

## **SECTION 2.4**

**Event**

**Or**

**Exposure**

### **SECTION CONTENTS**

2.4.1 Definition, Rules of Selection

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\*-Asterisks denote a summary level code not assigned to individual cases.

## 2.4.1 Event or Exposure—Definition, Rules of Selection

### 4.0 DEFINITION

The event or exposure describes the manner in which the injury or illness was produced or inflicted by the source of injury or illness.

### RULES OF SELECTION:

- 4.1 When the injury or illness occurred as a result of contact with or exposure to an object or substance, select the event or exposure which best describes the manner in which that contact or exposure occurred.
- 4.1.1 The event categories are listed in order of precedence, such that the categories are ordered as follows:
- Violence and other injuries by persons or animals
  - Transportation incidents
  - Fires and explosions
  - Falls, slips, trips
  - Exposure to harmful substances or environments
  - Contact with objects or equipment
  - Overexertion and bodily reaction
  - Nonclassifiable
- When two or more of these events occurred, select the first event listed above.
- 4.1.2 In general, when two or more events occurred within the same subcategory, select the first event listed in the code sequence.
- 4.2 Injuries involving the normal worksite tasks and actions of the injured worker and co-workers are considered accidental by default unless information to the contrary is provided.

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## 2.4.2 Event or Exposure—Titles and Descriptions

The Event or Exposure code structure is arranged so that codes are listed in their order of precedence.

The Event or Exposure divisions are arranged as follows:

<u>DIVISION</u>	<u>TITLE</u>
1	Violence and Other Injuries by Persons or Animals
2	Transportation Incidents
3	Fires and Explosions
4	Falls, Slips, Trips
5	Exposure to Harmful Substances or Environments
6	Contact with Objects and Equipment
7	Overexertion and Bodily Reaction
9999	Nonclassifiable

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### 1\* **VIOLENCE AND OTHER INJURIES BY PERSONS OR ANIMALS**

**Violence and other injuries by persons or animals** include all intentional injuries; injuries involving weapons (tools designed to be used as weapons, such as firearms and stun guns) regardless of intent; and injuries involving direct physical contact with persons, animals, or insects regardless of intent. Such injuries may be inflicted by another person, by oneself, or by an animal or insect.

Excluded from this division are injuries resulting from overexertion or bodily reaction, such as from lifting a patient or running after a suspect; unintentional injuries resulting from indirect contact, such as being hit by a box or ball thrown by another person; transportation incidents unless the intent was to injure the worker; injuries resulting from contact with dead animals; unintentional drug overdoses; and exposures to infectious agents unless intentional or transmitted by an insect or animal bite.

The various codes for shooting (1111, 1121, 1211 1221, and 1222) include being shot with a bullet or other projectile from a powder-charged gun, such as handgun, shotgun, or rifle. These shooting codes exclude injuries resulting from paintball guns, bows, BB guns, and stun guns, which should be coded based on intention as 1119, 1129, 1219, 1223, or 1229. Nail gun injuries are excluded from the division and coded 6242 unless determined to be intentional.

#### 10 **Violence and other injuries by persons or animals, unspecified**

#### 11\* **Intentional injury by person**

Intentional injuries by person include cases in which the worker was intentionally injured or made ill by another person (111\*) or by oneself (112\*). Harmful actions by another that are unintentional or where the intent is unknown are in major group 12. Also excluded from major group 11 are cases in which the worker was purposely hit, but without malicious intent, such as during police, military, or martial arts training and during sporting events and training, such as boxing and wrestling matches (1212).

Generally, injuries involving the normal worksite tasks and actions of co-workers are considered accidental by default unless information to the contrary is provided. For example, if it is reported that a person was injured when a co-worker dropped a brick on him or her, use code 6232, **Struck by object or equipment dropped by other person**, unless there is information to indicate it was intentional.

#### 110 **Intentional injury by person, unspecified**

\*-Asterisks denote a summary level code not assigned to individual cases.

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This code is used when it is known that the injury was intentional, but it is unknown whether it was self-inflicted or inflicted by another person.

### **111\* Intentional injury by other person**

#### **1110 Intentional injury by other person, unspecified**

#### **1111 Shooting by other person—intentional**

#### **1112 Stabbing, cutting, slashing, piercing**

#### **1113 Hitting, kicking, beating, shoving**

*Includes:* clubbing, bludgeoning, hitting with weapon, fighting, grabbing, grappling, biting, pushing, pinching, squeezing, shoving

#### **1114 Strangulation by other person**

*Includes:* choking with hands or other object

#### **1115 Bombing, arson**

*Includes:* intentionally injuring someone through bombing or arson

*Excludes:* injuries received as a result of a bombing or arson where intent is unknown, such as a firefighter getting hurt trying to extinguish an arson fire (1219)

#### **1116 Rape, sexual assault**

#### **1117 Threat, verbal assault**

#### **1118 Multiple violent acts by other person**

*Includes:* shooting and stabbing when injuries are equally severe

#### **1119 Intentional injury by other person, n.e.c.**

*Includes:* intentional assault by vehicle, thrown object, stun gun, BB gun, nail gun, or bow and arrow

### **112\* Self-inflicted injury—intentional**

This major group includes cases where the worker was hurt by an

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intentional, self-inflicted injury. As with codes in 111\*, injuries resulting from the normal worksite tasks and actions of the worker are generally considered accidental unless information to the contrary is provided. For example, if it is simply reported that a worker hit himself in the head with a hammer, cut herself with a knife, or fell down the stairs, it should not be coded in this division. Jumps or falls would not be classified here unless it is reliably documented as a suicide or attempted suicide or other attempt to injure oneself.

Accidental drug overdoses are classified in the appropriate event category under major group 55\*, **Exposure to other harmful substances**, regardless of the type of drug involved. Use codes in group 122\* for cases in which it is uncertain whether the worker intended to injure him or herself such as when the coroner or medical examiner lists the manner of death for a drug overdose as “could not be determined.” Use code 1221 for cases when the worker accidentally shot him or herself.

**1120 Self-inflicted injury—intentional, unspecified**

**1121 Shooting—intentional self-harm**

**1122 Hanging, strangulation, asphyxiation—intentional self-harm**

*Excludes:* intentional inhalation of vehicle exhaust (1126)

**1123 Jumping from building or other structure—intentional self-harm**

*Includes:* jumping into water from bridge—intentional self-harm

**1124 Cutting, stabbing—intentional self-harm**

**1125 Drug overdose—intentional self-harm**

**1126 Inhalation of substance—intentional self-harm**

*Includes:* intentional inhalation of vehicle exhaust

**1129 Self-inflicted injury—intentional, n.e.c.**

*Includes:* intentional self-harm from stun gun, BB gun, nail gun, automobile crash, fire, explosion

**12\* Injury by person—unintentional or intent unknown**

**120 Injury by person—unintentional or intent unknown, unspecified**

\*-Asterisks denote a summary level code not assigned to individual cases.

