified heavy transport vehicle**

7.9 **Unspecified heavy transport vehicle**

8 Rail vehicle

8.1 **Railway train**

8.2 Streetcar, tram

8.3 **Funicular, monorail**

Excludes:

- cable car, not on rails ([98](#))
- ski chair-lift ([98](#))
- ski lift with gondola ([98](#))

8.8 **Other specified rail vehicle**

8.9 **Unspecified rail vehicle**

9 Special industrial, agricultural, or construction vehicle

Excludes:

vehicle in stationary use or maintenance (not considered a *transport device*)

9.1 **Special vehicle used in industry**

Includes:

- battery-powered airport *passenger* vehicle
- forklift
- coal-car in mine

9.2 **Special vehicle used in agriculture**

Includes:

- tractor
- combine
- self-propelled [farm machinery](#)

9.3 Special vehicle used in construction

Includes:

- bulldozer
- digger
- mechanical shovel
- dump truck

10 Special all-terrain or [off-road vehicle](#)

10.1 Snowmobile

10.2 Hovercraft operating on land or swamp

10.8 Other specified all-terrain or *off-road vehicle*

Includes:

- dirt bike
- three- or four-wheeled all-terrain vehicle
- quad motorcycle
- dune buggy

10.9 Unspecified all-terrain or *off-road vehicle*

11 [Watercraft](#)

11.1 Merchant ship

Includes:

- cargo ship
- freighter
- oil tanker

11.2 [Passenger ship](#)

Includes:

- ferry
- ocean/*passenger* liner, cruise ship

11.3 Fishing boat, trawler

11.4 Other specified powered (motorized) *watercraft*

Includes:

- dingy (dinghy)/rowboat with outboard motor
- hovercraft in use over water, land or swamp
- houseboat
- motorboat, powered boat
- motorized yacht
- personal powered *watercraft*
- submarine

11.5 Sailboat, unpowered yacht

Excludes:

- schooner, tall ship ([11.8](#))

11.8 Other specified unpowered *watercraft*

Includes:

- dingy (dinghy)/rowboat, unpowered
- kayak, canoe
- inflatable raft, raft NOS
- paddle ski
- pirogue, piragua
- schooner, tall ship
- surf board
- unpowered *watercraft* NOS
- wave board, windsurfer

11.9 *Watercraft*, unspecified as powered or unpowered

12 [Aircraft](#)

12.1 Powered *aircraft*

Includes:

- airplane, aeroplane
- helicopter
- ultralight, microlight, powered glider
- blimp, dirigible

Excludes:

- space craft ([12.4](#))

12.2 Unpowered *aircraft*

Includes:

- balloon
- glider
- hang-glider

12.4 Space craft

12.5 Parachute used in descent from damaged *aircraft*

12.6 Parachute used in descent from undamaged *aircraft*

Includes:

- parachute used in voluntary jump from undamaged *aircraft*

12.9 Unspecified *aircraft*

98 Other specified [mode of transport](#)

Includes:

- cable car (not on rails)
- ice- and land-yacht
- ski chair-lift
- ski lift with gondola

Excludes:

- other non-motorised [transport devices](#) ([3.1–3.9](#))

99 Unspecified mode of transport

T2 - ROLE OF THE INJURED PERSON

Status:

Taxonomic review August 2002

Version:

1.2

Required field length:

n

Definition:

How the injured person was involved with the specified [mode of transport](#) at the time of the [injury event](#).

Context:

A person injured in a *transport injury event* was fulfilling one of a variety of roles at the time of *injury*. Examples of common roles are [driver](#) (or rider) of a vehicle (or animal) and [passenger](#) in a vehicle. This information is classified using the Role of the Injured Person data element, which is based on the fourth character codes for categories V01 to V79 in Chapter XX of *ICD-10*.

Guide for use:

Code Role of the Injured Person for all [transport injury events](#).

Select the code that best characterises the *role of the injured person*, with respect to the *Mode of transport* already coded.

If the transport event description does not indicate the injured person's role (eg., all that is known is that the event was a *car* or bicycle collision, crash, wreck, or other *injury event*), classify the role of the injured person as unspecified ([9](#)).

T2 - ROLE OF THE INJURED PERSON: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 [Person on foot](#), bystander

Excludes:

- person operating or riding in a [pedestrian conveyance](#) (2 or 3)

2 [Driver](#), rider, or operator

Includes:

- person driving a motor vehicle
- person riding a [pedal cycle](#)
- person pushing or pulling a *pedestrian conveyance* (eg., wheelchair, baby carriage)

Excludes:

- person boarding or alighting a vehicle (4)
- person riding in a *pedestrian conveyance* that is pulled or pushed by another person (eg., rickshaw , baby carriage, 3)

3 [Passenger](#)

Includes:

- person in a sidecar or trailer attached to a transport vehicle
- person riding in the cargo area of a truck, including the back of a pickup truck
- person riding in a *pedestrian conveyance* that is pulled or pushed by another person (eg., rickshaw, baby carriage)

Excludes:

- person boarding or alighting a vehicle (4)
- person on the outside of a vehicle (5)

4 **Person boarding or alighting a vehicle**

Includes:

- person getting into/on or out of/off a transport vehicle, including a [pedal cycle](#), or [pedestrian conveyance](#)

5 **Person on outside of vehicle**

Includes:

- person [travelling](#) on bodywork, bumper or fender, roof rack, running board or step, hanging onto the outside of a vehicle

Excludes:

- person riding in the back of a pickup truck or the cargo area of other truck

6 *Vehicle occupant* not otherwise specified

8 Other specified role of the injured person

9 Unspecified role of the injured person

T3 – COUNTERPART

Status:

Taxonomic review August 2002

Version:

1.2

Required field length:

nn.n

Definition:

The other vehicle, object, person, or animal (if any) with which the injured person, or the vehicle in which the injured person was [travelling](#), collided.

Context:

Many [transport injury events](#) involve collision of the injured person, or the vehicle in which the injured person was *travelling*, with one or more other people, animals, vehicles, or objects. These are referred to as [counterparts](#). In some events (eg., if a *car* rolls in a ditch, without a prior collision), there is no *counterpart*. This information is classified using the *Counterpart* data element, which is based on the information for categories V01 to V80 in Chapter XX of *ICD-10*.

Guide for use:

Code *Counterpart* whenever the transport module is used.

Select the code that best characterises the *counterpart* of the injured person or of the vehicle in or on which the injured person was *travelling*.

Note that parked vehicles are classified as fixed or [stationary objects](#) (13.1).

Code No *counterpart* (15) only if there is no collision.

Record the *counterpart* even if a collision occurred after, and perhaps because of, another event such as loss of control due to:

a burst tyre

[driver](#) inattention

excessive speed

a vehicle being hit by an object thrown at it or dropped onto it

If the *injury event* was caused by something being thrown at, dropping on, or *falling* on a vehicle, code as follows:

If loss of control of the vehicle resulted in a subsequent collision, code the *counterpart* as the item with which the vehicle subsequently collided.

If loss of control of the vehicle resulted in a rollover, if the *injury* was due to a sudden stop or swerving, or if the *injury* was directly due to the thrown, dropped, or [falling](#) object, code No *counterpart* (15).

A thrown, dropped, or *falling* object may be classified using the Object or Substance Producing *Injury* codes (eg., rock, [C3 16.01.08](#)).

T3 – COUNTERPART: OVERVIEW OF CODES

- 1 [Pedestrian](#)
- 2 [Pedal cycle](#)
- 3 Other non-motorised [transport device](#)
- 4 [Two-wheeled motor vehicle](#)
- 5 [Three-wheeled motor vehicle](#)
- 6 [Light transport vehicle](#) *with four or more wheels*
- 7 [Heavy transport vehicle](#)
- 8 [Rail vehicle](#)
- 9 [Special industrial, agricultural, or construction vehicle](#)
- 10 *Special all-terrain or* [off-road vehicle](#)
- 11 [Watercraft](#)
- 12 [Aircraft](#)
- 13 Fixed or [stationary object](#)
- 14 Animal
- 15 No [counterpart](#)
- 98 Other specified *counterpart*
- 99 Unspecified *counterpart*

T3 – COUNTERPART: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 [Pedestrian](#)

1.1 [Person on foot](#)

Includes:

- person at the side of the *road*, *changing* tyre of a vehicle, making adjustment to the motor of a vehicle
- bystander
- person NEC, NOS

1.2 **Person using a [pedestrian conveyance](#)**

Includes:

- ice and in-line skates
- skis
- sled
- push-cart
- motorised or hand-powered wheelchair
- the person riding in, as well as the person pushing or pulling, a baby carriage/stroller, wheelchair, person-drawn rickshaw, etc.

2 [Pedal cycle](#)

Includes:

- unpowered bicycle
- unpowered tricycle
- cycle rickshaw

Excludes:

- motorised *pedal cycle* ([4.1](#) or [4.2](#))
- child's toy tricycle (not a *transport device*)

3 **Other non-motorised [transport device](#)**

3.1 **Animal-drawn vehicle**

3.2 **Animal being ridden**

3.8 **Other specified non-motorised *transport device***

3.9 **Unspecified non-motorised *transport device***

4 [Two-wheeled motor vehicle](#)

4.1 **Motorised bicycle**

Includes:

- moped
- Vespa™

- scooter model of motorised bicycle

Excludes:

- motorised tricycle ([5](#))

4.2 **Motorcycle**

Includes:

- motorcycle with sidecar
- scooter model of motorcycle

Excludes:

- dirt bike ([10.8](#))

4.8 **Other specified two-wheeled motor vehicle**

4.9 **Unspecified two-wheeled motor vehicle**

5 **Three-wheeled motor vehicle**

Includes:

- motorised tricycle
- motorised rickshaw
- three-wheeled motor car

Excludes:

- three-wheeled all-terrain vehicle ([10.8](#))

6 **Light transport vehicle with four or more wheels**

6.1 **Motor car, station wagon, minivan, jeep, sport utility vehicle, 4x4**

Includes:

- vehicle with up to 10 seats

Excludes:

- four-wheeled all-terrain vehicle ([10.8](#))
- *light transport vehicle* (LTV) with four or more wheels used in sport and leisure activities ([6.4](#))
- minibus, *passenger van* ([6.2](#))

6.2 **Minibus, passenger van**

Includes:

- vehicle with 11-19 seats

Excludes:

- [bus](#), coach ([7.1](#))
- light transport vehicle (LTV) with four or more wheels used in sport and *leisure* activities ([6.4](#))
- minivan ([6.1](#))

6.3 **Pick-up truck, goods or work van, ambulance, motor home**

Excludes:

- minivan ([6.1](#))
- minibus, passenger van ([6.2](#))

6.4 ***Light transport vehicle with four or more wheels used in sport and leisure activities***

Includes:

- go cart
 - racing car
 - golf cart
- 6.8 Other specified *light transport vehicle* with four or more wheels**
- 6.9 Unspecified *light transport vehicle* with four or more wheels**

7 [Heavy transport vehicle](#)

7.1 [Bus](#) or coach

Includes:

- vehicles with 20 or more seats

Excludes:

- minibus, passenger van ([6.2](#))

7.2 **Truck**

Includes:

- tractor-trailer, articulated lorry, 18-wheeler, rig
- panel truck
- fire truck
- tow truck

Excludes:

- [pick-up truck](#), goods or work [van](#) ([6.3](#))

7.8 **Other specified heavy transport vehicle**

7.9 **Unspecified heavy transport vehicle**

8 [Rail vehicle](#)

8.1 **Railway train**

8.2 [Streetcar](#), tram

8.3 **Funicular, monorail**

Excludes:

- cable car, not on rails ([98](#))
- ski chair-lift ([98](#))
- ski lift with gondola ([98](#))

8.8 **Other specified *rail vehicle***

8.9 **Unspecified *rail vehicle***

9 [Special industrial, agricultural, or construction vehicle](#)

Excludes:

- vehicle in stationary use or maintenance (not considered a [transport device](#))

9.1 **Special vehicle used in industry**

Includes:

- battery-powered airport [passenger](#) vehicle
- forklift
- coal-car in mine

9.2 **Special vehicle used in agriculture**

Includes:

- tractor
- combine
- self-propelled [farm machinery](#)

9.3 Special vehicle used in construction

Includes:

- bulldozer
- digger
- mechanical shovel
- dump truck

10 Special all-terrain or [off-road vehicle](#)

10.1 Snowmobile

10.2 Hovercraft operating on land or swamp

10.8 Other specified all-terrain or *off-road vehicle*

Includes:

- dirt bike
- three- or four-wheeled all-terrain vehicle
- quad motorcycle
- dune buggy

10.9 Unspecified all-terrain or *off-road vehicle*

11 [Watercraft](#)

11.1 Merchant ship

Includes:

- cargo ship
- freighter
- oil tanker

Excludes:

- ferry ([11.2](#))

11.2 Passenger ship

Includes:

- ferry
- ocean/passenger liner, cruise ship

11.3 Fishing boat, trawler

11.4 Other specified powered (motorized) *watercraft*

Includes:

- dingy (dinghy)/rowboat with outboard motor
- hovercraft in use over water, land or swamp
- houseboat
- motorboat, powered boat
- motorized yacht
- personal powered *watercraft*
- submarine

11.5 Sailboat, unpowered yacht

Excludes:

- schooner, tall ship ([11.8](#))

11.8 Other specified unpowered *watercraft*

Includes:

- dingy (dinghy)/rowboat, unpowered
- kayak, canoe
- inflatable raft, raft NOS
- pirogue, piragua
- schooner, tall ship
- surf board
- unpowered *watercraft* NOS
- wave board, wind surfer

11.9 *Watercraft*, unspecified as powered or unpowered

12 [Aircraft](#)

12.1 Powered *aircraft*

Includes:

- airplane, aeroplane
- helicopter
- ultralight, microlight, powered glider
- blimp, dirigible

Excludes:

- space craft ([12.4](#))

12.2 Unpowered *aircraft*

Includes:

- balloon
- glider
- hang glider

12.4 Space craft

12.5 Parachute used in descent from damaged *aircraft*

12.6 Parachute used in descent from undamaged *aircraft*

Includes:

- parachute used in voluntary jump from undamaged *aircraft*

12.9 Unspecified *aircraft*

13 Fixed or stationary object

13.1 Vehicle parked at the side of a *road* or in a parking lot

13.2 Small loose object

Includes:

- fallen stone or rock
- tree branch

13.3 Small or light [fixed object](#)

Includes:

- small pole
- traffic sign
- bush
- small tree

13.4 Large or heavy *fixed object*

Includes:

- utility pole
- hydrant
- large or unspecified tree
- guard rail or boundary fence
- bridge or overpass abutment
- safety island
- inter-highway divider
- building

13.8 Other specified fixed or [stationary object](#)

Includes:

- boulder
- landslide or avalanche (not in motion)
- wall of hillside cut for *road*

13.9 Unspecified fixed or *stationary object*

14 Animal

14.1 Unattended animal

14.2 Animal being herded

14.8 Other specified animal

Excludes:

- animal pulling a conveyance ([3.1](#))

14.9 Unspecified animal

15 No counterpart

15.1 Sudden movement of vehicle, without collision, resulted in *injury*

Includes:

- sudden braking
- sudden swerving
- going around a corner too quickly

15.2 Rollover of vehicle without collision

15.9 No *counterpart*: unspecified

98 Other specified *counterpart*

Includes:

- cable car (not on rails)
- ice- and land-yacht
- ski chair-lift
- ski lift with gondola

99 Unspecified counterpart

T4 - TYPE OF TRANSPORT INJURY EVENT

Status:

Taxonomic review August 2002

Version:

1.2

Required field length:

N

Definition:

The general nature of the [transport injury event](#) and, for a land transport event, where it occurred.

Context:

Transport injury events may involve vehicles that operate on land, on water, or in the air, and the vehicles may be involved in the occurrence of injuries in several ways. Identification of these factors is important for [injury prevention](#). Land vehicles may be involved in [traffic injury events](#), which take place on [public highways](#), [streets](#) or [roads](#), or in [non-traffic injury event](#) while engaged in off-*road* transport. In addition, a vehicle may be the site of an *injury event* that is not related to a collision or crash. Basic information about the nature of the *transport injury event* is classified using Type of Transport Injury Event, which is based on the information for categories V01 to V99 in Chapter XX of *ICD-10*. The traffic/non-traffic distinction is necessary for mapping to V01 to V89.

Guide for use:

Code Type of Transport *Injury Event* for all *transport injury events*.

Select the code that best characterises where or how the *injury event* occurred.

Classify *injury events* involving more than one kind of transport as follows:

[aircraft](#) and land transport—Air or space transport crash or collision (6)

aircraft and [watercraft](#)—Air or space transport crash or collision (6)

watercraft and land transport—Water transport crash or collision (5)

Descriptions of land *transport injury events* do not always use the word traffic to describe an event that took place on a *public highway*, *street* or *road*, and they seldom use the term non-traffic to describe an event that occurred off the *road*. Therefore, be alert to any information that can help in classifying an event; consult the glossary for definitions of traffic and *non-traffic injury events*.

If no information exists about where a land *transport injury event* occurred, code Land *transport injury event* – unspecified whether traffic or non-traffic (3).

If the injured person was a *passenger* in a railway train, *rail vehicle*, or *streetcar* that was not operating on a *public highway*, *street* or *road*, and the vehicle was involved in a derailment, collision, or crash, code Other specified (8).

Code *Transport vehicle is site of injury event* (4) only if *Mode of transport* is coded Railway train or [rail vehicle](#), [Streetcar](#) or tram, *Watercraft*, or *Aircraft* (T1 [8.1](#), [8.2](#), [11.n](#), or [12.n](#)) and the vehicle is not involved in a derailment, collision, or crash.

T4 - TYPE OF TRANSPORT INJURY EVENT: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Land transport [traffic injury event](#)

Includes:

- events occurring on a [public highway](#), [street](#) or [road](#)

2 Land transport [non-traffic injury event](#)

Includes:

- events occurring entirely in any place other than a [public highway](#), [street](#) or [road](#) (eg., a child being run over when someone backed up a *car* in a driveway; a woman [falling](#) off her bicycle while riding on a path in the woods; a race car driver crashing at a race track)

3 Land *transport injury event* – unspecified whether traffic or non-traffic

4 Transport vehicle is site of *injury event*

Includes:

- fall in or from railway train or [rail vehicle](#), [streetcar](#) or tram, [watercraft](#), or [aircraft](#) (including parachute jumps)
- carbon monoxide poisoning due to engine malfunction in [land transport vehicle](#)
- accidental poisoning by gases or fumes on ship
- atomic reactor malfunction in *watercraft*
- crushed by [falling](#) object on ship or *aircraft*
- excessive heat in boiler room, engine room, evaporator room, fire room on ship
- explosion of boiler on steamship
- injuries in *watercraft* caused by deck [machinery](#), engine room *machinery*, galley *machinery*, laundry *machinery*, loading *machinery*
- localised fire on ship
- *machinery accident* in *watercraft*
- *injury from machinery* on *aircraft*

5 Water transport crash or collision

6 Air or space transport crash or collision

8 Other specified type of transport injury event

9 Unspecified type of transport injury event

P - PLACE MODULE

Introduction:

The Place Module provides more detailed information about where the injured person was when the [injury event](#) began. The module consists of seven data elements. These elements are listed in the table below, along with the first-level [Place of occurrence](#) codes to which they relate.

Place Module Data Element	<i>Place of occurrence: first-level codes</i>												
	1	2	3	4	5	6	7	8	9	10	11	12	98
P1 Indoor/outdoor	X	X	X	X	X		X	X	X	X	X		X
P2 Part of Building or Grounds	X	X	X	X	X			X	X	X	X		X
P3 Type of Home	X												
P4 Resident of Home	X												
P5 Type of Medical Service Area				X									
P6 Type of school				X									
P7 Inside/Outside City Limits						X	X						

Guide for use:

For each Place Module data element noted in the code for *Place of occurrence*, select the appropriate code.

P1 – INDOOR/OUTDOOR

Status:

Tested 1999

Reviewed and revised May 2004.

Version:

1.2

Required field length:

N

Definition:

Whether the injured person was inside a building or in the open air when the [injury event](#) started.

Context:

This data element is relevant to all main groups of [Place of occurrence](#) except Transport area: public highway, street or road ([C4 6](#)) and Countryside ([C4 12](#)).

P1 – INDOOR/OUTDOOR: FULL LIST OF CODES

1 Indoor

2 Outdoor

9 Unspecified

P2 - PART OF BUILDING OR GROUNDS

Status:

Tested 1999

Reviewed and revised May 2004.

Version:

1.2

Required field length:

Nn

Definition:

The specific part of the building or the specific part of the adjacent grounds where the injured person was when the [injury event](#) started.

Context:

In general, [Place of occurrence](#) includes whole entities and attached grounds, outbuildings, etc. This data element provides more information about the place where an injury event began, which may offer insight into aetiology and guide prevention and intervention programs. It is relevant to all main groups of Place of occurrence except Transport area: public highway, street or road ([C4 6](#)), Transport area: other ([C4 7](#)) and Countryside ([C4 12](#)).