**121\* Injury by other person—unintentional or intent unknown**

This category includes unintentional shootings by others and unintentional injuries or injuries of unknown intent resulting from direct physical contact with others, or where the contact is a normal part of the job function (such as in boxing). Injuries incurred by contact with a football helmet, boxing glove, shoe, or other apparel worn by the other person are considered to be direct physical contact.

**Shooting by other person—unintentional** (code 1211) includes accidental discharge of a weapon and cases in which a gun was intentionally fired but the worker was not the intended target, such as when a police officer mistakes a fellow officer for a robber. Shootings by robbers and other assailants are generally considered intentional (code 1111). A police officer injured by a stun gun held by someone else during police training would be coded in 1219. Nail gun injuries are coded 6242 unless determined to be intentional.

Injuries resulting from **physical contact** in sporting events or physical training such as police or martial arts training are coded in 1212. Injuries resulting from physical contact with a person while the worker is restraining or subduing another, such as a teacher breaking up a fight, are coded in 1214. Those injuries resulting from physical contact while moving or transporting a person are coded in 1215 if the injury was unintentional or if the intent was unknown. Included in this category are instances in which a health care worker is scratched by a patient either unintentionally or when the intent is unclear. **Overexertion injuries** resulting from lifting or moving a patient or other person are coded in Division 7, **Overexertion and bodily reaction**. Exposures to infectious agents or contagious diseases, unless intentional, are classified in Division 5, **Exposure to harmful substances or environments**.

**1210 Injury by other person—unintentional or intent unknown, unspecified**

**1211 Shooting by other person—unintentional**

*Includes:* struck by stray bullet from target practice; accidental gun discharge from another's weapon; shot as a result of mistaken identity in violent situation; shot by another person thinking the gun was not loaded; struck by friendly fire

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**1212 Injured by physical contact with other person in sporting event or physical training**

*Includes:* injuries resulting from physical contact within sporting events or physical training, such as police or martial arts training; boxing; collisions between skiers, skaters, or snowboarders; injuries resulting from physical contact during staged fight

**1213 Injured by physical contact during horseplay**

*Includes:* roughhousing

**1214 Injured by physical contact with person while restraining, subduing—unintentional**

*Excludes:* overexertion injuries while pursuing

**1215 Injured by physical contact with person while moving that person—unintentional**

*Excludes:* overexertion injuries while moving person

**1218 Multiple unintentional injuries by other person**

**1219 Injury by other person—unintentional or intent unknown, n.e.c.**

*Includes:* unintentionally injured by another person using a paintball gun, stun gun, BB gun; injured while fighting an arson fire not intended to harm or of unknown intent

*Excludes:* unintentional nail gun injuries (6242)

**122\* Self-inflicted injury—unintentional or intent unknown**

This section includes unintentional shootings that are self-inflicted, unintentional self-stunning, and self-inflicted injuries of unknown intent. Other instances of unintentionally injuring oneself, such as accidentally hitting oneself with a hammer or cutting oneself with a knife, are excluded from this category. Nail gun injuries are coded 6242 unless determined to be intentional. This category also excludes all instances of intentional injury to oneself (112\*). Accidental overdoses are classified in the

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appropriate event category under major group 55\*, **Exposure to other harmful substances.**

**1220 Self-inflicted injury—unintentional or intent unknown, unspecified**

**1221 Self-inflicted shooting—unintentional**

**1222 Self-inflicted shooting—intent unknown**

*Includes:* Russian roulette, unless it is determined that the deceased intended to commit suicide

**1223 Self-tasered—unintentional**

*Includes:* unintentionally injuring oneself from stun guns

**1224 Drug overdose—intent unknown**

**1229 Self-inflicted injury—unintentional or intent unknown, n.e.c.**

*Includes:* self-inflicted unintentional injuries resulting from auto-erotic strangulation, the choking game, or from BB gun

**129 Injury by person—unintentional or intent unknown, n.e.c.**

**13\* Animal and insect related incidents**

Codes in this major group apply when an injury or illness results from animal or insect bites or other acts by animals—kicking, stomping, or scratching—regardless of potential intent. Transportation incidents involving animals (including falls or being thrown from horses being ridden) are included in Division 2. Nonvenomous bites (Events 1312, 1313) include bites from nonvenomous insects and other animals that become infected or result in a disease, such as Lyme disease or West Nile virus.

**130 Animal and insect related incidents, unspecified**

**131\* Bites and stings**

**1310 Bites and stings, unspecified**

**1311 Stings and venomous bites**

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*Includes:* stings from bees, wasps, hornets, yellow jackets, sea nettles, jelly fish; spider bites, scorpion bites; fire ant bites or stings; venomous snake bites, including those from rattlesnakes, copperheads, cottonmouths, water moccasins

*Excludes:* nonvenomous insect bites, such as mosquito, tick, and flea bites (1312)

### **1312 Nonvenomous insect bites**

*Includes:* mosquito bites; tick and flea bites; nonvenomous spider bites

### **1313 Other animal bites, nonvenomous**

*Includes:* dog and cat bites; snake bites, except for those listed under venomous bites or otherwise known to be venomous

### **1319 Bites and stings, n.e.c.**

### **132\* Struck by animal**

**1320 Struck by animal, unspecified**

**1321 Trampled by or stepped on by animal**

**1322 Kicked by animal**

**1323 Mauled, clawed, or scratched by animal**

**1324 Gored or rammed by animal**

**1329 Struck by animal, n.e.c.**

### **138\* Multiple types of animal and insect incidents**

**1380 Multiple types of animal and insect incidents, unspecified**

**1381 Bitten and struck by animal**

**1389 Multiple types of animal and insect incidents, n.e.c.**

### **139 Animal and insect related incidents, n.e.c.**

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### 2\* TRANSPORTATION INCIDENTS

This division covers events involving transportation vehicles, animals used for transportation purposes, and powered industrial vehicles or powered mobile industrial equipment in which at least one vehicle (or mobile equipment) is in normal operation and the injury or illness was due to collision or other type of traffic incident; loss of control; or a sudden stop, start, or jolting of a vehicle regardless of the location where the event occurred.

Cases involving pedestrians, roadway workers, or other nonpassengers struck by vehicles, powered industrial equipment, or an object struck by a vehicle or powered equipment are considered transportation incidents when they meet these criteria:

*At least one vehicle was in normal operation as a means of transportation, and*

*The impact was caused by a traffic incident or the motion of the vehicle.*

In general, for a vehicle to be considered under **normal operation**, it must be in use as a means of transportation between locations and an occupant of the vehicle must be operating it. For computer-operated vehicles, such as subways or monorails, an operator is not required for the vehicle to be in normal operation. Incidents resulting solely from the use of machine lifts (such as being struck by a bucket of a loader) when the vehicle is otherwise motionless are excluded. Cases occurring on water vessels are generally included in **Transportation incidents** provided that the vessel is in the water. See the instructions for 25\*, **Water vehicle incident** for further guidelines on coding these incidents.

**Roadways** include that part of the public highway, street, or road normally used for travel as well as the shoulder and surrounding areas, telephone poles, bridge abutments, trees aligning roadway, etc. **Nonroadway** incidents include events that occur entirely off the highway, street, and roadway, such as on industrial, commercial, or farm premises or in parking lots. Incidents that occur partly on a public roadway are considered roadway incidents.

Transportation codes are listed in the **order of precedence** unless otherwise indicated. If more than one event occurred, code the first event listed in the code sequence. The precedence sequence is:

- Aircraft incidents
- Rail vehicle incidents
- Animal and other non-motorized vehicle transportation incidents
- Pedestrian vehicular incidents

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- Water vehicle incidents
- Roadway incidents involving motorized land vehicle
- Nonroadway incidents involving motorized land vehicles

The precedence ordering also includes codes within a category. For example, if a roadway collision with another vehicle results in the worker falling from the vehicle, the case is coded as a vehicle collision (Event code 261\* or 271\*). **Transportation incidents** take precedence over all other event codes except **Violence and other injuries by persons or animals (1\*)**.

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

**Falls** on or from vehicles are transportation incidents if the vehicle was in normal operation. Falls on boats and ships that are in the water are classified as transportation incidents even if the vessel is anchored and not under normal operation. Falls from other stationary vehicles that are not in normal operation are coded in the falls division. For example, a fall in the cargo bay of an airplane while it is being loaded is not a transportation incident because the plane is not in normal operation.

Crashes that result in a **fire or explosion** are transportation events. Fires that occur on vehicles with no other incident are classified under **Fires and explosions (3\*)**.

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

Also excluded from transportation incidents are injuries or illnesses associated solely with the use of nontransport components of mobile equipment. For example, being struck by rising forklifts, falling trailer doors, or swinging buckets on a loader are coded in major group 62\*, **Struck by object or equipment** unless the impact was also due to the travel of the vehicle under normal operation. Injuries occurring while standing beside a tractor trying to jumpstart it or while pushing a motorized pallet jack are not considered transportation incidents.

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**Transportation vehicles, powered industrial vehicles, powered mobile industrial equipment, and animal-powered transports include:**

- \*\*Highway vehicles, motorized:**  
*Autos, buses, trucks, motorcycles, RVs, etc*
- Air, rail, and water vehicles—powered and nonpowered:*  
*Airplanes, gliders, parachutes; trains, amusement park rail vehicles, computerized airport trams; fishing boats, sailboats, canoes, etc.*
- \*\*Off-road powered vehicles:**  
*ATVs, golf carts, snowmobiles, Segways*
- \*\*Plant and industrial powered vehicles and tractors:**  
*Forklifts, other powered carriers, tractors*
- \*\*Powered mobile construction, logging, and mining equipment:**  
*Loaders, bulldozers, backhoes, mobile cranes, skidders, etc.*
- \*\*Powered mobile agricultural equipment:**  
*Harvesters, combines, mobile planters, etc.*
- Animal and human powered vehicles and animals being ridden:*  
*Police and rodeo horses, horse-drawn wagons, bicycles, etc.*
- \*\*Other powered land vehicles:**  
*Military vehicles, street sweeping and cleaning machinery*

References to “vehicles” in the code titles and descriptions in those sections should be interpreted to include these conveyances. Items listed with \*\* above are considered motorized land vehicles for purposes of coding Events 24\*, 26\*, and 27\*.

**Excluded are:**

*Nonpowered industrial vehicles: Dollies, carts, wheelbarrows*  
*Nonindustrial, nonroadway mobile equipment*  
*Wheelchairs—motorized and nonmotorized, stretchers, wagons*

**20 Transportation incident, unspecified**

**21\* Aircraft incidents**

Incidents involving aircraft which are in use for transport are included in this major group—including while moving on the ground or in the air. Being struck by the propeller blade is also included. The categories are generally listed in order of precedence, so a crash into the ground during takeoff would be coded in 212\* not in 215\*. Codes 211-215 exclude parachuting and hang gliding incidents. Parachuting incidents are coded in 216 and hang gliding incidents in

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219. Code a fall on aircraft, 217, only if the vehicle was in normal operation.

**210 Aircraft incident, unspecified**

**211 Pedestrian struck by aircraft or propeller**

**212\* Aircraft crash during takeoff or landing**

*Includes:* crashes while taxiing; crashes with ground vehicles;  
crashes during landings, including emergency landings

*Excludes:* parachuting and hang gliding incidents

**2120 Aircraft crash during takeoff or landing, unspecified**

**2121 Aircraft crash during takeoff or landing—due to mechanical failure**

**2122 Aircraft crash during takeoff or landing—between air vehicles**

**2123 Aircraft crash during takeoff or landing—with ground vehicle**

**2124 Aircraft crash during takeoff or landing—into structure, object, or ground**

*Includes:* crash into ground, mountain, building, trees, power lines, or body of water during takeoff or landing

**2129 Aircraft crash during takeoff or landing, n.e.c.**

**213 Explosion or fire on aircraft**

*Excludes:* explosions and fires resulting from aircraft crashes (212\*, 214, 215\*)

**214 Aircraft crash due to low-altitude entanglement**

Aircraft crashes and other incidents resulting from the aircraft becoming entangled with trees or power lines at low altitude are coded here.