P2 - PART OF BUILDING OR GROUNDS: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Bathroom, toilet

2 Kitchen

3 Living room

4 Bedroom

5 Playroom/family room

6 Office, home office

7 Classroom

8 Canteen, cafeteria

9 Balcony

10 Stairs

11 Elevator

12 Corridor

13 Lobby

14 Garden, yard

Includes:

- walled compound
- courtyard

Excludes:

- swimming pool ([17](#))
- tennis court ([18](#))
- [playground](#) ([20](#))

15 Garage

16 Driveway

17 Swimming pool

18 Tennis court

19 Other specified sporting facility

20 Playground

21 Private road

22 Private parking area

98 Other specified part of building or grounds

Includes:

- roof
- basement

99 Unspecified part of building or grounds

P3 - TYPE OF HOME

Status:

Tested 1999

Reviewed and revised May 2004.

Version:

1.2

Required field length:

n

Definition:

The kind of [home](#) where the injured person was located when the [injury event](#) occurred or commenced.

Context:

This data element is relevant to the main group *Home* ([C4 1](#)) of [Place of occurrence](#). It may provide insight into the types of homes in which particular injuries occur most often, which may help guide strategies for preventing those injuries.

P3 - TYPE OF HOME: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Detached house

2 Terrace house, row house

3 Apartment, flat

Includes:

- apartment, flat that is part of an apartment building
- apartment, flat that is part of a duplex

4 [Farmhouse](#)

5 Residential caravan, mobile *home*, houseboat, [motor home](#)

6 Hut

NOTE: Refers to an often small and temporary dwelling of a simple construction, built from cardboard, sail, fabric, wood, etc.

Includes:

- cabin
- shack
- tent
- lean-to

7 Boarding house, hotel

8 Other specified [type of home](#)

9 Unspecified *type of home*

P4 - RESIDENT OF HOME

Status:

Tested 1999

Reviewed and revised May 2004.

Version:

1.2

Required field length:

n

Definition:

The occupant of the [home](#) where the injured person was when the *injury event* occurred or commenced.

Context:

This data element is relevant to the main group *Home* ([C4 1](#)) of [Place of occurrence](#). It identifies the person responsible for the *home* where the [injury event](#) occurred or commenced. It is especially relevant to injuries resulting from [assault](#).

P4 - RESIDENT OF HOME: FULL LIST OF CODES

1 Injured person

Example: a man is injured by falling from a ladder at his own home.

Example: a woman is assaulted by an intruder at her home.

2 Perpetrator (in cases of [assault](#) and abuse)

Example: a woman is assaulted by her boyfriend at his home

3 Person other than injured person or perpetrator

Example: a child is injured while visiting her friend's home.

9 Unspecified person

P5 - TYPE OF MEDICAL SERVICE AREA

Status:

Tested 1999

Reviewed and revised May 2004.

Version:

1.2

Required field length:

not defined

Definition:

The kind of [medical service area](#) where the injured person was when the [injury event](#) occurred or commenced.

Context:

This data element is relevant to the main group *Medical service area* ([C4.3](#)) of *Place of occurrence*. *Place of occurrence* provides categories for three broad types of *medical service areas*. It is recognised that more specific categories will be required for some purposes. National differences in the organisation of health care and in terminology complicate development of a classification that will have wide relevance and acceptability. Hence, at present, this data element is included without a classification in order to provide a basis for users to specify more detailed and nationally relevant classifications of *medical service areas*.

P5 - MEDICAL SERVICE AREA: CODES

P6 - TYPE OF SCHOOL

Status:

Tested 1999

Reviewed and revised May 2004.

Version:

1.2

Required field length:

n

Definition:

The kind of [school or educational area](#) where the injured person was when the [injury event](#) occurred or started.

Context:

This data element is relevant to the main group *School, educational area* (C4 4) of [Place of occurrence](#). When combined with the age of the injured person, this data element may provide useful insight into the *injury aetiology* and help guide prevention and intervention programs.

P6 - TYPE OF SCHOOL: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Child centre, day care centre

Includes:

- day nursery
- crèche
- *after-school care*

2 Preschool, kindergarten

3 Primary [school](#)

4 Secondary *school*

5 College, university

6 Adult [education](#) institution

8 Other specified [type of school](#)

9 Unspecified type of school

P7 - INSIDE/OUTSIDE CITY LIMITS

Status:

Tested 1999

Reviewed and revised May 2004.

Version:

1.2

Required field length:

n

Definition:

The specific location—whether inside or outside city limits—where the injured person was when the [injury event](#) started.

Context:

This data element is relevant to the main groups Transport area: public highway, street or road ([C4 6](#)), Transport area: other ([C4 7](#)) of [Place of occurrence](#). In most countries, city limits mark specific responsible agencies, different *road* conditions, and safety measurements (eg. speed limits).

P7 - INSIDE/OUTSIDE CITY LIMITS: FULL LIST OF CODES

1 **Inside city limits**

2 **Outside city limits**

9 **Unspecified location of *transport area***

S - SPORTS MODULE

Introduction:

The [Sports](#) Module provides additional information about what the injured person was doing when the [injury](#) occurred. Specifically, its four data elements—[Type of sport/exercise activity](#), [Phase of activity](#), [Personal countermeasures](#) and [Environmental countermeasures](#)—add detail about sports-related activities the injured person was engaged in.

Context:

The *Sports* Module is relevant to the following codes under *Activity when injured: Paid work* ([1.2](#)), in the case of a professional *sports* activity or a *sports* activity performed under the auspices of an employer; *Physical education class or school-related sport* ([3.1](#)); and *Sports and athletics area during leisure time* ([4](#)).

Guide for use:

For each relevant data element noted in the code for [Activity when injured](#), select the appropriate code.

S1 - TYPE OF SPORT/EXERCISE ACTIVITY

Status:

Review, correction and minor expansion April 2004

Version:

1.2

Required field length:

nn.nn

Definition:

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

Context:

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

Guide for use:

To code Type of *Sport/Exercise* Activity:

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

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

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

Notes:

The 3rd edition of the Australian clinical modification of ICD-10 includes an expanded Activity classification based on this item.

S1 – TYPE OF SPORT/EXERCISE ACTIVITY: OVERVIEW OF CODES

- 1 Team ball sports
- 2 Team bat or stick sports
- 3 Team water sports
- 4 Boating sports
- 5 Individual water sports
- 6 Ice or snow sports
- 7 Individual athletic activities
- 8 Acrobatic sports
- 9 Aesthetic activities
- 10 Racquet sports
- 11 Target/precision sports
- 12 Combative sports
- 13 Power sports
- 14 Equestrian activities
- 15 Adventure sports
- 16 Wheeled motor sports
- 17 Wheeled non-motored sports
- 18 Multidiscipline sports
- 19 Aero (non-motored) sports
- 20 Other [school](#)-related recreational activities
- 98 Other specified [sport/exercise](#) activity
- 99 Unspecified *sport/exercise* activity

S1 – TYPE OF SPORT/EXERCISE ACTIVITY: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Team ball sports

- 1.01 Basketball**
- 1.02 Football – American tackle**
- 1.03 Football – American touch or flag**
- 1.04 Football – Australian rules**
- 1.05 Football – Other specified**
- 1.06 Football – Unspecified**
- 1.07 Handball – Team**
- 1.08 Netball**
- 1.09 Rugby – Union**
- 1.10 Rugby – League**
- 1.11 Rugby – Unspecified**
- 1.12 Soccer – Outdoor**
- 1.13 Soccer – Indoor**
- 1.14 Soccer – Unspecified**
- 1.15 Volleyball**
 - Includes:
 - beach and outdoor volleyball
 - two-, four-, and six-player volleyball
 - indoor volleyball
- 1.16 Walleyball**
- 1.98 Other specified team ball sport**
- 1.99 Unspecified team ball sport**

2 Team bat or stick sports

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

Includes:

- indoor hockey played on hard surface with or without skates

- 2.07 Hockey – Other specified**
- 2.08 Hockey – Unspecified**
- 2.09 Ringette**
- 2.10 Softball**
- 2.11 T-ball**
- 2.98 Other specified team bat or stick sport**
- 2.99 Unspecified team bat or stick sport**

3 Team water sports

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

4 Boating sports

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

5 Individual water sports

- 5.01 Diving – Platform**
Excludes:
 - cliff-diving ([5.13](#))
- 5.02 Diving – Springboard**
- 5.03 Diving – Unspecified**
- 5.04 Fishing**
Includes:
 - fishing from a pier, boat, or shore
 - ice fishing

- 5.05 Scuba diving**
- 5.06 Snorkelling**
- 5.07 Surfing/boogie boarding**
Excludes:
 - wind surfing ([5.12](#))
- 5.08 Surf life saving**
Excludes:
 - team rescue and resuscitation ([3.01](#))
- 5.09 Swimming - competitive**
Excludes:
 - recreational swimming ([5.14](#))
- 5.10 Water skiing**
Includes:
 - wake boarding
 - water ski jumping
- 5.11 Water tubing**
- 5.12 Wind surfing**
Excludes:
 - surfing/boogie boarding ([5.07](#))
- 5.13 Diving –cliff**
- 5.14 Swimming - recreational**
Excludes:
 - competitive swimming ([5.09](#))
- 5.98 Other specified individual water sport**
- 5.99 Unspecified individual water sport**

6 Ice or snow sports

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

Excludes:

- ice hockey ([2.03](#))
- ice skating/ice dancing ([6.03](#))

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

7 Individual athletic activities

7.01 Aerobics/callisthenics

Includes:

- aerobic dancing, aquarobics, boxercise, high impact aerobics, low impact aerobics, pump aerobics, sculpture aerobics, step aerobics, Taibo,

Excludes:

- Stationary aerobic exercise with equipment ([7.20](#))

7.02 Jogging/running

Excludes:

- walking for exercise ([7.18](#))
- track and field running events ([7.04](#)-7.07)
- marathons ([7.07](#))

7.03 Tai Chi

7.04 Track & field – Racing over obstacles or hurdles

Includes:

- 100-, 110-, and 400-metre hurdles
- steeplechase

7.05 Track & field – Sprinting (1-400 metres)

Includes:

- 100-, 200-, and 400-metre races

Excludes:

- racing over hurdles ([7.04](#))

7.06 Track & field – Running middle distances (401-1,500 metres)

Includes:

- 800- and 1,500-metre races

Excludes:

- racing over obstacles or hurdles ([7.04](#))

7.07 Track & field – Running long distances (greater than 1,500 metres)

Includes:

- 5,000- and 10,000-metre races
- marathon races

7.08 Track & field – High jump

7.09 Track & field – Long jump

7.10 Track & field – Pole vault

7.11 Track & field – Triple jump

7.12 Track & field – Discus

7.13 Track & field – Javelin

7.14 Track & field – Hammer throw

- 7.15 Track & field – Shot putt
- 7.16 Track & field – Other specified
- 7.17 Track & field – Unspecified
- 7.18 Walking
 - Includes:
 - power-walking
 - non-competitive walking for exercise
- 7.19 Yoga/Pliates
- 7.20 Stationary aerobic exercise with equipment
 - Includes:
 - Stairmaster™, elliptical trainer, stationary pedal cycle, treadmill, aerobic circuit training
- 7.98 Other specified individual athletic activity
- 7.99 Unspecified individual athletic activity

8 Acrobatic sports

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

9 Aesthetic activities

- 9.01 Dancing
 - Excludes:
 - rhythmic gymnastics ([8.06](#))
 - aerobic dancing ([7.01](#))
- 9.02 Marching
- 9.98 Other specified aesthetic sport
- 9.99 Unspecified aesthetic sport

10 Racquet sports

- 10.01 Badminton
- 10.02 Racquetball

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

11 Target/precision sports

- 11.01 Archery**
- 11.02 Bocce, boules, petanque**
- 11.03 Billiards, pool, snooker**
- 11.04 Lawn bowling**
- 11.05 Croquet**
- 11.06 Darts**
- 11.07 Golf**
- 11.08 Ten-pin bowling**
- 11.09 Firearm shooting**
 - Includes:
 - powder-charged gun (rifle, shotgun, or handgun)
 - Excludes:
 - compressed air-powered gun ([11.10](#))
 - paintball gun ([11.11](#))
- 11.10 BB or pellet gun shooting**
 - Includes:
 - compressed air-powered gun
- 11.11 Paintball gun shooting**
 - Includes:
 - activities related to paintball games at outdoor or indoor settings
- 11.98 Other specified target/precision sport**
- 11.99 Unspecified target/precision sports**

12 Combative sports

- 12.01 Akido**
- 12.02 Boxing**
- 12.03 Fencing**
- 12.04 Judo**
- 12.05 Jujitsu**
- 12.06 Karate**
- 12.07 Kendo**
- 12.08 Kick-boxing**
- 12.09 Kung fu**
- 12.10 Tae kwon do**
- 12.11 Wrestling – Freestyle**

- 12.12 Wrestling – Greco-Roman
- 12.13 Wrestling – Professional (entertainment style)
- 12.14 Self defence training
- 12.98 Other specified combative sport
- 12.99 Unspecified combative sport

13 Power sports

- 13.01 Power lifting
- 13.02 Olympic weightlifting
- 13.03 Strength training/body building
- 13.04 Timber-related sports
 - Includes:
 - Lumberjack contests
 - woodchopping and woodsawing for sport or competition
 - axe-sports
- 13.98 Other specified power sport
- 13.99 Unspecified power sport

14 Equestrian activities

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

15 Adventure sports

- 15.01 Abseiling/rappelling
- 15.02 Hiking
- 15.03 Mountaineering
- 15.04 Orienteering/rogaining
- 15.05 River rafting
- 15.06 Rock climbing
- 15.07 Bungee jumping
- 15.98 Other specified adventure sport
- 15.99 Unspecified adventure sport

16 Wheeled motor sports

16.01 Riding an all-terrain vehicle (ATV)

Includes:

- three- and four-wheeled ATVs

16.02 Motorcycling

Includes:

- motocross
- dirt bike racing and jumping

16.03 Motor [car](#) racing

16.04 Go-carting/carting

16.05 Motorized scootering

Includes:

- riding or racing Go-Ped™ and similar motorized scooters

Excludes:

- non-motorized scootering ([17.10](#))

16.98 Other specified motor sport

16.99 Unspecified motor sport

17 Wheeled non-motored sports

17.01 Cycling – BMX

Includes:

- trick and stunt bikes
- BMX jumping

17.02 Cycling – Mountain

17.03 Cycling – Road

17.04 Cycling – Track/velodrome

17.05 Cycling – Other specified

17.06 Cycling – Unspecified

17.07 In-line skating/rollerblading

17.08 Roller skating

17.09 Skate boarding

17.10 Scootering

Excludes:

- motorized scooters ([16.05](#))

17.11 Spinning/stationary bike riding

17.12 [Street](#) luge

17.98 Other specified wheeled non-motored sport

17.99 Unspecified wheeled non-motored sport

18 Multidiscipline sports

18.01 Biathlon – Cross-country skiing event

18.02 Biathlon – Shooting event

18.03 Biathlon – Unspecified event

- 18.04 Decathlon – 100 metre event
- 18.05 Decathlon – 400 metre event
- 18.06 Decathlon – 1,500 metre event
- 18.07 Decathlon – 110-metre hurdles event
- 18.08 Decathlon – Long jump event
- 18.09 Decathlon – High jump event
- 18.10 Decathlon – Shot putt event
- 18.11 Decathlon – Discus event
- 18.12 Decathlon – Javelin event
- 18.13 Decathlon – Pole vault event
- 18.14 Decathlon – Unspecified event
- 18.15 Heptathlon – 200 metre event
- 18.16 Heptathlon – 100-metre hurdles event
- 18.17 Heptathlon – High jump event
- 18.18 Heptathlon – Long jump event
- 18.19 Heptathlon – Javelin event
- 18.20 Heptathlon – Shot putt event
- 18.21 Heptathlon – 800 metre event
- 18.22 Heptathlon – Unspecified event
- 18.23 Modern Pentathlon – Shooting event
- 18.24 Modern Pentathlon – Fencing event
- 18.25 Modern Pentathlon – Swimming event
- 18.26 Modern Pentathlon – Equestrian event
- 18.27 Modern Pentathlon – Running event
- 18.28 Modern Pentathlon – Unspecified event
- 18.29 Triathlon – Cycling event
- 18.30 Triathlon – Running event
- 18.31 Triathlon – Swimming event
- 18.32 Triathlon – Unspecified event
- 18.98 Other specified multidiscipline sport
- 18.99 Unspecified multidiscipline sport

19 Aero (non-motored) sports

- 19.01 Aerobatics
- 19.02 Gliding
- 19.03 Hang gliding
- 19.04 Parachuting/sky diving
 - Includes:
 - sky surfing
 - base jumping
- 19.05 Paragliding/parasailing
- 19.06 Hot air ballooning
- 19.98 Other specified aero sport
- 19.99 Unspecified aero sport

20 Other [school](#)-related recreational activities

20.01 School physical [education](#) class

20.02 School free play

Includes:

- informal play at school
- activities during recess

20.98 Other specified *school* sport/exercise activity

20.99 Unspecified *school* sport/exercise activity

98 Other specified [sport/exercise](#) activity

99 Unspecified *sport/exercise* activity

S2 - PHASE OF ACTIVITY

Status:

Reviewed April 2004

Version:

1.2

Required field length:

n

Definition:

The phase of a sport or *exercise* activity during which the [injury](#) occurred.

Context:

This data element will help to identify the particular phase of a [sport](#) or [exercise](#) activity during which an *injury* occurred. Sorting injuries by [phase of activity](#) may facilitate a better understanding of *injury* mechanisms and prevention strategies. The timing of an *injury* during competition or time-limited participation should be gathered to the level of detail available.

Guide for use:

Select the code that most accurately and narrowly describes the *phase of activity*.

For injuries that occur during activities without a clear delineation between Training/practice and Competition/participation (eg., jogging, recreational cycling), select Recreational participation ([7](#)).

S2 - PHASE OF ACTIVITY: OVERVIEW OF CODES

- 1 Training/practice**
- 2 Pre-event**
- 3 Warm-up**
- 4 Competition/participation**
- 5 Cool down**
- 6 Post-event**
- 7 Recreational participation**
- 8 Other specified phase**
- 9 Unspecified phase**

S2 - PHASE OF ACTIVITY: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Training/practice

Includes:

- injuries occurring in training or practice for a competitive activity

Excludes:

injuries occurring in recreational (non-competitive) activities ([7](#))

1.1 Sport-specific or skill-specific practice

Includes:

- running drills

Excludes:

- scrimmaging ([1.2](#))

1.2 Scrimmaging

Includes:

- practising the sport by playing against others (not in competition)

1.3 Strength and conditioning/weight training

Includes:

- push ups, sit ups, pull ups
- resistance exercises

Excludes:

- cardiovascular or aerobic training ([1.4](#))

1.4 Cardiovascular training

Includes:

- jogging
- aerobics
- riding a stationary bike

Excludes:

- push ups, sit ups, pull ups ([1.3](#))

1.8 Other specified training/practice

1.9 Unspecified training/practice

2 Pre-event

NOTE: Any activity occurring after transport to an event but before warm-up.

Includes:

- dressing
- taping
- showering

3 Warm-up

NOTE: Any physical activity performed to warm up muscles immediately before competition or participation.

Includes:

- stretching
- jogging
- light scrimmaging

4 Competition/participation

NOTE: If an event has a scheduled beginning and ending, code the stage of event to the level of detail available. If such detail is not available or the activity does not have a scheduled beginning and ending, use the general category code (4).

4.1 First 25% of expected event duration

Includes:

- first quarter of a football game
- first 100 metres of a 400-metre race

4.2 Middle 50% of expected event duration

Includes:

- second or third quarter of a football game
- second or third 100 metres of a 400-metre race

4.3 Last 25% of expected event duration

Includes:

- fourth quarter of a football game
- last 100 metres of a 400-metre race

4.8 Other (for events whose time course can not be anticipated)

4.9 Unspecified stage of the event

5 Cool down

NOTE: Any physical activity performed to cool down muscles immediately after participation or competition.

Includes:

- stretching
- jogging
- light scrimmaging

6 Post-event

NOTE: Any activity occurring after cool down but before transport away from the event.

Includes:

- showering
- dressing

7 Recreational participation

NOTE: For injuries that occur during activities without a clear delineation between Training/practice (1) and Competition/participation (4).

Includes:

- jogging
- walking
- non-competitive cycling

8 Other specified phase or activity

Includes:

- horsing around
- fooling around

9 Unspecified phase or activity

S3 - PERSONAL COUNTERMEASURES

Status:

Reviewed April 2004

Version:

1.2

Required field length:

nn

Definition:

Equipment used or worn by a participant to protect against [injury](#). Does not include environmental safety devices.