*Includes:* helicopter crash resulting from logs being carried snagging on a tree; plane crash from the banner being towed hitting a crane; crop dusters becoming entangled in power lines

*Excludes:* parachuting incidents (216); aircraft crashes during takeoff or landing (212\*)

**215\* Other in-flight crash**

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**2150 Other in-flight crash, unspecified**

**2151 Other in-flight crash due to mechanical failure**

**2152 Other in-flight crash between air vehicles**

**2153 Other in-flight crash into structure, object, or ground**

*Includes:* aircraft crash into ground, mountain, building, trees, bodies of water

*Excludes:* aircraft crashes during takeoff or landing (212\*); aircraft crashes resulting from mechanical failure (2151); aircraft crashes resulting from low-altitude entanglement (214)

**2159 Other in-flight crash, n.e.c.**

**216 Parachuting incident**

*Includes:* failure of parachute to open, striking an object or other person while in the air or upon landing, landing in a lake and drowning

**217 Fall on aircraft during transport**

*Includes:* fall in cabin or cockpit during normal operation regardless of whether the aircraft is in the air or on the ground; falls resulting from turbulence

*Excludes:* falls in cabin or cargo bay while stationary (42\*); falls resulting from a crash

**219 Aircraft incident, n.e.c.**

*Includes:* hang gliding incidents, struck by object on aircraft in normal operation or resulting from turbulence

**22\* Rail vehicle incidents**

A rail vehicle incident is a transportation incident involving at least one rail vehicle that meets the general criteria for normal operation.

**220 Rail vehicle incident, unspecified**

**221\* Collision between rail vehicle and another vehicle**

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- 2210 Rail vehicle collision, unspecified**
- 2211 Collision between two rail vehicles**
- 2212 Collision between rail and roadway vehicles**
- 2219 Rail vehicle collision, n.e.c.**

- 222 Derailment**
- 223 Explosion or fire on rail vehicle—transportation incident**
- 224 Fall or jump from and struck by rail vehicle—transportation incident**
- 225 Fall or jump from rail vehicle—transportation incident**

- 226 Fall on rail vehicle—transportation incident**

*Includes:* fall in rail car aisle during normal operation

- 227 Pedestrian struck by rail vehicle—transportation incident**

- 229 Rail vehicle incident, n.e.c.**

*Includes:* rail vehicle collision with objects other than rail vehicles, motor vehicles, or pedestrians; person riding on side of moving rail car or locomotive strikes stationary structure or object

### **23\* Animal and other non-motorized vehicle transportation incidents**

Animal-powered and other non-motorized vehicle transportation incidents include incidents in which the injured worker was using an animal as a source of transportation, including incidents in which an animal is being ridden or used to pull a vehicle. This category excludes incidents in which the animal was neither being ridden nor used to pull a vehicle, such as collisions with deer in the roadway (2621). Incidents involving bicycles and other pedal cycles are also included in this category.

- 230 Animal and other non-motorized vehicle transportation incident, unspecified**

- 231\* Animal transportation incident**

- 2310 Animal transportation incident, unspecified**
- 2311 Animal transportation collision in roadway**
- 2312 Animal transportation collision in nonroadway area**
- 2313 Thrown, fell, or jumped from animal being ridden**

*Includes:* fall while riding bull during rodeo

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- 2314 Thrown, tipped, or fell from animal-drawn vehicle**
- 2315 Animal transportation—struck bump, hole, or other rough terrain**

- 2319 Animal transportation incident, n.e.c.**

*Includes:* pedestrian struck by animal being ridden or used to pull a vehicle

- 232\* Pedal cycle incident**

- 2320 Pedal cycle incident, unspecified**
- 2321 Pedal cycle collision in roadway**
- 2322 Pedal cycle collision in nonroadway area**
- 2323 Fall from pedal cycle**
- 2324 Pedal cycle struck bump, hole, or other rough terrain**
  
- 2329 Pedal cycle incident, n.e.c**

*Includes:* pedestrian struck by pedal cycle

- 239 Animal and other non-motorized vehicle transportation incident, n.e.c.**

- 24\* Pedestrian vehicular incident**

Codes in this group apply to pedestrians and other nonoccupants of vehicles who are struck by vehicles or other mobile equipment in normal operation regardless of location. Pedestrians struck by air, rail, animal, or human powered vehicles are excluded from this group and coded in 21\*-23\*. Major group 24\* also includes pedestrians struck by an object that was impacted by a vehicle, code 249. When a location is listed in the code title, it refers to the location of the pedestrian at the time of the event and not the location of the vehicle. Persons struck as they are getting out of vehicles should be considered outside the vehicle and coded in this section.

Injuries or illnesses associated solely with the use of nontransport components of mobile equipment are not coded here. For example, being struck by rising forklifts, falling trailer doors, or swinging buckets on a loader are coded in group 621\*, **Struck by powered vehicle—nontransport**, unless the impact was also due to the travel of the vehicle under normal operation. Also excluded from this major group are occupants of vehicles injured as a result of the vehicle striking a pedestrian and persons struck by a vehicle after falling from or being ejected from a vehicle. Vehicle occupants injured as a result of striking a pedestrian should be

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coded in 2629 or 2729.

Use a code in 241\* if the worker is in a lane blocked off for repair. Use a code in 243\* if the accident occurs on the shoulder or side of road and it is not a construction or other work zone. Codes in 244\* include all areas defined as "nonhighway": industrial, commercial, residential, and farm premises; parking lots; and logging roads. Pedestrians hit by trains or aircraft are classified in 227 and 211, respectively.

*Excludes:* person falling from and struck by vehicle (263\*, 273\*); person struck by vehicle or mobile equipment in nontransport incident (621\*); occupants of vehicle injured as a result of the vehicle hitting a pedestrian; pedestrians struck by air, rail, animal, or human powered vehicles (21\*-23\*)

### **240 Pedestrian vehicular incident, unspecified**

### **241\* Pedestrian struck by vehicle in work zone**

This category includes pedestrians struck in the vicinity of road construction, maintenance, or utility work or within an area marked by signs, barricades, or other devices. This includes construction or maintenance of highway structures such as guardrails or ditches, surveying activity, pavement marking, painting, cleaning, or mowing grass. Workers directing traffic or erecting barricades in the work zone would also be included here.

#### **2410 Pedestrian struck by vehicle in work zone, unspecified**

#### **2411 Pedestrian struck by vehicle propelled by another vehicle in work zone**

#### **2412 Pedestrian struck by forward-moving vehicle in work zone**

#### **2413 Pedestrian struck by vehicle backing up in work zone**

#### **2419 Pedestrian struck by vehicle in work zone, n.e.c.**

### **242\* Pedestrian struck by vehicle in roadway**

#### **2420 Pedestrian struck by vehicle in roadway, unspecified**

#### **2421 Pedestrian struck by vehicle propelled by another vehicle in roadway**

#### **2422 Pedestrian struck by forward-moving vehicle in roadway**

#### **2423 Pedestrian struck by vehicle backing up in roadway**

#### **2429 Pedestrian struck by vehicle in roadway, n.e.c.**

\*-Asterisks denote a summary level code not assigned to individual cases.