Guide for use:

This data element may have more than one relevant code. Code all personal protective equipment used, whether or not directly related to the body part injured. For example, include mouth guards if used, even if the *injury* did not occur to the teeth or mouth.

S3 - PERSONAL COUNTERMEASURES: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 No protective devices used

2 Braces, guards, orthoses

Includes:

- knee, ankle, and shin braces and guards
- orthotic shoe inserts and ankle orthoses

3 Rigid taping of joint

4 Padding of joint, bony prominence, or muscle

5 Thermal devices

Includes:

- thermoskin
- wetsuit

6 Splints

7 Jock strap, protective cup

8 Gloves

9 Mouth guard

10 Eye goggles/protective glasses

11 Helmet

12 Face mask/shield

13 Foot wear

Includes:

- hard-toed shoes/boots
- appropriate cleats

14 Personal flotation device

98 Other specified personal countermeasure

99 Unspecified personal countermeasure

S4 - ENVIRONMENTAL COUNTERMEASURES

Status:

Reviewed April 2004

Version:

1.2

Required field length:

n

Definition:

Measures in the competitive or recreational environment that are designed to protect against [injury](#). Does not include protective equipment worn or used by participants, except in the case of vehicle safety restraints.

Guide for use:

This data element may have more than one relevant code. Code all the items from the list that were known to be in the environment at the time and location of the *injury*, whether or not directly related to the body part injured.

S4 - ENVIRONMENTAL COUNTERMEASURES: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 No protective devices used

2 Protective padding on competition surface

Includes:

- padded high jump pits
- judo mats

3 Padded goal posts, corner markers

4 Barrier between area of activity and spectators/surrounds

5 Safety restraints/vehicle restraints

Includes:

- ropes
- harnesses
- safety belts

8 Other specified environmental countermeasure

9 Unspecified environmental countermeasure

O - OCCUPATIONAL MODULE

Introduction:

The Occupational Module provides more information about the circumstances and setting of injuries that occur while a person is performing [paid work](#). The current draft of the module consists of two data elements: [Economic activity](#) and [Occupation](#).

Context:

The data in this module can help guide efforts to prevent occupational injuries. Taken together, *Economic activity* data and *Occupation* data can help reveal exposure to unsafe working conditions, identify risk groups, and determine the responsible sector for [injury prevention](#).

Guide for use:

Code both data elements in this module for all injuries related to *paid work*.

O1 - ECONOMIC ACTIVITY

Status:

Draft

Version:

1.2

Required field length:

nn

Definition:

The type of industry or business in which the injured person was working at the time of [injury](#).

Context:

Knowing the type of industry or business the injured person was working in can help practitioners develop interventions to prevent work-related injuries.

Guide for use:

For all injuries related to [paid work](#), select the code that best describes the industry or business in which the injured person was involved.

Notes:

The [economic activity](#) codes are based on the International Standard Industrial [Classification](#) of All Economic Activities (ISIC), Revision 3 (United Nations, 1990). For detailed information, coding instructions, and inclusions and exclusions, look at <http://esa.un.org/unsd/cr/registry/regct.asp>.

O1 - ECONOMIC ACTIVITY: OVERVIEW OF CODES

- 1 Agriculture, hunting, or forestry
- 2 Fishing
- 3 Mining, quarrying, extraction
- 4 Manufacturing
- 5 Electricity, gas, or water supply
- 6 Construction
- 7 Wholesale or retail trade; repair of motor vehicles, motorcycles, or personal and household goods
- 8 Hotels and restaurants
- 9 Transport, storage, or communications
- 10 Financial intermediation
- 11 Real estate, renting, or business activities
- 12 Public administration, defence, or compulsory social security
- 13 Providing [education](#)
- 14 Health or social work
- 15 Other community, social, or personal service activities
- 16 Private households with employed persons
- 17 Extra-territorial organisations and bodies
- 98 Other specified [economic activity](#)
- 99 Unspecified *economic activity*

O1 - ECONOMIC ACTIVITY: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Agriculture, hunting, or forestry

Includes:

- growing of crops; market gardening; horticulture
- farming of animals
- growing of crops combined with *farming* of animals (mixed *farming*)
- agricultural and animal husbandry service activities
- hunting, trapping and game propagation including related service activities
- forestry
- logging and related service activities

Excludes:

- veterinary activities ([14](#))

2 Fishing

Includes:

operation of fish hatcheries and fish *farms*
service activities incidental to fishing

3 Mining, quarrying, extraction

Includes:

- mining of coal and lignite
- extraction of peat
- extraction of crude petroleum and natural gas
- service activities incidental to oil and gas extraction
- mining of uranium and thorium ores
- mining of metal ores
- quarrying of stone, sand and clay

4 Manufacturing

Includes:

- food products and beverages
- tobacco products
- textiles
- wearing apparel; dressing and dyeing of fur
- tanning and dressing of leather; luggage, handbags, saddlery, harness and footwear
- wood and products of wood and cork
- articles of straw and plaiting materials
- paper and paper products
- publishing, printing and reproduction of recorded media
- coke, refined petroleum products and nuclear fuel
- chemicals and chemical products
- rubber and plastics products
- other non-metallic mineral products
- basic metals
- fabricated metal products
- [machinery](#) and equipment
- office, accounting and computing *machinery*
- electrical *machinery* and apparatus
- radio, television and communication equipment and apparatus
- medical, precision and optical instruments, watches and clocks
- motor vehicles, trailers and semi-trailers
- other transport equipment
- furniture
- recycling

5 Electricity, gas, or water supply

Includes:

- electricity gas, steam and hot water supply
- collection, purification and distribution of water

6 Construction

Includes:

- site preparation
- building of complete constructions or parts thereof
- civil engineering
- building installation
- building completion
- renting of construction or demolition equipment with operator

7 Wholesale or retail trade; repair of motor vehicles, motorcycles, or personal and household goods

Includes:

- wholesale of agricultural raw materials, live animals, food, beverages and tobacco
- wholesale of household goods
- wholesale of [machinery](#), equipment and supplies
- retail sale of food, beverages and tobacco
- retail sale of pharmaceutical and medical goods, cosmetic and toilet articles
- retail sale of textiles, clothing, footwear and leather goods
- retail sale of household appliances, articles and equipment
- retail sale of hardware, paint and glass
- retail sale of second-hand goods
- retail sale via mail order houses
- retail sale via stalls and markets
- sale of motor vehicles
- maintenance and repair of motor vehicles
- sale of motor vehicle parts and accessories
- sale, maintenance and repair of motorcycles and related parts and accessories
- retail sale of automotive fuel
- repair of personal and household goods

8 Hotels and restaurants

Includes:

- hotels
- camping sites and other provision of short-stay accommodation
- restaurants
- bars
- canteens

9 Transport, storage, or communications

Includes:

- land transport
- transport via pipelines
- water transport
- air transport
- supporting and auxiliary transport activities
- activities of travel agencies
- post and telecommunications

10 Financial intermediation

Includes:

- central banking
- insurance and pension funding

11 Real estate, renting, or business activities

Includes:

- real estate activities
- renting of transport equipment
- renting of personal and household goods
- hardware consultancy
- software consultancy and supply
- data processing
- maintenance and repair of office, accounting and computing *machinery*
- research and development
- legal, accounting, book-keeping and auditing activities
- tax consultancy
- market research and public opinion polling
- business and management consultancy
- architectural, engineering and other technical activities
- advertising
- labour recruitment and provision of personnel
- investigation and security activities
- building-cleaning activities
- photographic activities
- packaging activities

12 Public administration, defence, or compulsory social security

Includes:

- administration of the state
- economic and social policy of the community
- foreign affairs
- defence activities
- public order and safety activities
- compulsory social security activities

13 Providing [education](#)

Includes:

- primary *education*
- secondary *education*
- higher *education*
- adult and other *education*

14 Health or social work

Includes:

- human health activities
- veterinary activities
- social work activities

15 Other community, social, or personal service activities

Includes:

- sewage and refuse disposal, sanitation and similar activities
- activities of business, employers and professional organisations
- activities of trade unions
- activities of religious organisations
- activities of political organisations
- motion picture, radio, television and other entertainment activities
- news agency activities
- library, archives, museums and other cultural activities
- sporting and other recreational activities
- washing, and (dry-) cleaning of textile and fur products
- hairdressing and other beauty treatment
- funeral and related activities

16 Private households with employed persons

Includes:

- maids
- cooks
- waiters
- valets
- butlers
- laundresses
- gardeners
- gatekeepers
- stablehands
- chauffeurs
- caretakers
- baby-sitters and tutors
- secretaries

17 Extra-territorial organisations and bodies

Includes:

- World Health Organization
- United Nations
- European Communities
- Organization for Economic Co-operation and Development
- Organization of African Unity
- League of Arab States
- International Monetary Fund
- World Bank

98 Other specified [economic activity](#)

99 Unspecified economic activity

O2 - OCCUPATION

Status:

Draft

Version:

1.2

Required field length:

nn

Definition:

The type of [paid work](#) the injured person was engaged in when the [injury event](#) took place.

Context:

Data about the type of work an injured person was performing can help guide development of interventions to prevent occupational injuries.

Guide for use:

For all injuries related to *paid work*, select the code that best describes the type of work in which the injured person was involved.

Notes

The [occupation](#) codes are based on the International Standard [Classification](#) of Occupations, ISCO-88 (ILO, 1990). For detailed information, coding instructions, and inclusions and exclusions, look at <http://www.ilo.org/public/english/bureau/stat/class/isco.htm>.

OCCUPATION: OVERVIEW OF CODES

- 1 Legislators, senior officials, managers
- 2 Professionals
- 3 Technicians or associate professionals
- 4 Clerks, secretaries
- 5 Service workers, shop and market sales workers
- 6 Skilled agriculture or fishery workers
- 7 Craft or related trades workers
- 8 Plant/machine operators or assemblers
- 9 Elementary occupations
- 10 Armed forces
- 98 Other specified [occupation](#)
- 99 Unspecified *occupation*

O2 - OCCUPATION: FULL LIST OF CODES WITH INCLUSION AND EXCLUSION CRITERIA

1 Legislators, senior officials, managers

Includes:

- legislators
- senior government officials
- traditional chiefs and heads of villages
- senior officials of special interest organisations
- directors and chief executives
- production and operations department managers
- general managers

2 Professionals

Includes:

- physicists, chemists and related professionals
- mathematicians, statisticians and related professionals
- computing professionals
- architects, engineers and related professionals
- life science professionals
- health professionals
- nursing and midwifery professionals
- teaching professionals
- business professionals
- legal professionals
- archivists, librarians and related information professionals
- social sciences and related professionals
- writers and creative or performing artists
- religious professionals

3 Technicians or associate professionals

Includes:

- physical and engineering science technicians
- computer technicians
- optical and electronic equipment operators
- ship and [aircraft](#) controllers and technicians
- safety and quality inspectors
- life science technicians
- modern health technicians and associate professionals
- traditional medicine practitioners and faith-healers
- teaching technicians and associate professionals
- finance and sales associate professionals
- business services agents and trade brokers
- administrative associate professionals
- customs, tax and related government associate professionals
- police inspectors and detectives
- social work associate professionals
- artistic, entertainment and *sports* associate professionals
- religious associate professionals

4 Clerks, secretaries

Includes:

- office clerks
- numerical clerks
- material-recording and transport clerks
- library, mail clerks
- tellers
- client information clerks

5 Service workers, shop and market sales workers

Includes:

- travel attendants
- housekeeping and restaurant services workers
- personal care workers
- astrologers, fortune-tellers
- protective services workers
- fashion and other models
- shop salespersons and demonstrators
- stall and market salespersons

6 Skilled agriculture or fishery workers

Includes:

- market gardeners and crop growers
- animal producers and related workers
- crop and animal producers
- forestry workers
- fishery workers, hunters and trappers

7 Craft or related trades workers

Includes:

- building trade workers (eg. bricklayer, carpenter, painter)
- miners, stonecutters and carvers
- metal [machinery](#) workers (eg. welders, sheet-metalworkers, blacksmith)
- precision workers in metal
- potters, glass-makers
- handicraft workers in wood, textile, leather
- printing trades workers
- food processing trades workers
- wood treaters, cabinet-makers
- textile, garment trades workers
- felt, leather and shoemaking trades workers

8 Plant/machine operators or assemblers

Includes:

- mining and mineral-processing plant operators
- metal-processing plant operators
- glass, ceramics plant operators
- wood processing and papermaking plant operators
- chemical processing plant operators
- power production plant operators
- automated assembly-line and industrial robot operators
- metal and mineral products machine operators
- chemical, rubber and plastic products machine operators
- wood products machine operators
- printing, binding and paper products machine operators
- textile, fur and leather products machine operators
- food products machine operators
- assemblers
- locomotive engine-drivers
- motor vehicle drivers
- agricultural and other mobile plant operators
- ships' deck crews

9 Elementary occupations

Includes:

- [street](#) vendors
- shoe cleaning
- domestic helpers, cleaners and launderers
- building caretakers, window cleaners
- messengers, porters, doorkeepers
- garbage collectors
- agricultural, fishery and related labourers
- mining and construction labourers
- manufacturing labourers
- transport labourers and freight handlers

10 Armed forces

98 Other specified [occupation](#)

99 Unspecified *occupation*

Part C: Glossary of Terms

Status:

Tested 1999

May 2004: review & revision of text (no entries added or removed)

Version:

1.2

Introduction:

ICECI is a tool for classifying circumstances and other characteristics of events (*external causes*) given the presence of an *injury*. *Injury prevention* and control largely depends upon understanding events and factors preceding *injury*.

Both intentional and *unintentional injury events* as well as complications of surgical and medical care are considered to be *external causes*. As a consequence the ICECI definition of *injury* includes the injuries resulting from any of these *external causes*.

Guide for use:

Terms used in the ICECI have the meanings given in this glossary.

Abrading = Rubbing

Injury caused by scraping or wearing away with pressure and friction, mainly by repeated back and forward movement of an object/substance over the surface of human skin or other tissue.
(Based on Manser & Thomson, 1995)

Accident

See [Unintentional injury event](#).

Activity when injured

Data element that describes what the injured person was doing when the *injury* occurred.

Aircraft

Any device for transporting *passengers* or goods in the air.
(WHO, 1992)

Alcohol use

Data element that describes the suspicion or evidence of *alcohol use* preceding the *injury event* by the injured person and/or other persons involved in the *injury event*.

Amusement park

A commercially operated park with rides and other devices for entertainment and booths for the sale of food and drink.
(Based on Merriam-Webster, 1977)

Assault

An act of fatal or non fatal *violence* where physical or other force is used with the *intent* to cause harm, *injury* or death to another person.

Automobile

See [Car](#).

Being taken care of

Undergoing activities conducted by or at the direction of a health care professional or other care taker, eg. relative, parent.

Includes:

- Health care activity
- Being carried, moved or held
- Being bathed

Blunt force

Any external force that produces a change in the speed or direction of a moving object or that causes a *stationary object* to deform or move and that does not involve *piercing/penetrating force* or *machinery*.

(Based on Manser & Thomson, 1995)

Bus

A motor vehicle designed or adapted primarily for carrying 20 or more persons and requiring a special *driver's licence*.

(Based on WHO, 1992)

Excludes:

- Minibus
- *Passenger van or minivan*

Car = Automobile

A four-wheeled motor vehicle designed primarily for carrying up to 10 persons.

(WHO, 1992)

Includes:

- Passenger van or minivan

Classification

A system of concepts connected by generic relations.

(WCC, 1995)

Commercial area

Location being used at the time primarily for business-related activities that are non-industrial, non-recreational, non-cultural and not public, including buildings and adjacent grounds.

Complication of health care

Health care (including medical or surgical care) unintentionally leading to *injury* or other harm.

This includes acts of omission as well as acts of commission.

Construction area

Location being used at the time primarily for building or demolition, including buildings and adjacent grounds.

Contact with foreign object

Contact between human tissue and an object not belonging where it is found, eg. a piece of grit in the eye, a button found in the outer ear, etc.
(Based on Manser & Thomson, 1995)

Context of assault

Data element within the *Violence* Module that describes the circumstances surrounding the violent *injury event*.

Counterpart

Data element within the Transport Module that describes the other vehicle, object, person or animal (if any) with which the injured person, or the vehicle in which the injured person was *travelling*, collided.

Cycleway

That part of the *public highway* designed, improved and customarily used for *pedal cycle* traffic.

Direct mechanism

The mechanism that caused the physical harm.

See also [Underlying mechanism](#)

Direct object or substance

The object/substance that caused the physical harm.

See also [Underlying object or substance](#)

Driver

An occupant of a transport vehicle who is operating it, intending to operate it, or has just finished operating it.

(Based on WHO, 1992)

Drowning

This is death following *submersion* or *immersion* and includes cases where death occurred after hospital admission. The term describes the outcome of an *injury event*.

(Bierens, 1996)

Economic activity

Data element within the Occupational Module that describes the type of industry or business in which the injured person was working at the time of *injury*.

Education

Activities that form part of a formal course or program of instruction provided by a *school*, college, university, adult *education* institution, etc.

Environmental countermeasures

Data element within the *Sports* Module describing measures that exist in the competitive or recreational environment, which are designed to protect against *injury*, eg. padded goal posts, barriers to separate participants from spectators or traffic.

Excludes: [Personal Countermeasures](#)

External causes

Environmental events and circumstances identified as the cause of *injury*.

(Based on WHO, 1992)

Falling

To descend or drop by force of gravity, ie. a "nonsyncopal event not attributable to sustaining a violent blow, loss of consciousness, stroke or epileptic seizure" (Kellogg definition from: Leipzig et al. 1999). This includes *falling* on same level, *falling* from a height, *falling* on stairs etc. For guidance on how to determine the height of a fall, please see [Height of fall](#).

Farm or other place of primary production

Any place of primary production that produces at least one of the following products intended for sale: crops, vegetables, horticultural specialities and nursery products, trees, fruit, nuts, animals and animal products, including buildings and adjacent grounds.

Farmhouse

A farmer's usual living quarters.

Fixed object = Stationary object

Inanimate object that is not in motion at the time of the *injury event*, with the exception of vehicles that are stopped in traffic.

Hanging

Compression of neck by rope, cloth, belt or another object (eg. bedrails) which is bearing whole or part of the weight of the *hanging* person.

Includes:

- cases involving restriction of blood flow or spinal cord damage by similar mechanisms.

Heavy transport vehicle

A motor vehicle designed primarily for carrying property, meeting local criteria for *classification* as a heavy goods vehicle in terms of curbside weight (usually above 3500 kg), and requiring a special driver's licence.

(WHO, 1992)

Height of fall

The height of a fall is defined with respect to the vertical distance between the surface/object bearing (most) weight before and after the fall.

Examples:

- A child standing on a bed falls to the floor.
The bed supports the weight of the child before the fall and the floor bears the weight after the fall. Thus the distance of the fall is the distance between the top of the bed and the floor
- A child swinging on a monkey bar falls to the ground.
The monkey bar bears the child's weight before the fall and the ground surface the weight after the fall. Therefore the distance of the fall is the distance between the monkey bar and the ground
- A person sitting on a bicycle falls to the ground.
The bicycle seat carries most of the person's weight before the fall and the ground after the fall. The distance of the fall is the distance between the bicycle seat and the ground.
- A person walking on a footpath, stumbles and falls to the ground.
The ground carries most of the person's weight before and after the fall. The fall is therefore a fall on the same level.
- A person sitting in a chair, on a bed, etc. falls to the ground while trying to stand.
The chair (or other sitting surface) supports most of the weight of the person before the fall and the floor bears the weight after the fall. The height of the fall is the distance between the surface on which the person sat and the floor.

Home

A person's usual residence including adjacent grounds.

Hut

An often small and temporary dwelling of a simple construction, built from cardboard, sail, fabric, wood etc.

(Based on Merriam-Webster, 1977)

ICD

Abbreviation for International Statistical *Classification* of Diseases and Related Health Problems.

Immersion

The involuntary entry of a person into a body of water. The term describes the circumstances of the *injury event*.

(Bierens, 1996)

Indoor/outdoor

Data element within the Place Module that describes whether the injured person was inside a building or in the open air when the *injury event* started.

Industrial area

Location designed primarily for, and being used at the time primarily for, manufacturing, mining, extraction and other industrial activities, including buildings, other structures, excavations and adjacent grounds.

Infant or child product

An object/substance made especially for the care and amusement of children.

Injury

A (suspected) bodily lesion resulting from acute overexposure to energy (this can be mechanical, thermal, electrical, chemical or radiant) interacting with the body in amounts or rates that exceed the threshold of physiological tolerance. In some case an *injury* results from an insufficiency of vital elements, such as oxygen. Acute poisonings and toxic effects, including overdoses of substances and wrong substances given or taken in error are included, as are adverse effects and complications of therapeutic, surgical and medical care. Psychological harm is excluded in this context.

Note: the scope of this definition is in accordance with the scope of *ICD-10* chapter XIX

Injury aetiology

Study of the causes of injuries.