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### **243\* Pedestrian struck by vehicle on side of road**

**2430 Pedestrian struck by vehicle on side of road, unspecified**

**2431 Pedestrian struck by vehicle propelled by another vehicle on side of road**

**2432 Pedestrian struck by forward-moving vehicle on side of road**

**2433 Pedestrian struck by vehicle backing up on side of road**

**2439 Pedestrian struck by vehicle on side of road, n.e.c.**

### **244\* Pedestrian struck by vehicle in nonroadway area**

**2440 Pedestrian struck by vehicle in nonroadway area, unspecified**

**2441 Pedestrian struck by vehicle propelled by another vehicle in nonroadway area**

**2442 Pedestrian struck by forward-moving vehicle in nonroadway area**

**2443 Pedestrian struck by vehicle backing up in nonroadway area**

**2449 Pedestrian struck by vehicle in nonroadway area, n.e.c.**

### **249 Pedestrian vehicular incident, n.e.c.**

*Includes:* pedestrian struck by an object impacted by a vehicle

### **25\* Water vehicle incidents**

All incidents involving water vehicle collisions, sinkings, capsizing; explosions or fires on such vehicles (including localized fires and explosions occurring on the vessel); machinery accidents; and falls on such vehicles are coded in this major group. Exceptions are incidents involving out-of-water or dry-docked water vehicles. Falls on ships and boats in the water but not in forward motion (such as at a dock or anchored) are included in this section of transport incidents since water vehicles are subject to motion at all times. Water vehicle incidents exclude injuries to swimmers or divers who voluntarily jump from a water vessel not involved in a transportation incident.

**250 Water vehicle incident, unspecified**

**251 Water vehicle or propeller struck person**

**252\* Water vehicle collisions**

**2520 Water vehicle collision, unspecified**

**2521 Collision between water vehicles**

**2522 Collision between water vehicle and object**

**2529 Water vehicle collision, n.e.c.**

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**253 Explosion or fire on water vehicle**

*Includes:* machinery fire on water vehicle

**254 Capsized or sinking water vehicle**

**255 Fall or jump and struck by water vehicle**

**256 Fall or jump from water vehicle**

*Excludes:* being struck by water vehicle after falling or jumping from vehicle (255); jump due to explosion, fire (253)

**257 Machinery or equipment incident on water vehicle**

*Includes:* being caught in a conveyer or winch on a fishing vessel

*Excludes:* machinery fire on water vehicle (253)

**258 Fall on water vehicle**

**259 Water vehicle incident, n.e.c.**

*Includes:* struck by object other than machinery or equipment on water vehicle in normal operation

**26\* Roadway incidents involving motorized land vehicle**

Roadway incidents include injuries to vehicle occupants occurring on that part of the public highway, street, or road normally used for travel as well as the shoulder and surrounding areas, telephone poles, bridge abutments, trees aligning roadway, etc. Incidents occurring entirely off the highway, street, or road; on industrial, commercial, or farm premises; or in parking lots are considered to be nonroadway incidents. Incidents that occur partly on a public roadway are considered roadway incidents. For example, if a passenger in a vehicle driven on a public street is injured when the vehicle runs off the roadway and crashes into a storefront, the event is considered a roadway incident.

If more than one of the events in this major group occurred, code the first event listed in the code sequence. For example, if a car driven by the injured person collided with an oncoming vehicle then hit a pole on the side of the road, code the collision with the oncoming vehicle as the event.

If available information does not indicate whether the incident occurred on a roadway or not, assume the incident was roadway and code as such. For example, if the incident is merely described as a “motor vehicle accident (MVA)” and there

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\*-Asterisks denote a summary level code not assigned to individual cases.

## EVENT OR EXPOSURE

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is no indication that the incident occurred in a parking lot or on private property, code the event 260, **Roadway incident involving motorized land vehicle, unspecified**. The interchange between a roadway and any nonroadway location (such as a parking lot) is always considered a roadway intersection.

Motorcycle overturns in noncollision transportation incident in normal operation are considered 2631 or 2731 (**Jack-knifed or overturned**) depending on whether or not the incident occurred on a roadway.

For vehicles or mobile equipment running off the roadway or driving surface in noncollision incidents, such as a truck falling off a bridge or tractor falling into a pond, use codes 2632, **Ran off roadway**, or 2732, **Ran off driving surface, nonroadway**. If the vehicle also overturned, the codes should be 2631 or 2731, **Jack-knifed or overturned**. If information states that the vehicle ran off the road and struck a ditch or ran into a body of water, code as 2632, **Ran off roadway**. If a worker is rubbed, abraded or jarred when operating a vehicle due to the vibration, use code 671. If injured from prolonged sitting in a vehicle, code as 7332.

### **260 Roadway incident involving motorized land vehicle, unspecified**

*Includes:* motor vehicle incident, unspecified; MVA, unspecified

### **261\* Roadway collision with other vehicle**

Collisions between vehicles moving in the same direction include front-to-rear collisions and side-by-side (sideswipe) collisions. Opposite directions collisions are front-to-front or head-on. Perpendicular angle front-to-side includes broadside or t-bone collisions.

#### **2610 Roadway collision with other vehicle, unspecified**

#### **2611 Roadway collision—moving in same direction**

#### **2612 Roadway collision—moving in opposite directions, oncoming**

#### **2613 Roadway collision—moving perpendicularly**

*Includes:* broadside collision, t-bone collision, angle front-to-side collision, front of one car hit side of another

#### **2614 Roadway collision—moving and standing vehicle in roadway**

#### **2615 Roadway collision—moving and standing vehicle on side of roadway**

#### **2619 Roadway collision with other vehicle, n.e.c.**

\*-Asterisks denote a summary level code not assigned to individual cases.

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### 262\* Roadway collision with object other than vehicle

**2620 Roadway collision with object other than vehicle, unspecified**

**2621 Vehicle struck object or animal in roadway**

*Includes:* deer or other animal striking vehicle in roadway

**2622 Vehicle struck object or animal on side of roadway**

*Includes:* deer or other animal striking vehicle on side of roadway

*Excludes:* ran off highway and struck a ditch but no other object (2632)

**2623 Vehicle struck by falling or flying object—roadway**

*Includes:* struck by falling trees, flying rocks, objects falling or flying off other vehicles

**2629 Roadway collision with object other than vehicle, n.e.c.**

### 263\* Roadway noncollision incident

Codes in this event group apply to cases in which the injured person was an occupant of a vehicle that was involved in a *noncollision roadway incident*. These are incidents in which the vehicle that the injured person occupied did not make contact with a vehicle or object other than the road or driving surface.

If more than one event in this event group occurred, code the first event listed in the code sequence. For example, use code 2631, **Jack-knifed or overturned, roadway** if a vehicle overturned, even if the vehicle ran off the roadway.

Event Code 2632, **Ran off roadway**, should be used when the vehicle occupied by the injured person was out of control and ran off the roadway and did not overturn or collide with any object or vehicle. If the vehicle hits another vehicle or object, select a code in 261\* or 262\*. If information states that the vehicle ran off the road and drove into a ditch or into a body of water, code as 2632, **Ran off roadway**.

Event Code 2633, **Struck by shifting load during transport, roadway**, should be used when collision is not involved and the movement of the

\*-Asterisks denote a summary level code not assigned to individual cases.

## EVENT OR EXPOSURE

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vehicle results in the occupant being struck by a shifting or falling load. In the event that the vehicle was involved in a sudden stop or start *and* the injured person was struck by a shifting load, use the first event listed in the code sequence, 2633.

Event Code 2637, **Sudden start or stop, roadway**, should be used when *collision is not involved* and the injury resulted from the vehicle stopping or starting suddenly, such as the driver striking the steering wheel or incurring a whiplash injury when stopping suddenly for a stalled vehicle. This code excludes incidents in which the worker was injured by a shifting load (2633) or from a fall from moving vehicle (2634-2636) due to a sudden start or stop.

Injuries incurred solely by the jolting of the vehicle when hitting a defect or small obstruction in the roadway such as a pothole, or riding over a raised piece of concrete roadway are classified as 2638, **Struck bump, hole, or rough terrain in road surface**.

Falls from moving vehicles are coded in 2634, 2635, or 2636 depending on whether the worker was struck by a vehicle after falling.

Injuries or illnesses resulting from relatively routine movement of the vehicle are not included in noncollision incidents. For example, a driver may sustain a back injury or illness resulting from prolonged vibration involved in operating the vehicle. These types of cases would be coded in Division 6, **Contact with objects or equipment**.

- 2630 Roadway noncollision incident, unspecified**
- 2631 Jack-knifed or overturned, roadway**
- 2632 Ran off roadway**
- 2633 Struck by shifting load during transport, roadway**
- 2634 Fall or jump from and struck by same vehicle in normal operation, roadway**
- 2635 Fall or jump from and struck by another vehicle in normal operation, roadway**
- 2636 Fall or jump from vehicle in normal operation, roadway**
- 2637 Sudden start or stop, roadway**
- 2638 Struck bump, hole, or rough terrain in road surface**
  
- 2639 Roadway noncollision incident, n.e.c.**

\*-Asterisks denote a summary level code not assigned to individual cases.

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*Includes:* vehicle swept off roadway by flood waters; fire or explosion on vehicle during normal operation without collision—roadway

### **269 Roadway incident involving motorized land vehicle, n.e.c.**

### **27\* Nonroadway incidents involving motorized land vehicles**

This category closely mirrors the coding scheme for roadway incidents, but includes only those instances that occur entirely off of a public roadway, such as in a field, factory, or parking lot. Incidents that occur partly on a public roadway are considered roadway incidents. For example, if a passenger in a vehicle driven on a public street is injured when the vehicle runs off the roadway and crashes into a storefront, the event is considered a roadway incident.

### **270 Nonroadway incident involving motorized land vehicle, unspecified**

### **271\* Nonroadway collision with other vehicle**

#### **2710 Nonroadway collision with other vehicle, unspecified**

#### **2711 Moving in same direction, nonroadway**

#### **2712 Moving in opposite directions, oncoming, nonroadway**

#### **2713 Collision between a moving and standing vehicle, nonroadway**

#### **2719 Nonroadway collision with other vehicle, n.e.c.**

### **272\* Nonroadway collisions with object other than vehicle**

Use code 2721 if the vehicle operator or passenger had a body part(s) outside of the vehicle when the part was injured.

#### **2720 Nonroadway collision with object other than vehicle, unspecified**

#### **2721 Part of occupant's body caught between vehicle and other object in nonroadway transport incident**

#### **2729 Nonroadway collision with object other than vehicle, n.e.c.**

*Includes:* nonroadway collision with animal

### **273\* Nonroadway noncollision incident**

#### **2730 Nonroadway noncollision incident, unspecified**

#### **2731 Jack-knifed or overturned, nonroadway**

#### **2732 Ran off driving surface, nonroadway**

#### **2733 Struck by shifting load during transport, nonroadway**

\*-Asterisks denote a summary level code not assigned to individual cases.



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- 2734** Fall or jump from and struck by same vehicle in normal operation, nonroadway
- 2735** Fall or jump from and struck by another vehicle in normal operation, nonroadway
- 2736** Fall or jump from vehicle in normal operation, nonroadway
- 2737** Sudden start or stop, nonroadway
- 2738** Struck bump, hole, rough terrain on driving surface, nonroadway
  
- 2739** Nonroadway noncollision incident, n.e.c.
  - Includes:* fire or explosion on vehicle during normal operation without collision in a nonroadway area
  
- 279** Nonroadway incident involving motorized land vehicle, n.e.c.
  - Includes:* vehicles swept away by flood waters—nonroadway
  
- 29** Transportation incident, n.e.c.

\*-Asterisks denote a summary level code not assigned to individual cases.

### 3\* FIRES AND EXPLOSIONS

Codes in this division apply to cases in which the injury or illness resulted from an explosion or fire. Included are cases in which the person fell or jumped from a burning building, inhaled a harmful substance, or was struck by or struck against an object as a result of an explosion or fire. This division also includes incidents in which the worker was injured due to being trapped in a fire or whose respirator had run out of oxygen during a fire.

Excluded from this category are fires and explosions resulting from transportation incidents (Division 2) and those that are set for the purpose of injuring someone (Division 1). Injuries to firefighters resulting from arson fires intended to harm, from lifting fire hoses, and from falls not related to the fire or explosion itself, such as falls in the parking lot of a burning building, are also excluded from this category.

Injuries resulting from direct contact with a flame from a controlled heat source, such as from stove tops, ovens, burners, and grills are excluded from this category and coded in 533, **Contact with hot objects or substances**, unless the fire becomes out of control. Small scale fires are those which burn in an isolated location but do not spread to consume a building. Examples include fires in trash cans, frayed wires, cooking fires, and curtains that catch fire. Arc flashes (or burns from electrical arc flashes) are typically found in event 511\*, **Direct exposure to electricity**. However, injuries resulting from a building fire that resulted from an arc flash would be coded in major group 31\*, **Fires**. **Demolition or blasting explosion** (code 324) includes detonations used to implode buildings or blast mines and quarries with dynamite. Mining explosions from gases or vapors belong in 322.