Injury control

Efforts to prevent agents from reaching people in amounts or at rates that exceed human tolerance as well as measures to prevent or minimise complications or disability resulting from *injury*. *Injury control* thus includes primary, secondary and tertiary [injury prevention](#) strategies.

(Based on Sleet, 1991)

Injury event

An incident leading to *injury*.

Injury event prevention

See [Primary prevention](#).

Injury prevention

See [Primary prevention](#) [Secondary prevention](#) [Tertiary prevention](#)

Inside/outside city limits

Data element within the Place Module that describes the specific location—whether inside or outside city limits—where the injured person was when the injury event started.

Intent

Data element that describes the role of human purpose in the *injury event*.

Intentional injury event = Violence

A deliberate incident with the *intent* to cause harm, *injury* or death, where physical or other force was used (or threatened to be used) against oneself or another person and which led to *injury*.

Intentional self-harm

Deliberate use of physical or other force or agent against oneself, with the *intent* to cause harm, *injury* or death.

International Statistical Classification of Diseases and Related Health Problems (ICD)

The *classification* of specific conditions and groups of conditions determined by an internationally representative group of experts who advise the World Health Organization, which publishes the complete list in a periodically revised book.

Notes:

ICD-9, the 9th revision was published by WHO, 1977

ICD-10, the 10th revision was published by WHO, 1992

Land transport vehicle

A device primarily designed for, and being used at the time primarily for, transporting persons or goods from one place to another on land.

(Based on WHO, 1992)

Legal intervention

Physical or other force used by police or other law-enforcing agents, including military on duty, in the course of arresting or attempting to arrest lawbreakers, suppressing disturbances, maintaining order, and other legal action.

Includes:

- legal execution

Excludes:

- citizen arrest

Leisure or play

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

Light transport vehicle

A motor vehicle designed primarily for carrying property, (usually) having a maximum weight of 3500 kg. (Adapted from WHO, 1992)

Machinery

A device with moving parts, which is usually powered (by electricity, gas, steam, etc) and which is designed to perform a particular task.

(Based on Manser & Thomson, 1995)

Mechanical force

A force that concerns machines, ie. actions performed with or worked by *machinery*.

(Based on Manser & Thomson, 1995)

Mechanism of injury

Data element that describes the way in which the *injury* was sustained, ie. how the person was hurt.

Medical service area

Location designed primarily for, and being used at the time primarily for, providing health care, including buildings and adjacent grounds.

Mode of transport

Data element within the Transport Module that describes the means by which the injured person was *travelling* from one place to another.

Motorcycle rider

Any person riding on a motorcycle or in a sidecar or trailer attached to such a vehicle.

(WHO, 1992)

Motor home

An automotive vehicle built on a *bus* or truck chassis and equipped as a self-contained *travelling home*.

(Based on Merriam-Webster, 1977)

Near Drowning

This refers to survival after *submersion* or *immersion*. The term describes the outcome of an *injury event*.

(Bierens, 1996)

Non-traffic injury event

Any *land transport vehicle* incident occurring entirely in any place other than a *public highway* and resulting in *injury*. Incidents involving only [off-road vehicles](#) are classified as non-traffic events, unless specified to have been traffic events.

(Based on WHO, 1992)

Object/substance producing injury

Data element that describes a matter, material or thing involved in an *injury event*.

Occupation

Data element within the Occupational Module that describes the type of *paid work* the injured person was engaged in when the *injury event* took place.

Occupational accident

An unintentional *occupational injury event*.

Occupational injury event

Any incident taking place during the performance of professional and paid activity and resulting in *injury*.

(Based on EHLASS, 1997)

Off-road vehicle

See [Special all-terrain vehicle](#)

Operations of war and civil conflict

Physical or other force used by one or more person(s) against one or more other person(s) in the course of combat activities during war or civil conflict.

Paid work

Activity for which a person is paid, or expects to be paid, a salary, commission or other monetary income.

Excludes: [Unpaid work](#)

Parking area

Location open to the public as a matter of right or custom designed primarily for, and being used at the time primarily for storing *transport devices*.

Part of building or grounds

Data element within the Place Module that describes the specific part of a building, or the adjacent grounds, where the injured person was when the *injury event* started.

Passenger

Any occupant of a transport vehicle or *pedestrian conveyance* other than the *driver* or operator. (Based on WHO, 1992)

Excludes:

- person *travelling* on outside of vehicle

Pedal cycle

Any *land transport vehicle* operated solely by pedals. (WHO, 1992)

Includes:

- bicycle
- tricycle

Excludes:

- motorized bicycle
- child's toy tricycle

Pedal cyclist

Any person riding on a pedal cycle or in a sidecar or trailer attached to such a vehicle. (WHO, 1992)

Pedestrian

Any person travelling from one place to another involved in a *transport injury event* who was not at the time of the event riding in or on a motor vehicle, *pedal cycle*, railway train, *streetcar*, animal, animal-drawn or other vehicle, *watercraft*, or *aircraft*.

(Based on WHO, 1992)

Includes:

- *person on foot*
- user of a *pedestrian conveyance*

Pedestrian conveyance

Any device, usually non-motorized, used for *pedestrian* transport.

Includes:

- baby carriage, perambulator
- ice-skates
- in-line skates, roller skates
- push-cart
- push-chair, stroller
- scooter
- skateboard
- skis
- sled
- wheelchair

Perpetrator/victim relationship

Data element within the *Violence* Module that describes the relationship of the person committing the violent act to the injured person.

Personal countermeasures

Data element within the *Sports* Module that describes equipment used or worn by participants to protect against *injury*.

Excludes: [Environmental Countermeasures](#)

Person on foot

A *person on foot* is a *pedestrian* who was not, at the time of the *injury event*, using a [pedestrian conveyance](#).

Person on outside of vehicle

Any person being transported by a vehicle but not occupying the space normally reserved for the *driver* or *passengers*, or the space intended for the transport of property.

(WHO, 1992)

Includes person *travelling* on:

- bodywork
- bumper, fender
- hanging on outside
- roof (rack)
- running-board
- step

Phase of activity

Data element within the *Sports* Module that describes the phase of a sport or *exercise* activity during which the *injury event* occurred.

Pick-up truck

A four- or six-wheeled motor vehicle designed primarily for carrying property, weighing less than the local limit for *classification* as a heavy goods vehicle, and not requiring a special driver's licence. The load-carrying area, which is usually surrounded by low walls, does not normally have a fixed roof. It may be enclosed by a removable cover, often made of cloth. (based on WHO, 1992)

See also [Van](#).

Piercing/penetrating force

A force that makes a hole in or through, that punctures, or forces a way through or into human tissue.

(Based on Manser & Thomson, 1995)

Place of occurrence

Data element that describes where the injured person was when the *injury event* started.

Playground

Area equipped with facilities and devices for recreation by children.

Previous suicide attempt

Data element within the *Violence* Module that describes whether or not the injured person attempted suicide before.

Primary prevention = Injury event prevention

Measures seeking to prevent the occurrence of *injury events* through eg. *education*, enforcement and improvement of the environment.

(Based on WHO, 1984 and Avery, 1995)

See also [Secondary prevention](#) [Tertiary prevention](#)

Private parking area

Location explicitly not open to the public designed primarily for, and being used at the time primarily for, storing *transport devices*.

Private road

The entire width between the property lines (or other boundary lines) of land explicitly not open to the public for purposes of moving persons or property from one place to another.

Proximal risk factors for intentional self-harm

Data element within the *Violence* Module that describes the most recent crises that led to the self-harm incident.

Psychoactive drug or substance use

Data element that describes the suspicion or evidence of psychoactive drugs use (eg. opiates, cocaine, amphetamines, cannabinoids, sedatives, hypnotics) or other psychoactive substance use (eg. hair spray, gasoline, glue) preceding the *injury event* by the injured person and/or other persons involved in the *injury event*.

Public highway = Trafficway, Street, Road

The entire width between the property lines (or other boundary lines) of land open to the public as a matter of right or custom for purposes of moving persons or property from one place to another.

(WHO, 1992)

Public transport area or facility

Location designed primarily for, and being used at the time primarily for, receiving and discharging *passengers* and cargo of *public transport devices*.

Rail vehicle

Any device, with or without cars coupled to it, designed for traffic on a railway.

(WHO, 1992)

Includes:

- interurban: electric *car* (operated chiefly on its own right of way not open to other traffic)
- *streetcar*
- railway train, any power [diesel] [electric] [steam]:
- funicular
- monorail or two rail
- subterranean or elevated
- other vehicle designed to run on a railway track

Excludes:

- interurban electric cars [streetcars] specified to be operating on a right-of-way that forms part of the *public highway* or *street*

Residential institution

Establishment replacing a person's usual residence, including buildings and adjacent grounds.

Resident of home

Data element within the Place Module that describes the occupant of the *home* where the injured person was when the *injury event* started.

Road

See [Public highway](#).

Roadway

That part of the *public highway* designed, improved and customarily used for vehicular traffic. (WHO, 1992)

Role of the injured person

Data element within the Transport Module that describes how the injured person was involved with the specified *mode of transport* at the time of the *injury event*.

Rubbing

See [Abrading](#).

School, educational area

Location designed primarily for, and being used at the time primarily for, *education* purposes, including buildings and adjacent grounds.

Secondary prevention = Injury prevention

Measures seeking to prevent *injury* or reduce the severity of *injury* through eg. the implementation of safety aids and acute care.

(Based on WHO, 1984 and Avery, 1995)

See also [Primary prevention](#) [Tertiary prevention](#)

Sex of perpetrator

Data element within the *Violence* Module that describes the sex of the person who inflicted the *injury*.

Sidewalk

That part of the *public highway* designed, improved and customarily used for *pedestrian* traffic.

Special all-terrain vehicle = Off-road vehicle

A motor vehicle of special design to enable it to negotiate rough or soft terrain or snow.

Examples of special design are high construction, special wheels and tyres, tracks, and support on a cushion of air.

(WHO, 1992)

Includes:

- hovercraft on land or swamp
- snowmobile

Excludes:

- hovercraft on open water—see [Watercraft](#)

Special vehicle mainly used in agriculture

A motor vehicle designed specifically for use in *farming* and agriculture (horticulture), for example to work the land, tend and harvest crops and transport materials on the *farm*.

(WHO, 1992)

Includes:

- combine harvester
- self-propelled *farm machinery*
- tractor (and trailer)

Special vehicle mainly used in construction

A motor vehicle designed specifically for use in the construction (and demolition) of *roads*, buildings and other structures.

(WHO, 1992)

Includes:

- bulldozer
- digger
- dump truck
- earth-leveller
- mechanical shovel
- *road-roller*

Special vehicle mainly used in industry

A motor vehicle designed primarily for use within the buildings and premises of industrial or commercial establishments.

(WHO, 1992)

Includes:

- battery-powered airport *passenger* vehicle
- battery-powered truck (baggage) (mail)
- coal-*car* in mine
- forklift (truck)
- logging *car*
- self-propelled truck, industrial
- station baggage truck (powered)
- tram, truck or tub (powered) in mine or quarry

Sports accident

An unintentional sports *injury event*.

Sports injury event

Any incident taking place while participating in *sports and exercise*-related activities and resulting in *injury*.

Sports and athletics area

Location designed primarily for, and being used at the time primarily for, *sports and exercise* or athletics, including buildings and adjacent grounds.

Sports and exercise

Physical activity with a described functional purpose eg. competition, practicing for competition, improving physical health. This includes practice and training activities, as well as pre-event (eg. taping, dressing), warm-up, competition, cool-down and post-event (eg. showering, dressing). Travel to and from the event or activity is not included.

(Based on WHO, 1992)

Stationary object

See [Fixed object](#).

Strangling

The application of pressure to the throat of a person.

Street

See [Public highway](#).

Streetcar

A device designed and used primarily for transporting persons within a municipality, running on rails, usually subject to normal traffic control signals, and operated principally on a right-of-way that forms part of the *roadway*. A trailer being towed by a *streetcar* is considered a part of the *streetcar*.

(WHO, 1992)

Includes:

- interurban electric *car* or *streetcar*, when specified to be operating on a *street* or *public highway*
- tram (*car*)
- trolley (*car*)

Submersion

A person comes to lie under the surface of a body of water. *Submersion* can happen after a period of *immersion*. The term describes the circumstances of an *injury event*.
(Bierens, 1996)

Tertiary prevention

Measures seeking to prevent or minimise any complications of and disability from *injury* eg. advanced trauma care, life support and rehabilitation.

(Based on WHO, 1984 and Avery, 1995)

See also: [Primary prevention](#) [Secondary prevention](#)

Thermal mechanism

Mechanism involving extreme heat or cold, from either natural or human-created sources.

Three-wheeled motor vehicle

A motorised tricycle designed primarily for *on-road* use.

(WHO, 1992)

Includes:

- motor-driven tricycle
- motorized rickshaw
- three-wheeled motor *car*

Excludes:

- motorcycle with sidecar
- *special all-terrain vehicle*

Traffic accident

An unintentional *traffic injury event*.

Traffic injury event

Any *land transport vehicle* incident occurring on the *public highway* [ie. originating on, terminating on, or involving a vehicle partially on the highway] and resulting in *injury*. A *land transport vehicle* incident is assumed to have occurred on the *public highway* unless another place is specified, except in the case of incidents involving only *off-road* motor vehicles, which are classified as *non-traffic injury events* unless the contrary is stated.

(Based on WHO, 1992)

Trafficway

See [Public highway](#).

Transport accident

An unintentional *transport injury event*.

Transport area

Location designed primarily for, and being used at the time primarily for, conveying persons or goods from one place to another.

Transport device

A device designed primarily for, and being used at the time primarily for, conveying persons or goods from one place to another.

(WHO, 1992)

Transport injury event

Any incident involving a *transport device* and resulting in *injury*.

(Based on WHO, 1992)

Travelling

To go from one place to another by any means of transport or as a *pedestrian*.

Two-wheeled motor vehicle

A motorized *transport device* with two wheels, one or two riding saddles and sometimes with a third wheel for the support of a sidecar. The sidecar is considered part of the *two-wheeled motor vehicle*.

(WHO, 1992)

Type of conflict

Data element within the *Violence* Module that describes the type of war or civil conflict underway when the *injury* occurred.

Type of home

Data element within the Place Module that describes the kind of *home* where the injured person was when the *injury event* started.

Type of medical service area

Data element within the Place Module that describes the kind of *medical service area* where the injured person was when the *injury event* started. (Note: codes have not yet been assigned to this item because of national differences in the organisation and designation of services.)

Type of legal intervention

Data element within the *Violence* Module that describes the *type of legal intervention* during which a person was injured.

Type of school

Data element within the Place Module that describes the kind of *school* or *educational area* where the injured person was when the *injury event* started.

Type of sport/exercise activity

Data element within the *Sports* Module that specifies the sport or *exercise* activity in which the injured person was participating at the time of the *injury event*.

Type of transport injury event

Data element within the Transport Module that describes the general nature of the *transport injury event* and, for a land transport event, whether it was a traffic or non-traffic event.

Underlying mechanism

The mechanism involved at the start of the *injury event*

See also: [Direct mechanism](#)

Underlying object or substance

The object/substance involved at the start of the *injury event*.

See also: [Direct object or substance](#)

Undetermined intent

Available information is insufficient to make a distinction between *unintentional injury event*, *intentional self-harm*, *assault* or other *violence*.

(Based on WHO, 1992)

Unintentional injury event = Accident

An unforeseen incident, where there was no *intent* by a person to cause harm, *injury* or death, but which resulted in *injury*.

Unpaid work

Activity for which no money is received but for which a *paid worker* could be hired.

Includes: work for payment-in-kind, or other non-monetary remuneration.

Excludes: [Paid work](#)

Van

A four- or six-wheeled motor vehicle designed primarily for carrying property, weighing less than the local limit for *classification* as a heavy goods vehicle, and not requiring a special driver's licence. The load-carrying area is enclosed by side walls and a roof, and usually has large doors at the side and/or rear.

(based on WHO, 1992)

See also [Pick-up truck](#).

Vehicle occupant

A *driver* or *passenger* in a transport vehicle.

Violence

See [Intentional injury event](#).

Vital activity

Basic activities necessary for life, for example sleeping, eating and getting dressed.

Watercraft

Any device for transporting *passengers* or goods on water.
(WHO, 1992)

Includes:

- hovercraft not otherwise specified

Work-related activity

Paid work and *unpaid work*.

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Cockatoo [Object C.3.13.02.05](#)

Coconut [Object C.3.13.01.30](#)

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Coffee

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Coins [Object C.3.9.98.30](#)

Cold and cough preparation [Object C.3.20.03](#)

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- drink, non-alcoholic [Object C.3.19.01.25](#)
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Collapse of building other than by fire [Mechanism C.2.1.2.3](#)

College

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Collision

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Comb [Object C.3.9.03.05](#)

Combative sport

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- area (non-recreational) other specified [Place C.4.11.8](#)
- area (non-recreational) unspecified [Place C.4.11.9](#)
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- garage [Place C.4.11.2](#)
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- security firm [Perpetrator-Victim Relationship V.3.6.4](#)

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Community

- activities [Economic Activity O.1.15](#)
- police [Perpetrator-Victim Relationship V.3.6.2](#)

Commuting by car, bus, train, bicycle to/from paid work [Activity C.5.1.1](#)

Competition surface - protective padding [Environmental Countermeasures S.4.2](#)

Competition/participation [Phase of Activity S.2.4](#)

Competitive swimming [Type of Sport Activity S.1.5.09](#)

Complications

- of health care [Mechanism C.2.20](#)
- of health care [Mechanism - Short Version M.1.20](#)
- of health care abnormal reaction of the patient or later complication caused by surgical operations or other surgical/medical procedures, without mention of misadventure at the time of the procedure, NEC [Mechanism C.2.20.6](#)
- of health care adverse effects related to drugs, medicaments, or biological substances [Mechanism C.2.20.1](#)
- of health care adverse incidents associated with medical devices in diagnostic/therapeutic use [Mechanism C.2.20.3](#)
- of health care failure of sterile precautions during surgical/medical care [Mechanism C.2.20.5](#)
- of health care foreign object left in body during surgical/medical care [Mechanism C.2.20.2](#)
- of health care non-administration of surgical/medical care [Mechanism C.2.20.7](#)
- of health care other specified complications of health care [Mechanism C.2.20.8](#)
- of health care unintentional cut, puncture, perforation during surgical/medical care [Mechanism C.2.20.4](#)
- of health care unspecified complications of health care [Mechanism C.2.20.9](#)
- of medical or surgical care [Intent C.1.6](#)

Compressed air cylinder [Object C.3.10.05.01](#)

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Computer

- [Object C.3.9.05.05](#)
- disks [Object C.3.9.05.05](#)
- internal parts [Object C.3.9.05.05](#)
- machinery manufacturing [Economic Activity O.1.4](#)
- machinery repair [Economic Activity O.1.11](#)
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- technicians [Occupation O.2.3](#)

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Confinement in oxygen-deficient place [Mechanism C.2.5.3](#)

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- civil conflict or war [Intent C.1.4.2](#)
- in relationship with family member, partner, or friend [Proximal Risk Factors V.1.1](#)
- in relationship with offspring [Proximal Risk Factors V.1.1.3](#)
- in relationship with other specified family member, partner, or friend [Proximal Risk Factors V.1.1.8](#)
- in relationship with parent [Proximal Risk Factors V.1.1.2](#)
- in relationship with spouse, partner, boy/girlfriend [Proximal Risk Factors V.1.1.1](#)
- in relationship with unspecified family member, partner, or friend [Proximal Risk Factors V.1.1.9](#)
- specified type [Type of Conflict V.7.8](#)
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Construction

- [Economic Activity O.1.6](#)
- area [Place C.4.8](#)
- equipment renting with operator [Economic Activity O.1.6](#)

- labourers [Occupation O.2.9](#)
- vehicles other specified [Object C.3.2.03.98](#)
- vehicles unspecified [Object C.3.2.03.99](#)

Consultation room [Place C.4.3.3](#)

Contact with

- animal non-piercing or non-penetrating [Mechanism C.2.1.2.5](#)
- fire or flame [Mechanism C.2.4.1.3](#)
- fire or flame [Mechanism - Short Version M.1.4.2](#)
- foreign body [Mechanism C.2.98.1](#)
- hot liquid, steam, other hot gas [Mechanism C.2.4.1.1](#)
- hot liquid, steam, other hot gas [Mechanism - Short Version M.1.4.1](#)
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- machinery [Mechanism C.2.3.2](#)
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- other specified contact with a person [Mechanism C.2.1.3.8](#)
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Container

- heavy [Object C.3.8.98.08](#)
- made from plastic, wood, or clay [Object C.3.8.02.15](#)
- other specified [Object C.3.8.98.98](#)
- terminal [Place C.4.8.8](#)
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Context of assault

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- unspecified [Context of Assault V.5.9](#)

Contraceptive

- [Object C.3.20.23](#)
- antigonadotrophin, anti-oestrogen, antiandrogen preparation [Object C.3.20.23.03](#)
- device [Object C.3.9.98.10](#)
- hormones other specified [Object C.3.20.23.98](#)
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Contract injuring or killing [Context of Assault V.5.6.3](#)

Controlled fire, flame

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Convalescent home [Place C.4.2.2](#)

Convertible bed [Object C.3.5.01.20](#)

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Cooker - contact with [Mechanism C.2.4.1.2](#)
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Cooking
- appliance other specified [Object C.3.7.01.98](#)
- appliance outdoor [Object C.3.7.01.65](#)
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Cool down [Phase of Activity S.2.5](#)
Cooling
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- man-made source [Mechanism C.2.4.2.2](#)
- natural source [Mechanism C.2.4.2.1](#)
- other specified [Mechanism C.2.4.2.8](#)
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Copper [Object C.3.21.98.28](#)
Coral [Object C.3.13.05.25](#)
Cord of household appliance [Object C.3.7.98.01](#)
Cornea - foreign body on [Mechanism C.2.98.1.1](#)
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Cornering too quickly [Transport Counterpart T.3.15.1](#)
Correctional institution [Place C.4.2.3](#)
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Cot [Object C.3.6.01.30](#)
Cottage industry [Place C.4.1](#)
Cotton
- harvester [Object C.3.2.01.10](#)
- swab or bud [Object C.3.9.04.10](#)
Cougar [Object C.3.13.04.55](#)
Counterpart

- other specified [Transport Counterpart T.3.98](#)
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- Counter-top [Object C.3.14.01.20](#)
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- Courtyard [Part of building or Grounds P.2.14](#)
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- Cow [Object C.3.13.04.25](#)
- Co-worker [Perpetrator-Victim Relationship V.3.5.4](#)
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- Crayon [Object C.3.9.06.05](#)
- Creche
- [Place C.4.4.2](#)
 - [Type of School P.6.1](#)
- Creek [Place C.4.12.2](#)
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- Cricket
- [Type of Sport Activity S.1.2.02](#)
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- Criminal activity
- other specified [Context of Assault V.5.6.8](#)
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- Crock pot [Object C.3.7.01.30](#)
- Crockery, kitchen container
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 - other specified [Object C.3.8.02.98](#)
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- Crop growers [Occupation O.2.6](#)
- Crops
- cotton, flowers, beverage, cereal, grains, fruit, vegetables, nuts, sugar, spice, tobacco [Place C.4.9.1](#)
- Croquet [Type of Sport Activity S.1.11.05](#)

Crossbow

- [Object C.3.10.02.05](#)
- designed as a weapon [Object C.3.12.01.05](#)
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- [Mechanism C.2.1.4](#)
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- between/beneath objects [Mechanism C.2.1.4.1](#)
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Cultivating equipment [Object C.3.2.01.20](#)

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- activities [Economic Activity O.1.15](#)
- area [Place C.4.10](#)
- issue [Proximal Risk Factors V.1.8.3](#)
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Cupboard

- [Object C.3.5.03.05](#)
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Curling iron, curler [Object C.3.9.03.01](#)

Current love relationship - argument about [Context of Assault V.5.1.2.1](#)

Curtains [Object C.3.5.04.05](#)

Cushion [Object C.3.5.01.25](#)

Cut

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Cutlass [Object C.3.12.01.15](#)

Cutlery [Object C.3.8.01.20](#)

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- chaff [Object C.3.11.01.71](#)
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Cutting

- [Mechanism C.2.2.1](#)
- slicing machinery or fixed plant [Object C.3.11.01.01](#)
- tool [Object C.3.11.03.15](#)

Cyanoacrylate glue (super glue) [Object C.3.21.01.10](#)

Cycle

- [Mode of Transport T.1.2](#)
- [Transport Counterpart T.3.2](#)
- non-motorised [Object C.3.1.01.05](#)

- trailer attached for child [Object C.3.1.01.05](#)
- way [Place C.4.6.3](#)

Cycling

- BMX [Type of Sport Activity S.1.17.01](#)
- mountain [Type of Sport Activity S.1.17.02](#)
- other specified [Type of Sport Activity S.1.17.05](#)
- road [Type of Sport Activity S.1.17.03](#)
- spinning/stationary bike riding [Type of Sport Activity S.1.17.11](#)
- track [Place C.4.5.4](#)
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- unspecified [Type of Sport Activity S.1.17.06](#)

Cyclist

- [Transport - Role of Injured Person T.2.2](#)
- motorcycle [Mechanism C.2.1.1.4](#)
- pedal [Mechanism C.2.1.1.3](#)

Cyclone [Mechanism C.2.8.1.2](#)

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Dagga [Object C.3.20.24.25](#)

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Date [Perpetrator-Victim Relationship V.3.5.2](#)

Day care centre

- [Place C.4.4.2](#)
- [Type of School P.6.1](#)
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Death of a relative, partner, or friend [Proximal Risk Factors V.1.2](#)

Decathlon

- 1,500 meter event [Type of Sport Activity S.1.18.06](#)
- 100 meter event [Type of Sport Activity S.1.18.04](#)
- 110-meter hurdles event [Type of Sport Activity S.1.18.07](#)
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- long jump event [Type of Sport Activity S.1.18.08](#)
 - pole vault event [Type of Sport Activity S.1.18.13](#)
 - shot putt event [Type of Sport Activity S.1.18.10](#)
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- Diagnostic agent
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 - other specified [Object C.3.20.13.98](#)
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- mains [Object C.3.11.01.45](#)
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Elementary occupations [Occupation O.2.9](#)

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- activities [Economic Activity O.1.11](#)
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- technicians [Occupation O.2.3](#)

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Equipment/structure for playing sports/exercise

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Equipment

- mainly used in sports/recreational activity [Object C.3.10](#)
- manufacturing [Economic Activity O.1.4](#)
- towed or powered by tractors [Object C.3.2.01.20](#)
- with wheels or designed for movement, mainly for use in sports/recreational activity [Object C.3.10.04](#)

Ergot alkaloid [Object C.3.20.98.30](#)

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Estate police [Perpetrator-Victim Relationship V.3.6.4](#)

Estuary [Place C.4.12.3](#)

Ethanol [Object C.3.21.02.38](#)

European Communities [Economic Activity O.1.17](#)

Euthanasia

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- [Context of Assault V.5.8.2](#)

Even surface [Object C.3.15.98.18](#)

Event duration

- first 25% [Phase of Activity S.2.4.1](#)
- last 25% [Phase of Activity S.2.4.3](#)
- middle 50% [Phase of Activity S.2.4.2](#)
- other (for events whose time course can not be anticipated) [Phase of Activity S.2.4.8](#)
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Excavator, digger, mechanical shovel [Object C.3.2.03.10](#)

Excessive heat in boiler room, evaporator room, fire room on ship [Transport Event T.4.4](#)

Excrement (human/animal) [Object C.3.98.98.75](#)

Excursions for education [Activity C.5.3.8](#)

Execution or injury event performed at behest of judiciary or ruling authority [Intent C.1.4.1](#)

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- of a legal sentence [Type of Legal Intervention V.6.6](#)
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- bike [Type of Sport Activity S.1.17.11](#)
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Exhaustion

- caused by lack of food [Mechanism C.2.98.6.1](#)
- caused by lack of water [Mechanism C.2.98.6.2](#)

Ex-partner [Perpetrator-Victim Relationship V.3.1.5](#)

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- fire caused by [Mechanism C.2.4.1.3](#)
- of boiler on ship [Transport Event T.4.4](#)
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- gas [Object C.3.98.05.98](#)
- material in dump, factory, grain store, munitions [Object C.3.98.05.98](#)
- material or flammable object/substance [Object C.3.98.05](#)
- material or flammable object/substance other specified [Object C.3.98.05.98](#)
- material or flammable object/substance unspecified [Object C.3.98.05.99](#)

Explosives [Object C.3.98.05.05](#)

Exposure to

- air pressure [Mechanism C.2.98.4](#)
- avalanche [Mechanism C.2.8.3.3](#)
- blizzard [Mechanism C.2.8.2.4](#)
- chemical or other substance [Mechanism C.2.6](#)
- chemical or other substance [Mechanism - Short Version M.1.6](#)
- cold due to weather conditions [Mechanism C.2.4.2.1](#)
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- earthquake [Mechanism C.2.8.3.1](#)
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- effect of eruption [Mechanism C.2.8.4](#)
- effect of other specified weather, natural disaster or other force of nature [Mechanism C.2.8.8](#)
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- effect of unspecified weather, natural disaster or other force of nature [Mechanism C.2.8.9](#)
- effect of weather, natural disaster, or other force of nature [Mechanism C.2.8](#)
- effect of weather, natural disaster, or other force of nature [Mechanism - Short Version M.1.8](#)
- effect of wind condition [Mechanism C.2.8.2](#)
- electric current [Mechanism C.2.98.2.1](#)
- electricity, radiation [Mechanism C.2.98.2](#)
- flood [Mechanism C.2.8.1.4](#)
- hailstorm [Mechanism C.2.8.1.3](#)
- hurricane, cyclone, monsoon, typhoon [Mechanism C.2.8.1.2](#)
- ionising radiation, non-natural [Mechanism C.2.98.2.6](#)
- lightning [Mechanism C.2.8.8.1](#)
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- other specified effect of weather, natural disaster or other force of nature [Mechanism C.2.8.8.8](#)

- other specified effect of wind condition [Mechanism C.2.8.2.8](#)
- other visible and ultraviolet light man-made sources [Mechanism C.2.98.2.3](#)
- rain, storm, cloudburst [Mechanism C.2.8.1.1](#)
- solid, liquid or gaseous substances [Mechanism C.2.6.8](#)
- sound [Mechanism C.2.98.3.1](#)
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- tornado [Mechanism C.2.8.2.1](#)
- unspecified air pressure [Mechanism C.2.98.4.9](#)
- unspecified radiation [Mechanism C.2.98.2.9](#)
- unspecified effect of eruption [Mechanism C.2.8.4.9](#)
- unspecified effect of earth or ocean movement [Mechanism C.2.8.3.9](#)
- unspecified effect of precipitation [Mechanism C.2.8.1.9](#)
- unspecified effect of wind condition [Mechanism C.2.8.2.9](#)
- vibration [Mechanism C.2.98.3.2](#)
- volcanic eruptions [Mechanism C.2.8.4.1](#)
- welding light [Mechanism C.2.98.2.2](#)
- windstorm [Mechanism C.2.8.2.2](#)

Ex-spouse [Perpetrator-Victim Relationship V.3.1.4](#)

Extension cord [Object C.3.7.98.01](#)

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External compression of airway, chest [Mechanism C.2.5.1.3](#)

Extortion [Context of Assault V.5.6.1](#)

Extraction [Economic Activity O.1.3](#)

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Eye

- foreign body entering into/through [Mechanism C.2.98.1.1](#)
- make up [Object C.3.9.04.60](#)
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Eyewear

- [Object C.3.9.07.01](#)
- goggles/protective glasses [Personal Countermeasures S.3.10](#)
- protective [Object C.3.11.05.28](#)

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Fabric

- dye [Object C.3.21.98.40](#)
- softener [Object C.3.21.05.05](#)

Face mask/shield [Personal Countermeasures S.3.12](#)

Factory/plant

- [Place C.4.8.3](#)
- building and premises [Place C.4.8.3](#)

Failure in dosage of drugs, medicaments, or biological substances during surgical/medical care [Mechanism C.2.20.1.3](#)

Failure of sterile precautions during

- aspiration, puncture, or other catheterisation [Mechanism C.2.20.5.7](#)
- endoscopic examination [Mechanism C.2.20.5.5](#)

- heart catheterisation [Mechanism C.2.20.5.6](#)
- infusion or transfusion [Mechanism C.2.20.5.2](#)
- injection or immunisation [Mechanism C.2.20.5.4](#)
- kidney dialysis or other perfusion [Mechanism C.2.20.5.3](#)
- other specified surgical/medical care [Mechanism C.2.20.5.8](#)
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Failure to pay a drug debt [Context of Assault V.5.3.3](#)

Fair [Place C.4.10.2](#)

Fairy lights [Object C.3.5.04.40](#)

Faith healers [Occupation O.2.3](#)

Fall in or from railway train, streetcar, tram, watercraft or aircraft [Transport Event T.4.4](#)

Fallen stone or rock as a loose object [Transport Counterpart T.3.13.2](#)

Falling

- [Mechanism C.2.1.5](#)
- [Mechanism - Short Version M.1.1.6](#)
- by slipping on same level [Mechanism C.2.1.5.2](#)
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- from a height 1 meter or more [Mechanism C.2.1.5.5](#)
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- on the same level - other [Mechanism C.2.1.5.3](#)
- other specified [Mechanism C.2.1.5.8](#)
- struck by thrown or falling object [Mechanism C.2.1.2.3](#)
- unspecified [Mechanism C.2.1.5.9](#)

False teeth cleaning products [Object C.3.9.04.05](#)

Family

- dispute [Type of Legal Intervention V.6.2.1](#)
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- equipment building [Place C.4.9](#)
- machinery animal powered [Mechanism C.2.3.2](#)
- machinery self propelled [Mode of Transport T.1.9.2](#)
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- other specified [Place C.4.9.8](#)
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- of animals [Place C.4.9.2](#)
- of animals [Economic Activity O.1.1](#)

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Father [Perpetrator-Victim Relationship V.3.2.1](#)

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- burning gas [Object C.3.17.01.10](#)
- burning oil [Object C.3.17.01.01](#)
- caused by lava [Mechanism C.2.8.4.1](#)
- contact with [Mechanism C.2.4.1.3](#)
- contact with fore or flame [Mechanism - Short Version M.1.4.2](#)
- controlled fire, flame in building or structure [Object C.3.17.01.15](#)
- controlled fire, flame, not in building or structure [Object C.3.17.01.20](#)
- extinguisher [Object C.3.11.05.30](#)
- fire, flame, smoke [Object C.3.17](#)
- flame [Object C.3.17.01](#)
- hydrant [Object C.3.98.02.01](#)
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- localised on ship [Transport Event T.4.4](#)
- other specified [Object C.3.17.01.98](#)
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- smoke [Object C.3.17.02](#)
- truck, fire engine [Object C.3.2.98.05](#)
- uncontrolled fire, flame in building or structure [Object C.3.17.01.25](#)
- uncontrolled fire, flame not in building or structure [Object C.3.17.01.30](#)
- unspecified [Object C.3.17.01.99](#)
- unspecified as to whether fire, flame, or smoke caused the injury [Object C.3.17.99](#)

Firearm

- or related item [Object C.3.12.02](#)
- shooting powder-charged gun [Type of Sport Activity S.1.11.09](#)
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Fishing

- [Economic Activity O.1.2](#)
- boat, trawler [Object C.3.3.01.10](#)
- boat, trawler [Mode of Transport T.1.11.3](#)
- boat, trawler [Transport Counterpart T.3.11.3](#)
- from a pier, boat or shore [Type of Sport Activity S.1.5.04](#)

Fitness centre [Place C.4.5.2](#)

Fitted counter, counter-top, kitchen top [Object C.3.14.01.20](#)

Fittings/pipes for gas, steam, hot

- water [Object C.3.14.98.55](#)

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Flame

- caused by lava [Mechanism C.2.8.4.1](#)
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- ignition of [Mechanism C.2.4.1.3](#)

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Flea

- dip [Object C.3.21.04.01](#)
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Flick knife [Object C.3.12.01.10](#)

Flipper/fin [Object C.3.10.05.15](#)

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- arising from a remote or direct storm [Mechanism C.2.8.1.4](#)
- caused by collapse of dam [Mechanism C.2.8.1.4](#)
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Flooded area [Place C.4.12.2](#)

Floor

- carpeted [Object C.3.14.03.01](#)
- mud, clay, animal dung [Object C.3.14.03.15](#)
- related fitting/feature [Object C.3.14.03](#)
- related fitting/feature other specified [Object C.3.14.03.98](#)
- related fitting/feature unspecified [Object C.3.14.03.99](#)
- tile, brick, concrete [Object C.3.14.03.05](#)
- wood [Object C.3.14.03.10](#)

Flowers [Object C.3.13.01.05](#)

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Flying

- fox [Object C.3.6.03.05](#)
- toy [Object C.3.6.02.50](#)

Fodder-cutter [Object C.3.11.01.71](#)

Folding

- chair [Object C.3.5.02.15](#)
- scooter [Object C.3.10.04.10](#)
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- argument about [Context of Assault V.5.1.4.4](#)
- cold solids [Object C.3.19.01.20](#)
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- lack of [Mechanism C.2.98.6.1](#)
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- other specified [Object C.3.19.98](#)
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- processing trade workers [Occupation O.2.7](#)
- processor [Object C.3.7.01](#)
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- [Object C.3.10.01.01](#)
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- American touch or flag [Type of Sport Activity S.1.1.03](#)
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- [Object C.3.9.01](#)
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Force

- applied by self [Mechanism C.2.1.3.1](#)
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Foreign affairs [Economic Activity O.1.12](#)

Foreign body

- contact with [Mechanism C.2.98.1](#)
- entering into or through other natural orifice [Mechanism C.2.98.1.2](#)
- on eye or entering into/through eye [Mechanism C.2.98.1.1](#)
- other specified contact with [Mechanism C.2.98.1.8](#)
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Foreign object left in body during

- aspiration, puncture, or other catheterisation [Mechanism C.2.20.2.6](#)
- endoscopic examination [Mechanism C.2.20.2.4](#)
- heart catheterisation [Mechanism C.2.20.2.5](#)
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- injection or immunisation [Mechanism C.2.20.2.3](#)
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- removal of catheter or packing [Mechanism C.2.20.2.7](#)
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- [Mechanism C.2.4.1.3](#)
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Forest

- tracks/paths/trails [Place C.4.12.6](#)

Forestry

- [Economic Activity O.1.1](#)
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Fork [Object C.3.8.01.20](#)

Fork lift

- [Mode of Transport T.1.9.1](#)
- [Transport Counterpart T.3.9.1](#)

- or lift truck [Object C.3.2.02.01](#)

Former boyfriend/girlfriend [Perpetrator-Victim Relationship V.3.1.5](#)

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Foster parent [Perpetrator-Victim Relationship V.3.4.1](#)

Four-wheel drive vehicle (4x4)

- [Object C.3.1.04.05](#)
- [Mode of Transport T.1.6.1](#)
- [Transport Counterpart T.3.6.1](#)

Free-standing gas, oil, or kerosene lamp [Object C.3.7.03.01](#)

Freeway [Place C.4.6.1](#)

Freezer

- [Object C.3.7.01.75](#)
- deep unit [Mechanism C.2.4.2.2](#)

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Freighter ship

- [Mode of Transport T.1.11.1](#)
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Friend

- other specified [Perpetrator-Victim Relationship V.3.5.7](#)
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Frisbee [Object C.3.6.02.50](#)

Frog [Object C.3.13.06.20](#)

Front yard [Part of building or Grounds P.2.14](#)

Front-end loader, bulldozer [Object C.3.2.03.05](#)

Frost bite [Mechanism C.2.4.2.1](#)

Frosted glass window [Object C.3.14.02.20](#)

Frozen liquid or gas (with temperature < 0°C/ 32°F) [Object C.3.16.02.40](#)

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- from plant [Object C.3.13.01.30](#)
- harvester [Object C.3.2.01.10](#)

Frying pan, deep fryer - electric [Object C.3.7.01.05](#)

Fuel or solvent [Object C.3.21.02](#)

Full sibling [Perpetrator-Victim Relationship V.3.3.1](#)

Funeral and related activities [Economic Activity O.1.15](#)

Fungicide [Object C.3.21.04.25](#)

Fungus [Object C.3.13.01.13](#)

Funicular

- [Mode of Transport T.1.8.3](#)
- [Object C.3.1.06.10](#)
- [Transport Counterpart T.3.8.3](#)

Furnace [Object C.3.7.04.98](#)

Furniture/furnishing [Object C.3.5](#)

Furniture

- other specified [Object C.3.5.98](#)
- unspecified [Object C.3.5.99](#)

Furosemide [Object C.3.20.10.01](#)

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Gallery [Place C.4.10.8](#)

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Game propagation for hunting [Economic Activity O.1.1](#)

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- gang-related incident [Context of Assault V.5.5](#)
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- member [Perpetrator-Victim Relationship V.3.5.6](#)
- rivalry [Context of Assault V.5.5.2](#)

Ganja [Object C.3.20.24.25](#)

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Garage

- [Place C.4.1](#)
- [Part of building or Grounds P.2.15](#)

Garbage

- [Object C.3.98.98.85](#)
- collectors [Occupation O.2.9](#)
- compactor [Object C.3.11.01.65](#)
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- [Place C.4.1](#)
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- fork [Object C.3.11.03.20](#)

Gardeners [Economic Activity O.1.16](#)