For fires and explosions occurring in a single event, code the one that happened first. If the first event is unknown, defer to fires.

#### 30 Fire or explosion, unspecified

Use only if event does not specify fire or explosion.

#### 31\* Fires

Codes in this major group apply to cases in which the injury or illness resulted from a fire or exposure to a fire, such as in a burning building. Injuries resulting from an explosion that was precipitated by a fire are coded as fires. Injuries resulting from a building collapse after the fire has been extinguished are classified in structure collapse (65\*). Unintentional fires are coded here. If it is known that the fire was started explicitly to harm someone, it should be coded in

\*-Asterisks denote a summary level code not assigned to individual cases.

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**Intentional injury by other person**, more specifically **1115, Bombing, arson**. Contact with a controlled heat source such as a flame from a stove is coded in **533, Contact with hot objects or substances**, unless the person's clothes catch fire (314).

**310 Fire, unspecified**

**311 Collapsing building, structure, or structural element during fire**

**312 Other structural fire without collapse**

**313 Vehicle or machinery fire**

*Includes:* fire-related injuries to emergency personnel responding to vehicle fire after transportation incident occurred

*Excludes:* fires on vehicles during normal transport operation (2639 or 2739)

**314 Ignition of clothing from controlled heat source**

**315 Small-scale (limited) fire**

**316 Forest or brush fire**

**317 Ignition of vapors, gases, or liquids**

**319 Nonstructural fire, n.e.c.**

**32\* Explosions**

Codes in this major group apply to cases in which the injury or illness resulted from an explosion. An explosion is a *rapid expansion, outbreak, bursting, or upheaval*. Codes in this major group apply to large explosions (tank cars) and small explosions (bottles, aerosol cans). They apply to unintentional and intentionally-set explosions, such as injuries resulting from exploding fireworks or from exploding ordnance during military training, unless the intent was to harm. Injuries resulting from a fire that was precipitated by an explosion are coded as explosions. Bombings that were set to intentionally injure are included in Division 1, **Violence and other injuries by persons or animals**.

**Explosion of pressure vessel, piping or tire** includes explosions of aerosol cans and automobile tires. Incidents in which a nonpressurized container, such as a gasoline tank, explodes are coded in 322.

**320 Explosion, unspecified**

**321 Dust explosion**

**322 Explosion of nonpressurized vapors, gases, or liquids**

**323 Explosion of pressure vessel, piping, or tire**

\*-Asterisks denote a summary level code not assigned to individual cases.

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**324 Demolition or blasting explosion**

*Includes:* intentional implosions in demolition, mining, quarrying

**329 Explosion, n.e.c.**

\*-Asterisks denote a summary level code not assigned to individual cases.

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### 4\* FALLS, SLIPS, TRIPS

**Falls, slips, trips** include falls on the same level, falls and jumps to lower levels, falls and jumps that were curtailed by a personal arrest device, and slips and trips that do not result in a fall. The division also includes other nontransport-related falls resulting in drowning or other nonimpact injuries.

The order of precedence is reflected in the order of codes. Falls while on a vehicle in normal operation are considered **Transportation incidents** (Division 2); parachute jumps are also considered transportation incidents. Falls from vehicles that are not in normal transport operation are coded under **Falls, slips, trips**. Falls from a seated position are **Fall on same level**, while falls that occur while the worker is standing on a chair are considered **Fall to lower level**. Falls through a non-structural surface, such as ice, are to be listed in **Fall through surface**.

Slips or trips without falling are included in the **Falls, slips, trips** division. A trip is differentiated from a slip by the existence of a foreign object over which the injured worker stumbled. Slips are generally on flat, smooth, or slippery surfaces; trips occur when the injured worker makes contact with an uneven surface or an obstruction, such as a curb or box.

**Fall to lower level** applies to instances in which the injury was produced by impact between the injured person and another surface of lower elevation, the motion producing the contact being that of the person, under the following circumstances:

*-the motion of the person and the force of impact were generated by gravity, and*

*-the point of contact with the source of injury was lower than the surface supporting the person at the inception of the fall.*

Cases in which the worker was injured while stepping to a lower level (such as, off a ladder, out of a vehicle, or off a curb) and there is no indication of forcible contact from a fall (such as a fracture or a bruise) or other incident, (such as falling into a body of water or falling against a hot stove) should be coded in 73\*, **Other exertions or bodily reactions**. Injuries sustained as a result of the employee jumping from an elevation should be coded in major group 44\*, **Jumps to lower level**.

Falls through an opening in the floor that already existed (such as an attic trap door opening) or through a work surface are coded as 432\*, **Fall through surface or existing opening**. If a floor surface or structure collapses causing the worker to fall or jump, the fall is coded as 431\* or 441\*.

Falls from ground level to lower level, such as storm drains or sewers, are included in

\*-Asterisks denote a summary level code not assigned to individual cases.

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433\*, **Other fall to lower level.**

**40 Fall, slip, trip, unspecified**

**41\* Slip or trip without fall**

Injuries that occur when a person catches himself or herself from falling due to a slip or trip are coded here. Slips and trips resulting in falls are coded in 42\* or 43\*.

**410 Slip or trip without fall, unspecified**

**411\* Slip without fall**

**4110 Slip without fall, unspecified**

**4111 Slip on substance without fall**

**4112 Slip on vehicle without fall—nontransport**

**4119 Slip without fall, n.e.c.**

*Includes:* slip due to loss of balance

**412\* Trip without fall**

**4120 Trip without fall, unspecified**

**4121 Trip from stepping into a hole without fall**

**4122 Trip on uneven surface without fall**

**4123 Trip over an object without fall**

**4124 Trip on vehicle without fall—nontransport**

**4125 Trip over self without fall**

**4129 Trip without fall, n.e.c.**

*Includes:* trip due to loss of balance, not otherwise specified

**419 Slip or trip without fall, n.e.c.**

**42\* Falls on same level**

**Fall on same level** applies to instances in which the injury was produced by impact between the injured person and another surface without elevation, the motion producing the contact being that of the person, under the following circumstances:

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\*-Asterisks denote a summary level code not assigned to individual cases.

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

*-the point of contact with the source of injury was at the same level or above the surface supporting the person at the inception of the fall.*

Nonfatal falls are coded here if there is no indication that the worker was at an elevation at the inception of the fall.