Garlic press [Object C.3.8.01.20](#)

Gas

- burning [Object C.3.17.01.10](#)
- cylinder [Object C.3.11.04.01](#)
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- radiator [Object C.3.7.04.05](#)
- station [Place C.4.11.2](#)
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- supply [Economic Activity O.1.5](#)
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Gaseous substances - poisoning by [Mechanism C.2.6.1.3](#)

Gases

- therapeutic [Object C.3.20.15.30](#)

Gasoline [Object C.3.21.02.05](#)

Gastric content [Object C.3.98.98.70](#)

Gastroenterology device [Object C.3.40.06](#)

Gastrointestinal preparation

- [Object C.3.20.12](#)
- other specified [Object C.3.20.12.98](#)
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Gender and/or sexual orientation - argument regarding [Context of Assault V.5.1.3.5](#)

General

- hospital or personal use medical/surgical device [Object C.3.40.01](#)
- managers [Occupation O.2.1](#)
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Genitals - touching or fondling [Context of Assault V.5.4.3](#)

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Girlfriend [Perpetrator-Victim Relationship V.3.1.3](#)

Glass

- bottle or jar [Object C.3.8.02.10](#)
- door [Object C.3.14.02.05](#)
- drinking cup [Object C.3.8.02.01](#)
- makers [Occupation O.2.7](#)
- molten [Object C.3.16.02.30](#)
- plant operators [Occupation O.2.8](#)
- plate, bowl, dish [Object C.3.8.02.05](#)
- sheet, piece, shard, etc. [Object C.3.16.02.38](#)
- thermometer with mercury [Object C.3.40.01.05](#)

Glasses

- [Object C.3.9.07.01](#)
- protective eyewear [Personal Countermeasures S.3.10](#)

Glaucoma therapies [Object C.3.20.18.10](#)

Glazes [Object C.3.9.06.10](#)

Glider

- [Object C.3.4.02.15](#)
- [Mode of Transport T.1.12.2](#)
- [Transport Counterpart T.3.12.2](#)

Gliding

- [Type of Sport Activity S.1.19.02](#)
- chair [Object C.3.5.02.10](#)

Gloves

- [Object C.3.11.05.28](#)
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- [Object C.3.21.01](#)
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Goal post

- [Object C.3.10.03.05](#)
- padded [Environmental Countermeasures S.4.3](#)

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Go-cart

- [Object C.3.6.02.01](#)
- [Type of Sport Activity S.1.16.04](#)
- [Mode of Transport T.1.6.4](#)
- [Transport Counterpart T.3.6.4](#)

Goggle/mask, flipper/fin, snorkel [Object C.3.10.05.15](#)

Golf

- [Type of Sport Activity S.1.11.07](#)
- ball [Object C.3.10.01.05](#)

- cart [Object C.3.1.04.98](#)
 - cart [Mode of Transport T.1.6.4](#)
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 - course [Place C.4.5.1](#)
- Gorilla [Object C.3.13.04.35](#)
- Grader [Object C.3.2.03.01](#)
- Gradual onset conditions causing physical over-exertion [Mechanism C.2.7.8](#)
- Grain
- bulk [Object C.3.16.01.20](#)
 - harvester [Object C.3.2.01.10](#)
- Grandparent [Perpetrator-Victim Relationship V.3.3.4](#)
- Grape harvester [Object C.3.2.01.10](#)
- Grass
- artificial [Object C.3.16.02.01](#)
 - natural [Object C.3.16.01.05](#)
- Grass-court tennis [Type of Sport Activity S.1.10.05](#)
- Gravel pit [Place C.4.8.4](#)
- Gravel, soil, sand [Object C.3.16.01.15](#)
- Grinder, buffer, polisher, sander [Object C.3.11.02.25](#)
- Grizzly bear [Object C.3.13.04.60](#)
- Grocery or shopping trolley/cart [Object C.3.8.04.10](#)
- Ground surface
- [Object C.3.15.01](#)
 - other specified [Object C.3.15.01.98](#)
 - surface conformation [Object C.3.15](#)
 - unspecified [Object C.3.15.01.99](#)
- Grounds
- of commercial area (non-recreational) [Place C.4.11](#)
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- Growing
- of crops [Economic Activity O.1.1](#)
 - of crops market gardening, horticulture [Place C.4.9.1](#)
 - of crops mixed farming [Place C.4.9.3](#)
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- Guard Rail [Transport Counterpart T.3.13.4](#)
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- Guerilla operation/civil war [Type of Conflict V.7.1](#)
- Guinea pig [Object C.3.13.04.10](#)
- Gun
- airgun [Object C.3.12.02.20](#)
 - gun or related item [Object C.3.12.02](#)
 - handheld [Object C.3.12.02.05](#)
 - nail [Object C.3.11.02.20](#)
 - shotgun [Object C.3.12.02.15](#)
 - toy, or related accessory [Object C.3.6.02.10](#)
- Gym [Place C.4.5.2](#)
- Gymnastic equipment [Object C.3.10.03.15](#)
- Gymnastics
- balance beam [Type of Sport Activity S.1.8.02](#)
 - floor exercise/tumbling [Type of Sport Activity S.1.8.03](#)

- high bar [Type of Sport Activity S.1.8.04](#)
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- rhythmic (with props) [Type of Sport Activity S.1.8.06](#)
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Hack off [Mechanism C.2.2.1.5](#)

Hair

- colouring preparation [Object C.3.9.04.35](#)
- drier, curling iron, curler [Object C.3.9.03.01](#)
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Hairdressing activities [Economic Activity O.1.15](#)

Hall [Place C.4.5.2](#)

Hallway [Part of building or Grounds P.2.12](#)

Hammer

- [Object C.3.11.03.05](#)
- throw [Type of Sport Activity S.1.7.14](#)

Hammock [Object C.3.5.01.10](#)

Hand

- gun [Object C.3.12.02.05](#)
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Handball - team [Type of Sport Activity S.1.1.07](#)

Handcuffs [Object C.3.98.01.01](#)

Hand-held

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Handicraft workers [Occupation O.2.7](#)

Handling, transporting, custody of prisoner(s) [Type of Legal Intervention V.6.5](#)

Handrail, railing, banister [Object C.3.14.98.20](#)

Hang glider

- [Object C.3.4.02.10](#)
- [Mode of Transport T.1.12.2](#)
- [Transport Counterpart T.3.12.2](#)

Hang gliding [Type of Sport Activity S.1.19.03](#)

Hanging [Mechanism C.2.5.1.1](#)

Harbour

- commercial [Place C.4.8.8](#)
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Hard

- ball [Object C.3.10.01.05](#)
- chair, couch, bench [Object C.3.5.02.05](#)

Hard-court tennis [Type of Sport Activity S.1.10.05](#)

Hard-toed shoes/boots [Personal Countermeasures S.3.13](#)

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Harvester - contact with [Mechanism C.2.3.2](#)

Harvesting

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Hashish [Object C.3.20.24.25](#)

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Hay [Object C.3.16.01.19](#)

Head butted by a person [Mechanism C.2.1.3.1](#)

Heads of villages [Occupation O.2.1](#)

Health care

- complications of [Mechanism - Short Version M.1.20](#)
- professional - being taken care of by [Activity C.5.7.1](#)
- provider [Perpetrator-Victim Relationship V.3.4.3](#)

Health

- centre [Place C.4.3.2](#)
- or social work [Economic Activity O.1.14](#)
- professionals [Occupation O.2.2](#)
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Heater

- [Object C.3.7.04.05](#)
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Heating or cooling appliance

- [Object C.3.7.04](#)
- other specified [Object C.3.7.04.98](#)
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Heating/cooking machinery or fixed plant [Object C.3.11.01.10](#)

Heating

- contact with [Mechanism C.2.4.1](#)
- other specified [Mechanism C.2.4.1.8](#)
- unspecified [Mechanism C.2.4.1.9](#)
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Heavy transport vehicle

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- [Transport Counterpart T.3.7](#)
- other specified [Mode of Transport T.1.7.8](#)
- other specified [Transport Counterpart T.3.7.8](#)
- truck [Object C.3.1.05.30](#)
- unspecified [Mode of Transport T.1.7.9](#)
- unspecified [Transport Counterpart T.3.7.9](#)
- with four or more wheels [Object C.3.1.05](#)

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- metal [Object C.3.21.98.28](#)

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- [Object C.3.11.02.30](#)
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Helicopter

- [Object C.3.4.01.01](#)
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- [Object C.3.10.98.01](#)
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Heparin [Object C.3.20.11.05](#)

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- 200 meter event [Type of Sport Activity S.1.18.15](#)
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- high jump event [Type of Sport Activity S.1.18.17](#)
- javelin event [Type of Sport Activity S.1.18.19](#)
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Herbicide

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Highway

- [Place C.4.6](#)
- public other specified [Place C.4.6.8](#)
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- [Type of Sport Activity S.1.15.02](#)
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- trails forest [Place C.4.12.6](#)

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- ball [Object C.3.10.01.05](#)
- field [Place C.4.5.1](#)
- field, turf or grass [Type of Sport Activity S.1.2.05](#)

- floor [Type of Sport Activity S.1.2.06](#)
- ice [Type of Sport Activity S.1.2.03](#)
- other specified [Type of Sport Activity S.1.2.07](#)
- stick [Object C.3.10.02.15](#)
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- for lifting patients [Object C.3.40.01.10](#)
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- other specified [Object C.3.20.23.98](#)
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- [Object C.3.3.01.30](#)
- [Place C.4.1](#)
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- [Mode of Transport T.1.11.4](#)
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Household appliance

- [Object C.3.7](#)
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- [Object C.3.3.01.40](#)
- operating on land or swamp [Mode of Transport T.1.10.2](#)
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- operating on land or swamp [Transport Counterpart T.3.10.2](#)
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- small scale [Place C.4.8.3](#)
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- [Object C.3.6](#)
- other specified [Object C.3.6.98](#)
- unspecified [Object C.3.6.99](#)

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- pool for children [Object C.3.14.98.02](#)
- raft [Object C.3.3.02.05](#)
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- poisonous plant or part of plant [Object C.3.13.01.50](#)
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In-ground

- spa [Object C.3.14.98.01](#)
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- anaesthetic, other [Object C.3.20.15.08](#)

- of hot air/gasses [Mechanism C.2.4.1.1](#)
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- inflicted by law enforcement agent during legal action [Intent C.1.4.1](#)
 - inflicted by state agency during attempts to enforce the law [Intent C.1.4.1](#)
 - resulting from unknown incident [Intent C.1.9](#)
- In-laws
- [Perpetrator-Victim Relationship V.3.3.7](#)
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- skates [Object C.3.10.04.01](#)
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- assault [Intent C.1.3](#)
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- Intentional
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- Interior of vehicle [Object C.3.1.07.20](#)
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- Inter-personal violence

- assault [Intent C.1.3](#)
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Intimidation [Context of Assault V.5.1.8.3](#)

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Investigation

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Javelin

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- [Type of Sport Activity S.1.7.13](#)
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Jeep

- [Mode of Transport T.1.6.1](#)
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Jellyfish

- [Object C.3.13.05.20](#)
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Jet skiing [Type of Sport Activity S.1.4.02](#)

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- [Type of Sport Activity S.1.7.02](#)
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Judo

- [Type of Sport Activity S.1.12.04](#)
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- [Mechanism - Short Version M.1.1.6](#)
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- [Object C.3.3.02.05](#)
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Kayaking/white-water rafting [Type of Sport Activity S.1.4.03](#)

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Kicked by a person [Mechanism C.2.1.3.1](#)

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- [Part of building or Grounds P.2.2](#)
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- appliance unspecified [Object C.3.7.01.99](#)
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Knife

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- designed as a child's toy [Object C.3.6.02.18](#)
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- powered [Object C.3.7.01.20](#)
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- [Economic Activity O.1.9](#)
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Land yacht

- [Mode of Transport T.1.98](#)
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- other specified [Object C.3.98.01.98](#)
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Life saving - surf [Type of Sport Activity S.1.5.08](#)

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Lifting

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- tool [Object C.3.11.03.25](#)

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- used in sport and leisure activities [Mode of Transport T.1.6.4](#)
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Lighter, match [Object C.3.9.08.05](#)

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 - jump [Type of Sport Activity S.1.7.09](#)
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- Loperamide [Object C.3.20.12.20](#)
- Loss of employment [Proximal Risk Factors V.1.5.1](#)
- Loss of employment - argument about [Context of Assault V.5.1.4.1](#)
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- Love
 - argument about relationship [Context of Assault V.5.1.2.1](#)
 - love triangle altercation [Context of Assault V.5.1.2.3](#)
- Low gravity - exposure [Mechanism C.2.98.5](#)
- Lozenges with or without local anaesthetic for throat [Object C.3.20.18.40](#)
- LPG gas, natural gas, methane gas, propane gas, butane gas [Object C.3.21.02.01](#)
- LSD [Object C.3.20.24.20](#)
- Lubricating oils, motor oil [Object C.3.21.02.10](#)
- Luge
 - [Type of Sport Activity S.1.17.12](#)
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- Luna park [Place C.4.10.2](#)
- Lye soap [Object C.3.21.05.25](#)

M

- Mace [Object C.3.12.98.10](#)
- Machete [Object C.3.12.01.15](#)
- Machine gun [Object C.3.12.02.10](#)
- Machine
 - operators [Occupation O.2.8](#)
 - operators [Occupation O.2.8](#)
 - sewing [Object C.3.7.05.01](#)
 - threshing [Object C.3.11.01.70](#)
- Machinery manufacturing [Economic Activity O.1.4](#)
- Machinery or fixed plant
 - [Object C.3.11.01](#)
- Machinery
 - accident in aircraft [Transport Event T.4.4](#)
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 - contact with [Mechanism C.2.3.2](#)
 - crane [Object C.3.11.01.30](#)
 - crushing/pressing [Object C.3.11.01.05](#)
 - cutting/slicing [Object C.3.11.01.01](#)
 - heating/cooking [Object C.3.11.01.10](#)
 - hoist [Object C.3.11.01.25](#)
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 - carbonate [Object C.3.20.12.01](#)
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Magpie [Object C.3.13.02.10](#)
Maids [Economic Activity O.1.16](#)
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Mains - gas, water, sewerage, steam, hot
- water, electricity [Object C.3.11.01.45](#)
Maintenance of own home or garden [Activity C.5.2.8](#)
Male - sex of perpetrator [Sex of Perpetrator V.4.1](#)
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Management consultancy [Economic Activity O.1.11](#)
Managers [Occupation O.2.1](#)
Man-made well, dug well for underground water [Object C.3.15.02.01](#)
Manner of death of a relative, partner or friend
- other [Proximal Risk Factors V.1.2.8](#)
- unspecified [Proximal Risk Factors V.1.2.9](#)
Manufactured/industrial material
- [Object C.3.16.02](#)
- other specified [Object C.3.16.02.98](#)
- unspecified [Object C.3.16.02.99](#)
Manufacturing [Economic Activity O.1.4](#)
Manufacturing
- labourers [Occupation O.2.9](#)
Marathon running
- [Type of Sport Activity S.1.7.07](#)
- causing physical over-exertion [Mechanism C.2.7](#)
Marble, bead [Object C.3.6.02.70](#)
Marching [Type of Sport Activity S.1.9.02](#)
Marijuana, hashish, dagga, ganja [Object C.3.20.24.25](#)
Marine
- animal [Object C.3.13.05](#)
- animal other specified [Object C.3.13.05.98](#)
- animal unspecified [Object C.3.13.05.99](#)
- Corps [Perpetrator-Victim Relationship V.3.6.1](#)
- mammal [Object C.3.13.05.15](#)
Market research [Economic Activity O.1.11](#)
Market
- garden [Place C.4.9.1](#)
- gardeners [Occupation O.2.6](#)
- gardening [Economic Activity O.1.1](#)
Marsh
- [Object C.3.15.02.30](#)
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Marsupials [Object C.3.13.04.40](#)
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Mass disobedience [Type of Legal Intervention V.6.4](#)
Mat [Object C.3.5.04.01](#)

Match [Object C.3.9.08.05](#)

Material [Object C.3.16](#)

Material-recording clerks [Occupation O.2.4](#)

Mathematicians [Occupation O.2.2](#)

Mattock [Object C.3.11.03.20](#)

Mattress [Object C.3.5.01.15](#)

Measles [Object C.3.20.22.05](#)

Mechanical force

- other [Mechanism - Short Version M.1.3](#)
- other specified [Mechanism - Short Version M.1.3.9](#)
- unspecified [Mechanism - Short Version M.1.3.9](#)

Mechanical

- other force [Mechanism C.2.3](#)
- power transmission device [Object C.3.11.98.01](#)
- shovel [Object C.3.2.03.10](#)
- shovel [Mode of Transport T.1.9.3](#)
- shovel [Transport Counterpart T.3.9.3](#)
- threat to breathing [Mechanism C.2.5.1](#)

Mechanism of injury

- other specified [Mechanism C.2.98.8](#)
- other specified [Mechanism - Short Version M.1.98](#)
- unspecified [Mechanism C.2.99](#)
- unspecified [Mechanism - Short Version M.1.99](#)

Medical equipment manufacturing [Economic Activity O.1.4](#)

Medical or surgical care

- complications of [Intent C.1.6](#)

Medical procedure, other than surgical, as the cause of abnormal reaction of the patient or of later complication without mention of misadventure at the time of the procedure
[Mechanism C.2.20.6.2](#)

Medical service area

- [Place C.4.3](#)
- other specified [Place C.4.3.8](#)
- unspecified [Place C.4.3.9](#)

Medical/surgical device

- [Object C.3.40](#)
- other specified [Object C.3.40.98](#)
- unspecified [Object C.3.40.99](#)

Medicine for human use [Object C.3.20](#)

Medicine

- traditional, folk remedy [Object C.3.21.98.80](#)

Melting of clothing [Mechanism C.2.4.1.3](#)

Merchant ship

- [Mode of Transport T.1.11.1](#)
- [Transport Counterpart T.3.11.1](#)
- cargo ship or oil tanker [Object C.3.3.01.01](#)

Mercury [Object C.3.21.98.15](#)

Mercy killing, euthanasia [Context of Assault V.5.8.2](#)

Messengers [Occupation O.2.9](#)

Metal

- forming press [Object C.3.11.01.60](#)

- molten [Object C.3.16.02.10](#)
 - sheet, part, piece etc. [Object C.3.16.02.18](#)
- Metal-processing plant operators [Occupation O.2.8](#)
- Metals - basic and fabricated manufacturing [Economic Activity O.1.4](#)
- Methadone [Object C.3.20.01.35](#)
- Methane gas [Object C.3.21.02.01](#)
- Methanol [Object C.3.21.02.38](#)
- Methylated spirits [Object C.3.21.02.15](#)
- Microlight plane
- [Mode of Transport T.1.12.1](#)
 - [Transport Counterpart T.3.12.1](#)
- Microwave oven [Object C.3.7.01.26](#)
- Middle 50% of expected event duration [Phase of Activity S.2.4.2](#)
- Middle distance running [Type of Sport Activity S.1.7.06](#)
- Midwife professionals [Occupation O.2.2](#)
- Military
- [Occupation O.2.10](#)
 - [Perpetrator-Victim Relationship V.3.6.1](#)
 - base [Place C.4.2.5](#)
 - camp [Place C.4.2.5](#)
 - fixed-wing powered - aircraft [Object C.3.4.01.40](#)
 - institution [Place C.4.2.5](#)
 - prison [Place C.4.2.3](#)
 - school [Place C.4.4.1](#)
 - service [Activity C.5.1.8](#)
 - training area/ground [Place C.4.2.5](#)
- Millipede [Object C.3.13.03.35](#)
- Mine
- [Place C.4.8.4](#)
- Mineral
- [Object C.3.20.21](#)
 - processing plant operators [Occupation O.2.8](#)
- Miners [Occupation O.2.7](#)
- Minibus
- [Object C.3.1.04.10](#)
 - passenger van [Mode of Transport T.1.6.2](#)
 - passenger van [Transport Counterpart T.3.6.2](#)
 - used as a schoolbus [Object C.3.1.04.10](#)
 - used as a taxi [Object C.3.1.04.10](#)
- Mining
- [Economic Activity O.1.3](#)
 - coal-car [Object C.3.2.02.20](#)
 - labourers [Occupation O.2.9](#)
 - plant operators [Occupation O.2.8](#)
 - tram [Object C.3.2.02.25](#)
 - truck [Object C.3.2.02.25](#)
 - tub [Object C.3.2.02.25](#)
- Minivan
- [Transport Counterpart T.3.6.1](#)
 - [Mode of Transport T.1.6.1](#)

- carrying up to ten people [Object C.3.1.04.01](#)
- Mirror or mirror glass [Object C.3.5.04.20](#)
- Mistaken identity [Context of Assault V.5.8.5](#)
- Mixed farming
 - [Place C.4.9.3](#)
 - [Economic Activity O.1.1](#)
- Mob [Perpetrator-Victim Relationship V.3.7.2](#)
- Mobile
 - blood bank [Place C.4.3.2](#)
 - crane [Object C.3.2.02.05](#)
 - home [Type of Home P.3.5](#)
 - home [Place C.4.1](#)
 - machinery or special purpose vehicle [Object C.3.2](#)
 - machinery or special purpose vehicle used in agriculture other specified [Object C.3.2.01.98](#)
 - machinery or special purpose vehicle used in agriculture unspecified [Object C.3.2.01.99](#)
 - machinery/special purpose vehicle mainly used in agriculture [Object C.3.2.01](#)
 - machinery/special purpose vehicle mainly used in construction [Object C.3.2.03](#)
 - machinery/special purpose vehicle mainly used in industry [Object C.3.2.02](#)
 - machinery other specified [Object C.3.2.98.98](#)
 - machinery unspecified [Object C.3.2.99](#)
 - phone [Object C.3.9.05.01](#)
 - phone charger [Object C.3.9.05.01](#)
- Mode of transport
 - other specified [Mode of Transport T.1.98](#)
 - unspecified [Mode of Transport T.1.99](#)
- Modelling clay [Object C.3.6.02.20](#)
- Modern health technicians [Occupation O.2.3](#)
- Modern pentathlon
 - equestrian event [Type of Sport Activity S.1.18.26](#)
 - fencing event [Type of Sport Activity S.1.18.24](#)
 - running event [Type of Sport Activity S.1.18.27](#)
 - shooting event [Type of Sport Activity S.1.18.23](#)
 - swimming event [Type of Sport Activity S.1.18.25](#)
 - unspecified event [Type of Sport Activity S.1.18.28](#)
- Molten
 - glass [Object C.3.16.02.30](#)
 - metal [Object C.3.16.02.10](#)
 - metal contact with [Mechanism C.2.4.1.1](#)
- Money
 - argument about [Context of Assault V.5.1.4.4](#)
 - illegal acquisition or attempted illegal acquisition [Context of Assault V.5.2](#)
- Monkey [Object C.3.13.04.35](#)
- Monkey bar [Object C.3.6.03.10](#)
- Monoamine oxydase(MAO) inhibitors [Object C.3.20.06.30](#)
- Monorail
 - [Mode of Transport T.1.8.3](#)
 - [Transport Counterpart T.3.8.3](#)
- Monsoon [Mechanism C.2.8.1.2](#)
- Monsoon drain [Object C.3.15.01.20](#)
- Moose [Object C.3.13.04.45](#)

Mop [Object C.3.7.02.20](#)

Moped

- [Mode of Transport T.1.4.1](#)
- [Transport Counterpart T.3.4.1](#)
- scooter, Vespa [Object C.3.1.03.05](#)

Morphine [Object C.3.20.01.30](#)

Mosque [Place C.4.10.6](#)

Mosquito bite [Mechanism C.2.2.3.4](#)

Moth repellent [Object C.3.21.04.06](#)

Mother [Perpetrator-Victim Relationship V.3.2.1](#)

Motion picture activities [Economic Activity O.1.15](#)

Motor

- boat [Mode of Transport T.1.11.4](#)
- boat [Transport Counterpart T.3.11.4](#)
- car racing [Type of Sport Activity S.1.16.03](#)
- car racing [Mode of Transport T.1.6.1](#)
- car station wagon, minivan, jeep, sport utility vehicle, 4x4 [Transport Counterpart T.3.6.1](#)
- cycles - retail or wholesale trade, repair of [Economic Activity O.1.7](#)
- engine NEC [Object C.3.98.98.48](#)
- oil [Object C.3.21.02.10](#)
- sport other specified [Type of Sport Activity S.1.16.98](#)
- sport unspecified [Type of Sport Activity S.1.16.99](#)
- vehicle driver [Transport - Role of Injured Person T.2.2](#)
- vehicle drivers [Occupation O.2.8](#)
- vehicle exhaust gas [Object C.3.21.98.01](#)
- vehicle exhaust gases causing poisoning [Mechanism C.2.6.1.3](#)
- vehicle occupant - transport injury event [Mechanism - Short Version M.1.1.1](#)
- vehicle retail or wholesale trade, repair of [Economic Activity O.1.7](#)

Motorboat [Object C.3.3.01.20](#)

Motorcross [Type of Sport Activity S.1.16.02](#)

Motorcycle

- [Object C.3.1.03.01](#)
- [Mode of Transport T.1.4.2](#)
- [Transport Counterpart T.3.4.2](#)
- track [Place C.4.5.4](#)
- with sidecar [Object C.3.1.03.01](#)
- with sidecar [Mode of Transport T.1.4.2](#)
- with sidecar [Transport Counterpart T.3.4.2](#)

Motorcycling [Type of Sport Activity S.1.16.02](#)

Motorcyclist

- motorcycle rider [Mechanism C.2.1.1.4](#)
- transport injury event [Mechanism - Short Version M.1.1.4](#)

Motorhome

- [Object C.3.1.98.15](#)
- [Place C.4.1](#)
- [Type of Home P.3.5](#)

Motorised

- bicycle [Object C.3.1.03.05](#)
- bicycle [Mode of Transport T.1.4.1](#)
- bicycle [Transport Counterpart T.3.4.1](#)

- pedal cycle [Object C.3.1.03.05](#)
- rickshaw [Object C.3.1.03.10](#)
- rickshaw [Mode of Transport T.1.4.8](#)
- rickshaw [Transport Counterpart T.3.4.8](#)
- small-sized vehicles for children [Object C.3.1.98.10](#)
- tricycle [Object C.3.1.03.10](#)
- tricycle [Mode of Transport T.1.4.8](#)
- tricycle [Transport Counterpart T.3.4.8](#)
- two- or three-wheeled vehicle [Object C.3.1.03](#)
- wheelchair [Object C.3.1.98.05](#)
- yacht, motorboat, powered boat, personal powered
- watercraft [Object C.3.3.01.20](#)

Motorway [Place C.4.6.1](#)

Mountain

- [Place C.4.12.8](#)
- bike [Object C.3.1.01.05](#)
- biking [Type of Sport Activity S.1.17.02](#)
- lion [Object C.3.13.04.55](#)

Mountaineering [Type of Sport Activity S.1.15.03](#)

Mouse

- [Object C.3.13.04.10](#)
- mouse or rat poison [Object C.3.21.04.05](#)

Mouth

- guard [Object C.3.10.98.01](#)
- guard [Personal Countermeasures S.3.9](#)
- preparation [Object C.3.20.12.25](#)
- wash [Object C.3.9.04.05](#)

Movie house [Place C.4.10.8](#)

Moving ramp, escalator [Object C.3.14.98.10](#)

Mower

- powered push type [Object C.3.11.02.35](#)
- ride-on [Object C.3.2.01.01](#)
- unpowered push lawn mower [Object C.3.11.03.01](#)

Mudslide [Mechanism C.2.8.3.2](#)

Mule [Object C.3.13.04.30](#)

Multidiscipline sport

- [Type of Sport Activity S.1.18](#)
- other specified [Type of Sport Activity S.1.18.98](#)
- unspecified [Type of Sport Activity S.1.18.99](#)

Multi-vitamin

- with iron [Object C.3.20.20.01](#)
- without iron [Object C.3.20.20.05](#)

Mumps [Object C.3.20.22.10](#)

Murder [Proximal Risk Factors V.1.2.8](#)

Muscle padding [Personal Countermeasures S.3.4](#)

Muscle relaxant [Object C.3.20.16](#)

Museum

- [Place C.4.10.8](#)
- [Economic Activity O.1.15](#)

Mushroom [Object C.3.13.01.13](#)

Music hall [Place C.4.10.8](#)
Mustering or stock work [Type of Sport Activity S.1.14.04](#)

N

Nail gun, stud driver [Object C.3.11.02.20](#)
Nail polish or nail polish remover [Object C.3.9.04.45](#)
Nail, screw, tack [Object C.3.11.03.30](#)
Nappy [Object C.3.6.01.85](#)
Naphthalene [Object C.3.21.04.06](#)
Narcotic antagonist [Object C.3.20.17](#)
Nasal preparation [Object C.3.20.18.01](#)
National guard [Perpetrator-Victim Relationship V.3.6.2](#)
National/official authority - other [Perpetrator-Victim Relationship V.3.6.3](#)

Natural

- body of water being in causing drowning/near drowning [Mechanism C.2.5.2.2](#)
- body of water falling into causing drowning/near drowning [Mechanism C.2.5.2.1](#)
- disaster - exposure to effect of [Mechanism - Short Version M.1.8](#)
- gas [Object C.3.21.02.01](#)
- grass [Object C.3.16.01.05](#)
- ice [Place C.4.12.1](#)
- ice [Place C.4.12.2](#)
- ice [Place C.4.12.3](#)
- material [Object C.3.16.01](#)
- material other specified [Object C.3.16.01.98](#)
- material unspecified [Object C.3.16.01.99](#)

Navy

- [Occupation O.2.10](#)
- [Perpetrator-Victim Relationship V.3.6.1](#)

Near drowning

- following fall into water [Mechanism C.2.5.2.1](#)
- other specified [Mechanism C.2.5.2.8](#)
- unspecified [Mechanism C.2.5.2.9](#)
- while in a body of water [Mechanism C.2.5.2.2](#)

Needle

- [Object C.3.7.05.10](#)
- needle, craft set [Object C.3.6.02.20](#)

Negative blood/urine level

- no biological evidence of alcohol use by any person involved in the injury event [Alcohol use C.6.2](#)
- no biological evidence of psychoactive drug or other substance use by any person involved in the injury event [Psychoactive Drug Use C.7.2](#)

Neglect, abandonment, or lack of necessities of life

- [Mechanism C.2.98.6](#)
- other specified [Mechanism C.2.98.6.8](#)
- unspecified [Mechanism C.2.98.6.9](#)

Neglect

- [Proximal Risk Factors V.1.6.3](#)
- [Context of Assault V.5.8.3](#)

Neighbour [Perpetrator-Victim Relationship V.3.5.5](#)

Nephew [Perpetrator-Victim Relationship V.3.3.6](#)
Net [Object C.3.10.03.01](#)
Net pole [Object C.3.10.03.05](#)
Netball [Type of Sport Activity S.1.1.08](#)
Neurological device [Object C.3.40.07](#)
News agency activities [Economic Activity O.1.15](#)
Nicotine
- chewing gum [Object C.3.9.08.10](#)
- patches [Object C.3.9.08.10](#)
- pharmaceutical [Object C.3.20.98.35](#)
Niece [Perpetrator-Victim Relationship V.3.3.6](#)
Night club [Place C.4.11.4](#)
Night table, end table [Object C.3.5.03.20](#)
Nightclothes, pyjamas, nightwear, underwear, undergarment, lingerie [Object C.3.9.01.30](#)
Nitroglycerin [Object C.3.20.09.25](#)
Nitrous oxide [Object C.3.20.15.01](#)
No - previous suicide attempt [Previous Suicide Attempt V.2.2](#)
No counterpart
- unspecified [Transport Counterpart T.3.15](#)
- unspecified [Transport Counterpart T.3.15.9](#)
No information available
- [Alcohol use C.6.1](#)
- [Psychoactive Drug Use C.7.1](#)
No protective devices used
- [Personal Countermeasures S.3.1](#)
- [Environmental Countermeasures S.4.1](#)
No suspicion or evidence of
- alcohol use by any person involved in the injury event [Alcohol use C.6.2](#)
- psychoactive drug or other substance use by any person involved in the injury event
[Psychoactive Drug Use C.7.2](#)
Non-administration of surgical/medical care [Mechanism C.2.20.7](#)
Non-cohabiting partner [Perpetrator-Victim Relationship V.3.1.3](#)
Non-competitive cycling [Phase of Activity S.2.7](#)
Non-corroding irritation [Mechanism C.2.6.8](#)
Non-electric kettle [Object C.3.8.01.01](#)
Non-health care person, being taken care of by [Activity C.5.7.2](#)
Non-motorised transport device
- other [Mode of Transport T.1.3](#)
- other [Transport Counterpart T.3.3](#)
- other specified [Mode of Transport T.1.3.8](#)
- other specified [Transport Counterpart T.3.3.8](#)
- unspecified [Mode of Transport T.1.3.9](#)
- unspecified [Transport Counterpart T.3.3.9](#)
Non-pharmaceutical chemical substance
- other [Object C.3.21](#)
Non-security forces [Perpetrator-Victim Relationship V.3.6.3](#)
Non-traffic injury event - land transport [Transport Event T.4.2](#)
Non-venomous
- snake [Object C.3.13.06.01](#)
- insect or other invertebrate, bitten by [Mechanism C.2.2.3.4](#)

- spider bite [Mechanism C.2.2.3.4](#)
- Nose preparation [Object C.3.20.18](#)
- Not specified as a health care professional
 - being taken care of by [Activity C.5.7.9](#)
- Nuclear power station [Place C.4.8.7](#)
- Numerical clerks [Occupation O.2.4](#)
- Nursing home [Place C.4.2.2](#)
- Nursing professionals [Occupation O.2.2](#)
- Nutrient, dietary supplement - other [Object C.3.20.98.18](#)

O

Object/substance

- other specified [Object C.3.98.98.98](#)
- other specified [Object C.3.98.98](#)
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- contact with moving object [Mechanism C.2.1.2.1](#)
- contact with object or animal [Mechanism C.2.1.2](#)
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- [Place C.4.12.3](#)
- liner [Object C.3.3.01.05](#)
- liner [Mode of Transport T.1.11.2](#)
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Oestrogen, progesterone or progestogen preparation - other [Object C.3.20.23.02](#)

Office

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Official or legal authority [Perpetrator-Victim Relationship V.3.6](#)

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- [Mode of Transport T.1.10](#)
- other specified [Mode of Transport T.1.10.8](#)
- other specified [Transport Counterpart T.3.10.8](#)
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- special vehicle [Transport Counterpart T.3.10](#)
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Offspring [Perpetrator-Victim Relationship V.3.3.5](#)

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- burner [Object C.3.9.98.05](#)
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- extraction [Place C.4.8.5](#)
- heater [Object C.3.7.04.05](#)
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- power station [Place C.4.8.7](#)
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- tanker [Mode of Transport T.1.11.1](#)
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Old people's home [Place C.4.2.1](#)

Olympic weightlifting [Type of Sport Activity S.1.13.02](#)

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Opera house [Place C.4.10.8](#)

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Operator [Transport - Role of Injured Person T.2.2](#)

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- hypoglycaemic drug [Object C.3.20.23.15](#)
- or injectable contraceptive [Object C.3.20.23.01](#)
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Orienteering/rogaining [Type of Sport Activity S.1.15.04](#)

Ornament, bric-à-brac, knick knack, statue, vase, urn [Object C.3.5.04.30](#)

Orphanage

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Orthopaedic

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- device [Object C.3.40.10](#)

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- confined in [Mechanism C.2.4.1.5](#)

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- [Object C.3.20.15.30](#)
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Packaging activities [Economic Activity O.1.11](#)

Padded

- goal posts, corner markers [Environmental Countermeasures S.4.3](#)
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Painter [Occupation O.2.7](#)

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- product machine operators [Occupation O.2.8](#)

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 - transport injury event [Mechanism - Short Version M.1.1.2](#)
- Pellet
- [Object C.3.12.02.01](#)

- gun - shot by [Mechanism C.2.2.2.3](#)
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- Pencil
- [Object C.3.9.05.15](#)
 - sharpener [Object C.3.9.05.20](#)
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- [Mechanism C.2.2](#)
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- Perpetrators' home [Resident of Home P.4.2](#)
- Person(s) [Object C.3.13.07](#)
- Person
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 - contact with [Mechanism C.2.1.3](#)
 - executing a felony/crime [Perpetrator-Victim Relationship V.3.8.2](#)
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 - performing maintenance on vehicle [Transport Counterpart T.3.1.1](#)
 - scratched or clawed by [Mechanism C.2.2.1.1](#)
 - self [Object C.3.13.07.01](#)
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- aid other specified [Object C.3.9.07.98](#)
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- countermeasures no protective devices used [Personal Countermeasures S.3.1](#)
- countermeasures other specified [Personal Countermeasures S.3.98](#)
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- grooming other utensil specified [Object C.3.9.03.98](#)
- grooming utensil [Object C.3.9.03](#)
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Person-powered means of transport

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Persons

- crushing between persons [Mechanism C.2.1.4.2](#)

Pertussis [Object C.3.20.22.25](#)

Pesticide

- other specified [Object C.3.21.04.98](#)
- unspecified [Object C.3.21.04.99](#)

Pet

- (veterinary) product [Object C.3.21.04.01](#)
- (veterinary) product pesticide, herbicide [Object C.3.21.04](#)
- food - processed [Object C.3.19.98](#)

Petanque [Type of Sport Activity S.1.11.02](#)

Petrol

- [Object C.3.21.02.05](#)
- station [Place C.4.11.2](#)

Pharmaceutical substance for human use

- [Object C.3.20](#)
- other specified [Object C.3.20.98.98](#)
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Phase of activity

- other specified [Phase of Activity S.2.8](#)
 - unspecified [Phase of Activity S.2.9](#)
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- Phenothiazine [Object C.3.20.07.15](#)
- Phenytoin [Object C.3.20.08.10](#)
- Photographic
- activities [Economic Activity O.1.11](#)
 - coating fluids [Object C.3.21.98.70](#)
 - products [Object C.3.21.98.70](#)
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- Physical
- abuse [Proximal Risk Factors V.1.6.2](#)
 - education class [Activity C.5.3.1](#)
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 - over-exertion [Mechanism - Short Version M.1.7](#)
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 - over-exertion acute [Mechanism C.2.7.1](#)
 - over-exertion caused by cumulative effects of multiple activities [Mechanism C.2.7.8](#)
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 - problem [Proximal Risk Factors V.1.3](#)
 - problem other specified [Proximal Risk Factors V.1.3.8](#)
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- Physicists [Occupation O.2.2](#)
- Pick-up truck
- [Object C.3.1.04.05](#)
 - goods or work van, ambulance, motorhome [Mode of Transport T.1.6.3](#)
 - goods or work van, ambulance, motorhome [Transport Counterpart T.3.6.3](#)
- Picnic area [Place C.4.10.3](#)
- Picture frame [Object C.3.5.04.25](#)
- Pierced [Mechanism - Short Version M.1.2.1](#)
- Piercing force
- [Mechanism C.2.2](#)
 - other specified [Mechanism C.2.2.8](#)
- Piercing/penetrating force
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 - unspecified [Mechanism - Short Version M.1.2.9](#)
- Pig [Object C.3.13.04.15](#)
- Pillow
- cushion [Object C.3.5.01.25](#)
 - suffocated by [Mechanism C.2.5.1.5](#)
- Pills - poisoning by [Mechanism C.2.6.1.1](#)
- Pin, needle [Object C.3.7.05.10](#)
- Pinching between objects [Mechanism C.2.1.4.1](#)
- Pine oil [Object C.3.21.05.30](#)
- Ping-pong [Type of Sport Activity S.1.10.04](#)
- Pipe
- smoking [Object C.3.9.08.01](#)
 - tobacco [Object C.3.9.08.98](#)
- Pipes for gas, steam, hot

- water [Object C.3.14.98.55](#)

Piragua

- [Object C.3.3.02.05](#)
- [Mode of Transport T.1.11.8](#)
- [Transport Counterpart T.3.11.8](#)

Pirogue

- [Object C.3.3.02.05](#)
- [Mode of Transport T.1.11.8](#)
- [Transport Counterpart T.3.11.8](#)

Pistol [Object C.3.12.02.05](#)

Pit

- [Object C.3.15.01.10](#)
- latrine [Object C.3.14.01.05](#)

Pitchfork [Object C.3.11.03.20](#)

Place of occurrence

- other specified [Place C.4.98](#)
- unspecified [Place C.4.99](#)

Plant

- [Object C.3.13.01](#)
- [Object C.3.13.01.03](#)
- food or fertiliser, plant hormones [Object C.3.21.98.30](#)
- machine operators or assemblers [Occupation O.2.8](#)
- operators [Occupation O.2.8](#)
- other specified [Object C.3.13.01.98](#)
- seed [Object C.3.13.01.25](#)
- thorn [Object C.3.13.01.34](#)
- unspecified [Object C.3.13.01.99](#)

Plastic

- [Object C.3.16.02.58](#)
- bag [Object C.3.98.98.80](#)
- bag - suffocated by [Mechanism C.2.5.1.5](#)
- container [Object C.3.8.02.15](#)
- manufacturing [Economic Activity O.1.4](#)
- surgery device [Object C.3.40.02](#)

Plasticine [Object C.3.6.02.20](#)

Plate, bowl, dish made from glass or china, etc [Object C.3.8.02.05](#)

Platform diving [Type of Sport Activity S.1.5.01](#)

Play

- [Activity C.5.5](#)
- house [Object C.3.6.03.01](#)
- tent, tunnel, or other enclosure [Object C.3.6.02.75](#)

Playground

- [Part of building or Grounds P.2.20](#)
- at school/educational area [Place C.4.4.4](#)
- equipment [Object C.3.6.03](#)
- equipment other specified [Object C.3.6.03.98](#)
- equipment unspecified [Object C.3.6.03.99](#)
- public [Place C.4.10.1](#)

Playpen, travel yard [Object C.3.6.01.45](#)

Playroom [Part of building or Grounds P.2.5](#)

Pocket knife [Object C.3.8.01.05](#)

Podophyllin [Object C.3.20.19.30](#)

Poison

- ingested in water or alcohol [Mechanism C.2.6.1.2](#)
- injected intravenously [Mechanism C.2.6.1.2](#)
- injected subcutaneously [Mechanism C.2.6.1.2](#)
- mouse, rat [Object C.3.21.04.05](#)

Poisoning by

- chemical or other substance [Mechanism C.2.6.1](#)
- gaseous substance [Mechanism C.2.6.1.3](#)
- liquid substance [Mechanism C.2.6.1.2](#)
- other specified chemical or other substance [Mechanism C.2.6.1.8](#)
- solid substance [Mechanism C.2.6.1.1](#)
- unspecified chemical or other substance [Mechanism C.2.6.1.9](#)

Poisoning

- intentional [Mechanism C.2.6](#)
- unspecified intent [Mechanism C.2.6](#)

Polar bear [Object C.3.13.04.60](#)

Pole vault [Type of Sport Activity S.1.7.10](#)

Police

- [Perpetrator-Victim Relationship V.3.6.2](#)
- cell [Place C.4.2.3](#)
- inspectors [Occupation O.2.3](#)
- officer bitten by a suspect during detention [Perpetrator-Victim Relationship V.3.8.1](#)
- station [Place C.4.10.4](#)

Polio [Object C.3.20.22.20](#)

Polisher [Object C.3.11.02.25](#)

Political organization activities [Economic Activity O.1.15](#)

Politics

- argument about [Context of Assault V.5.1.3.1](#)

Pollution [Object C.3.98.98.88](#)

Polo/polocrosse [Type of Sport Activity S.1.14.05](#)

Pommel horse [Object C.3.10.03.15](#)

Pond [Place C.4.12.1](#)

Pony

- [Object C.3.13.04.30](#)
- club [Place C.4.5.5](#)
- club [Type of Sport Activity S.1.14.06](#)

Pool

- [Type of Sport Activity S.1.11.03](#)
- swimming [Place C.4.12.1](#)
- swimming [Part of building or Grounds P.2.17](#)

Port [Place C.4.8.8](#)

Porters [Occupation O.2.9](#)

Portrait, picture, picture frame, or other

- wall hanging or similar decoration [Object C.3.5.04.25](#)

Positive blood/urine level

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- person using [Mode of Transport T.1.1.2](#)
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- mainly used in construction [Mode of Transport T.1.9.3](#)
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- equipment toy [Object C.3.6.02.30](#)
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- ex [Perpetrator-Victim Relationship V.3.1.4](#)
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- [Type of Sport Activity S.1.10.03](#)
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Stabbed

- [Mechanism C.2.2.2.1](#)
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- contact with [Mechanism C.2.4.1.1](#)
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 - bitten or stung by non-venomous insect or other invertebrate [Mechanism C.2.2.3.4](#)
 - bitten or stung by venomous insect or other invertebrate [Mechanism C.2.2.3.5](#)
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 - water drain [Object C.3.15.01.20](#)
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Strength

- and conditioning/weight training [Phase of Activity S.2.1.3](#)
- training/body building [Type of Sport Activity S.1.13.03](#)

Stretcher

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- blunt weapon [Mechanism C.2.1.2.1](#)
- by a person [Mechanism C.2.1.3.1](#)
- explosive blast [Mechanism C.2.3.1](#)
- moving object before which person moved/was moved [Mechanism C.2.1.2.4](#)
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- from a height 1 meter or more [Mechanism C.2.1.5.5](#)
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- [Transport Counterpart T.3.11.4](#)
- or related craft [Object C.3.3.01.60](#)

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Succinimides [Object C.3.20.08.15](#)

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- of a relative, partner or friend [Proximal Risk Factors V.1.2.1](#)
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- suicide/attempted suicide [Intent C.1.2](#)
- Sulfonamides [Object C.3.20.02.25](#)
- Sun
 - light - exposure to [Mechanism C.2.98.2.4](#)
 - stroke [Mechanism C.2.4.1.4](#)
- Sunglasses [Object C.3.9.07.01](#)
- Suntan or sunscreen products, self-tan products [Object C.3.9.04.65](#)
- Super glue [Object C.3.21.01.10](#)
- Supermarket [Place C.4.11.1](#)
- Supersonic sound waves - exposure to [Mechanism C.2.98.3.1](#)
- Supporting and auxiliary transport activities [Economic Activity O.1.9](#)
- Surf
 - boating [Type of Sport Activity S.1.4.06](#)
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- Surface
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 - even [Object C.3.15.98.18](#)
 - sloping [Object C.3.15.98.08](#)
 - uneven [Object C.3.15.98.28](#)
- Surfboard
 - [Object C.3.3.02.10](#)
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- Surfing/boogie boarding [Type of Sport Activity S.1.5.07](#)
- Surgical device [Object C.3.40](#)
- Surgical operation or procedure as the cause of abnormal reaction of the patient or of later complication without mention of misadventure at the time of the procedure [Mechanism C.2.20.6.1](#)
- Suspenders [Object C.3.9.01.01](#)
- Suspicion or evidence
 - of alcohol use by both the injured person and other persons involved in the injury event [Alcohol use C.6.5](#)
 - of alcohol use by other persons involved in the injury event [Alcohol use C.6.4](#)
 - of alcohol use by the injured person [Alcohol use C.6.3](#)
 - of alcohol use no information available [Alcohol use C.6.1](#)
 - of alcohol use no suspicion or evidence of use by any person involved in the injury event [Alcohol use C.6.2](#)
 - of psychoactive drug or other substance use by both the injured person and other persons involved in the injury event [Psychoactive Drug Use C.7.5](#)
 - of psychoactive drug or other substance use by other persons involved in the injury event [Psychoactive Drug Use C.7.4](#)
 - of psychoactive drug or other substance use by the injured person [Psychoactive Drug Use C.7.3](#)
 - of psychoactive drug or other substance use no information available [Psychoactive Drug Use C.7.1](#)
 - of psychoactive drug or other substance use no suspicion or evidence of use by any person involved in the injury event [Psychoactive Drug Use C.7.2](#)
- Suspicious person or incident
 - investigation of [Type of Legal Intervention V.6.1.2](#)
- SUV - Sports utility vehicle

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- [Mode of Transport T.1.6.1](#)
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- [Object C.3.15.02.30](#)
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Swerving

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- [Type of Sport Activity S.1.5.09](#)
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- pool [Part of building or Grounds P.2.17](#)
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- pool of hotel [Place C.4.11.4](#)
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- stabbed by [Mechanism C.2.2.2.1](#)
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Synthetic pyrethroids [Object C.3.21.04.15](#)

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Table

- changing [Object C.3.6.01.70](#)
- coffee [Object C.3.5.03.15](#)
- dining room [Object C.3.5.03.10](#)
- folding [Object C.3.5.03.35](#)
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- other specified [Object C.3.5.03.98](#)
- stand, cupboard, shelf or partition [Object C.3.5.03](#)
- table tennis/ping-pong [Type of Sport Activity S.1.10.04](#)
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- after an event [Phase of Activity S.2.6](#)
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- cupboard [Object C.3.5.03.30](#)
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- court [Part of building or Grounds P.2.18](#)

Ten-pin bowling [Type of Sport Activity S.1.11.08](#)

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- up to [Mode of Transport T.1.6.1](#)
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- [Object C.3.98.03.01](#)
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Terbutaline and other

- beta-2 antagonist [Object C.3.20.04.05](#)

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Threat to breathing

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- drowning/near drowning [Mechanism C.2.5.2](#)
- external compression of airway/chest [Mechanism C.2.5.1.3](#)
- hanging [Mechanism C.2.5.1.1](#)
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- obstruction of airway by inhaled object/substance [Mechanism C.2.5.1.4](#)
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- other specified [Mechanism C.2.5.8](#)
- other specified [Mechanism - Short Version M.1.5.9](#)
- other specified mechanical threat to breathing [Mechanism C.2.5.1.8](#)
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Three or four-wheel all-terrain vehicle

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 - [Transport Counterpart T.3.10.8](#)
- Three-wheeled all-terrain vehicle
- [Type of Sport Activity S.1.16.01](#)
- Three-wheeled motor vehicle or scooter [Object C.3.1.03.10](#)
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- Thresher - contact with [Mechanism C.2.3.2](#)
- Threshing machine [Object C.3.11.01.70](#)
- Throat preparation
- [Object C.3.20.18](#)
 - other specified [Object C.3.20.18.98](#)
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- Thrown
- struck by thrown or falling object [Mechanism C.2.1.2.3](#)
- Thyroid hormone or substitute [Object C.3.20.23.25](#)
- Tick [Object C.3.13.03.30](#)
- Tidal wave [Mechanism C.2.8.3.4](#)
- Tiger [Object C.3.13.04.55](#)
- Tilling tool [Object C.3.11.03.20](#)
- Tinned container, tin can [Object C.3.8.04.01](#)
- Tire (tyre) or battery (attached or unattached) [Object C.3.1.07.10](#)
- Tissue damage due to chemical corrosion [Mechanism C.2.6.2](#)
- Tivoli [Place C.4.10.2](#)
- Toad [Object C.3.13.06.20](#)
- Toadstool [Object C.3.13.01.13](#)
- Toaster, toaster oven - electric [Object C.3.7.01.25](#)
- Tobacco or related product
- [Object C.3.9.08](#)
 - other specified [Object C.3.9.08.98](#)
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- Tobacco products manufacturing [Economic Activity O.1.4](#)
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- Toilet
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 - other specified [Object C.3.9.04.98](#)
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- Tonka toy [Object C.3.6.02.05](#)
- Tool
- chopping [Object C.3.11.03.10](#)
 - cutting [Object C.3.11.03.15](#)
 - digging/tilling [Object C.3.11.03.20](#)
 - machine, apparatus mainly used for work-related activity [Object C.3.11](#)
- Toothpaste [Object C.3.9.04.05](#)
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- antibiotic nasal preparation [Object C.3.20.18.01](#)
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 - preparation boric acid, borate [Object C.3.20.19.05](#)
 - preparation calamine lotion [Object C.3.20.19.10](#)
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- Torch - battery operated [Object C.3.7.03.10](#)
- Tornado [Mechanism C.2.8.2.1](#)
- Torture [Context of Assault V.5.8.4](#)
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- Tourist farm [Place C.4.10.2](#)
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- Townhouse [Type of Home P.3.2](#)
- Toxic plant
- injection by or ingestion of [Object C.3.13.01.50](#)
- Toxoid
- [Object C.3.20.22](#)
 - other specified [Object C.3.20.22.98](#)
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- Toy
- [Object C.3.6.02](#)
 - [Object C.3.6.02.20](#)
 - balloon [Object C.3.6.02.60](#)
 - box or chest [Object C.3.6.02.80](#)
 - doll or stuffed toy [Object C.3.6.02.55](#)
 - gun or related accessory [Object C.3.6.02.10](#)
 - inflatable - other [Object C.3.6.02.65](#)
 - other specified [Object C.3.6.02.98](#)
 - sports equipment [Object C.3.6.02.30](#)
 - unspecified [Object C.3.6.02.99](#)
 - vehicle [Object C.3.6.02.05](#)
- Track & field
- discus [Type of Sport Activity S.1.7.12](#)
 - hammer throw [Type of Sport Activity S.1.7.14](#)
 - high jump [Type of Sport Activity S.1.7.08](#)

- javelin [Type of Sport Activity S.1.7.13](#)
- long jump [Type of Sport Activity S.1.7.09](#)
- other specified [Type of Sport Activity S.1.7.16](#)
- pole vault [Type of Sport Activity S.1.7.10](#)
- racing over obstacles or hurdles [Type of Sport Activity S.1.7.04](#)
- running long distances (greater than 1,500 meters) [Type of Sport Activity S.1.7.07](#)
- running middle distances (401-1,500 meters) [Type of Sport Activity S.1.7.06](#)
- shot putt [Type of Sport Activity S.1.7.15](#)
- sprinting (1-400 meters) [Type of Sport Activity S.1.7.05](#)
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Tracks

- desert [Place C.4.12.7](#)
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Tractor

- [Object C.3.2.01.05](#)
- [Mode of Transport T.1.9.2](#)
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Tractor-trailer

- [Mode of Transport T.1.7.2](#)
- [Transport Counterpart T.3.7.2](#)
- articulated lorry, 18-wheeler, rig [Object C.3.1.05.10](#)

Trade

- union activities [Economic Activity O.1.15](#)
- workers [Occupation O.2.7](#)

Traditional

- chiefs [Occupation O.2.1](#)
- medicine practitioners [Occupation O.2.3](#)
- medicine, folk remedy [Object C.3.21.98.80](#)

Traffic

- argument about [Context of Assault V.5.1.8.1](#)
- injury event - land transport [Transport Event T.4.1](#)
- island [Transport Counterpart T.3.13.4](#)
- pursuit [Type of Legal Intervention V.6.1.1](#)
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Trail or general horseback riding [Type of Sport Activity S.1.14.11](#)

Trailer

- or horse-float [Object C.3.1.05.60](#)
- person riding in [Transport - Role of Injured Person T.2.3](#)
- residence [Place C.4.1](#)

Train [Object C.3.1.06.05](#)

Training/practice

- [Phase of Activity S.2.1](#)
- other specified [Phase of Activity S.2.1.8](#)
- unspecified [Phase of Activity S.2.1.9](#)

Training

- for organized sports and exercise [Activity C.5.4.1](#)

Tram

- [Mode of Transport T.1.8.2](#)
- [Transport Counterpart T.3.8.2](#)

- car [Object C.3.1.06.01](#)
- truck, or tub in mine or quarry [Object C.3.2.02.25](#)

Trampoline [Object C.3.10.03.10](#)

Trangia [Object C.3.98.03.98](#)

Transmission belt - contact with [Mechanism C.2.3.2](#)

Transport

- [Economic Activity O.1.9](#)
- area - other specified [Place C.4.7.8](#)
- area - public highway, street or road [Place C.4.6](#)
- area - unspecified [Place C.4.7.9](#)
- clerks [Occupation O.2.4](#)
- equipment manufacturing [Economic Activity O.1.4](#)
- injury event [Mechanism C.2.1.1](#)
- injury event motor vehicle occupant [Mechanism - Short Version M.1.1.1](#)
- injury event motorcyclist [Mechanism - Short Version M.1.1.4](#)
- injury event motorcyclist/motorcycle rider [Mechanism C.2.1.1.4](#)
- injury event other & unspecified event [Mechanism - Short Version M.1.1.5](#)
- injury event other specified [Mechanism C.2.1.1.8](#)
- injury event pedal cyclist [Mechanism C.2.1.1.3](#)
- injury event pedal cyclist [Mechanism - Short Version M.1.1.3](#)
- injury event pedestrian [Mechanism C.2.1.1.2](#)
- injury event pedestrian [Mechanism - Short Version M.1.1.2](#)
- injury event unspecified [Mechanism C.2.1.1.9](#)
- injury event vehicle is site [Transport Event T.4.4](#)
- injury event vehicle occupant [Mechanism C.2.1.1.1](#)
- labourers [Occupation O.2.9](#)
- land vehicle [Object C.3.1](#)
- other area [Place C.4.7](#)
- person-powered [Object C.3.1.01](#)
- vehicle drawn or pushed by person [Object C.3.1.01.01](#)
- vehicle eleven to nineteen seats [Mode of Transport T.1.6.2](#)
- vehicle eleven to nineteen seats [Transport Counterpart T.3.6.2](#)
- vehicle four or more wheels used in sport and leisure activities [Mode of Transport T.1.6.4](#)
- vehicle four or more wheels used in sport and leisure activities [Transport Counterpart T.3.6.4](#)
- vehicle getting into/out of [Transport - Role of Injured Person T.2.4](#)
- vehicle twenty or more seats [Mode of Transport T.1.7.1](#)
- vehicle twenty or more seats [Transport Counterpart T.3.7.1](#)
- vehicle up to ten seats [Mode of Transport T.1.6.1](#)
- vehicle up to ten seats [Transport Counterpart T.3.6.1](#)

Trappers [Occupation O.2.6](#)

Trapping [Economic Activity O.1.1](#)

Trash [Object C.3.98.98.85](#)

Trash can [Object C.3.8.98.01](#)

Travel

- agencies [Economic Activity O.1.9](#)
- attendants [Occupation O.2.5](#)

Travelling

- salesperson [Activity C.5.1.2](#)
- in the course of paid work [Activity C.5.1.2](#)
- in the course of unpaid work [Activity C.5.2.2](#)

- not elsewhere classified [Activity C.5.8](#)
- to do shopping [Activity C.5.2.2](#)
- to pick up children from school [Activity C.5.2.2](#)
- to/from paid work [Activity C.5.1.1](#)
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Trawler

- [Object C.3.3.01.10](#)
- [Mode of Transport T.1.11.3](#)

Tree branch as a loose object [Transport Counterpart T.3.13.2](#)

Tree house, play house [Object C.3.6.03.01](#)

Tree

- [Object C.3.13.01.03](#)
- large or unspecified [Transport Counterpart T.3.13.4](#)
- root [Object C.3.13.01.03](#)
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Trees, growing of [Place C.4.9.1](#)

Trench [Object C.3.15.01.10](#)

Triathlon

- cycling event [Type of Sport Activity S.1.18.29](#)
- running event [Type of Sport Activity S.1.18.30](#)
- swimming event [Type of Sport Activity S.1.18.31](#)
- unspecified event [Type of Sport Activity S.1.18.32](#)

Trick and stunt bikes [Type of Sport Activity S.1.17.01](#)

Trickle of water [Place C.4.12.2](#)

Tricycle

- (child's) or other ride-on toy [Object C.3.6.02.01](#)
- motorised [Object C.3.1.01.05](#)
- motorised [Object C.3.1.03.10](#)
- motorised [Mode of Transport T.1.4.8](#)
- motorised [Transport Counterpart T.3.4.8](#)

Triple jump [Type of Sport Activity S.1.7.11](#)

Trotting/harness [Type of Sport Activity S.1.14.12](#)

Truck

- [Mode of Transport T.1.7.2](#)
- [Transport Counterpart T.3.7.2](#)
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- aircraft [Mode of Transport T.1.12.2](#)
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- other specified [Object C.3.8.98.98](#)
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 - special industrial, agricultural or construction [Mode of Transport T.1.9](#)
 - special mainly used in agriculture [Mode of Transport T.1.9.2](#)
 - special mainly used in agriculture [Transport Counterpart T.3.9.2](#)
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- frog [Object C.3.13.06.20](#)
- lizards [Object C.3.13.06.15](#)
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- brick, concrete, tile [Object C.3.14.04.10](#)
- mud, clay, animal dung [Object C.3.14.04.20](#)
- of hillside cut for a road [Transport Counterpart T.3.13.8](#)
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- exposure to hailstorm [Mechanism C.2.8.1.3](#)
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- causing physical over-exertion [Mechanism C.2.7](#)

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Welder

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Welding

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- [Object C.3.10.05.10](#)
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Wheelchair

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- person pushing a [Transport - Role of Injured Person T.2.2](#)

- person pushing a [Mode of Transport T.1.1.2](#)
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Whisky [Object C.3.19.01.30](#)

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White-water rafting [Type of Sport Activity S.1.4.03](#)

Wholesale or retail trade

- repair of motor vehicles, motorcycles, or personal and household goods [Economic Activity O.1.7](#)

Wife [Perpetrator-Victim Relationship V.3.1.1](#)

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- boar [Object C.3.13.04.15](#)
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- other specified [Mechanism C.2.8.2.8](#)

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- surfing [Type of Sport Activity S.1.5.12](#)

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- bars [Object C.3.14.02.15](#)
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- processing plant operators [Occupation O.2.8](#)
- stove [Object C.3.7.01.45](#)
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 - freestyle [Type of Sport Activity S.1.12.11](#)
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- Wrist guard [Object C.3.10.98.01](#)
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- motorised [Object C.3.3.01.20](#)
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Yoga [Type of Sport Activity S.1.7.19](#)

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Zebra [Object C.3.13.04.45](#)

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- burning liquid [Object C.3.17.01.05](#)
- community, social, or personal service activities [Economic Activity O.1.15](#)
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- hair care product [Object C.3.9.04.43](#)
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- national/official authority [Perpetrator-Victim Relationship V.3.6.3](#)
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- stationery item [Object C.3.9.05.20](#)
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- topical antiseptic [Object C.3.20.19.28](#)
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