*Includes:* falling over curbs, falls "on" or "up" stairs; fall from chair while sitting

*Excludes:* trips and slips without falls (41\*); falls down stairs (433\*); falls while standing on chairs (433\*)

### **420 Fall on same level, unspecified**

### **421\* Fall on same level due to tripping**

*Includes:* fall on same level due to tripping over a box or tripping over oneself

### **4210 Fall on same level due to tripping, unspecified**

*Includes:* falls "on" stairs when it is unclear whether worker was climbing or descending stairs

### **4211 Fall on same level due to tripping while climbing stairs, steps, or curbs**

### **4212 Fall on same level due to tripping on uneven surface**

### **4213 Fall on same level due to tripping over an object**

### **4214 Fall on same level due to tripping over self**

### **4219 Fall on same level due to tripping, n.e.c.**

*Includes:* falls "on" stairs while descending

### **422 Fall on same level due to slipping**

### **423 Fall while sitting**

### **424 Fall onto or against object on same level, n.e.c.**

*Includes:* fall against a standing object, such as a banister

### **429 Fall on same level, n.e.c.**

\*-Asterisks denote a summary level code not assigned to individual cases.

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*Includes:* fall due to loss of balance, not otherwise specified

### **43\*** Falls to lower level

**Fall to lower level** applies to instances in which the injury was produced by impact between the injured person and the source of injury, the motion producing the contact being that of the person, under the following circumstances:

*-the motion of the person and the force of impact were generated by gravity, and*

*-the point of contact with the source of injury was lower than the surface supporting the person at the inception of the fall.*

Cases in which the worker was injured while stepping to a lower level (such as, off a ladder, out of a vehicle, or off a curb) and there is no indication of forcible contact from a fall (such as a fracture or a bruise) or other incident, should be coded in Division 7.

Falls from ground level to a lower level, such as into storm drains or sewers, are coded here. Falls into swimming pools or other bodies of water are also included here unless transportation related. Jumps that result in a fall to a lower level are coded in 44\*.

Most one-story falls will be coded as falls from 11 to 15 feet; most two-story falls will be coded as falls from 21 to 25 feet. Distances should be rounded to the nearest foot.

### **430** Fall to lower level, unspecified

### **431\*** Fall from collapsing structure or equipment

Use this category to code falls from structure or equipment whose integrity fails causing it to collapse.

*Includes:* falls from collapsing building or from scaffolding; staging breakdown

*Excludes:* fall through existing surface such as skylight (432\*); fall through weak spot on work surface (432\*); injuries resulting from being struck or caught in collapsing structure or equipment (65\*)

### **4310** Fall from collapsing structure or equipment, unspecified

### **4311** Fall from collapsing structure or equipment less than 6 feet

\*-Asterisks denote a summary level code not assigned to individual cases.



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- 4312 Fall from collapsing structure or equipment 6 to 10 feet**
- 4313 Fall from collapsing structure or equipment 11 to 15 feet**
- 4314 Fall from collapsing structure or equipment 16 to 20 feet**
- 4315 Fall from collapsing structure or equipment 21 to 25 feet**
- 4316 Fall from collapsing structure or equipment 26 to 30 feet**
- 4317 Fall from collapsing structure or equipment more than 30 feet**

### **432\* Fall through surface or existing opening**

This category is for falls through surfaces on an otherwise intact structure or machine. It also includes falls through existing surfaces such as skylights and roofs, down elevator shafts and other existing openings, and surfaces whose integrity fails due to rotten or weak flooring or ice or snow buildup.

- 4320 Fall through surface or existing opening, unspecified**
- 4321 Fall through surface or existing opening less than 6 feet**
- 4322 Fall through surface or existing opening 6 to 10 feet**
- 4323 Fall through surface or existing opening 11 to 15 feet**
- 4324 Fall through surface or existing opening 16 to 20 feet**
- 4325 Fall through surface or existing opening 21 to 25 feet**
- 4326 Fall through surface or existing opening 26 to 30 feet**
- 4327 Fall through surface or existing opening more than 30 feet**

### **433\* Other fall to lower level**

This category includes all falls to lower level other than falls from collapsing structure or equipment or falls through surface. It excludes jumps to lower levels and falls curtailed by fall arrest systems that produce an injury. Examples of falls included in this category are falls from ladders, roofs, scaffolds, structural steel, trees, nonmoving vehicles, and falls down stairs, unless the structure or equipment collapsed or the worker fell through the surface or an existing opening of the structure. Falls into swimming pools or other bodies of water are also included here unless resulting from a transportation incident.

- 4330 Other fall to lower level, unspecified**
- 4331 Other fall to lower level less than 6 feet**
- 4332 Other fall to lower level 6 to 10 feet**
- 4333 Other fall to lower level 11 to 15 feet**
- 4334 Other fall to lower level 16 to 20 feet**
- 4335 Other fall to lower level 21 to 25 feet**
- 4336 Other fall to lower level 26 to 30 feet**

\*-Asterisks denote a summary level code not assigned to individual cases.

**4337 Other fall to lower level more than 30 feet**

**44\* Jumps to lower level**

This major event group should be used for impact injuries sustained as a result of the employee jumping from an elevation. Jumps are differentiated from falls by the fact that they are voluntary even if the worker jumped to avoid an uncontrolled fall. Jumps that result in a fall are included in this group. Injuries resulting from jumps made to escape a burning building are coded in Division 3, **Fires and explosions**. Jumps made for the purpose of intentional self-harm are coded in category 1123, **Self-inflicted injuries—intentional**. Injuries and illnesses resulting from bodily reaction while jumping up and down on the same level or jumping over an object are included in group 73\*, **Other exertions or bodily reactions**. Incidents involving parachuting are included in 216, **Parachuting incident**.

**440 Jump to lower level, unspecified**

**441\* Jump from collapsing structure or equipment**

Use this category to code jumps from structures or equipment whose integrity fails causing it to collapse.

*Includes:* jumps from collapsing building or from scaffolding;  
staging breakdown

*Excludes:* jump through existing surface such as skylight (442\*);  
jump through weak spot on work surface (442\*)

**4410 Jump from collapsing structure or equipment, unspecified**

**4411 Jump from collapsing structure or equipment less than 6 feet**

**4412 Jump from collapsing structure or equipment 6 to 10 feet**

**4413 Jump from collapsing structure or equipment 11 to 15 feet**

**4414 Jump from collapsing structure or equipment 16 to 20 feet**

**4415 Jump from collapsing structure or equipment 21 to 25 feet**

**4416 Jump from collapsing structure or equipment 26 to 30 feet**

**4417 Jump from collapsing structure or equipment more than 30 feet**

**442\* Other jump to lower level**

*Includes:* jump through existing surface such as skylight; jump through weak spot on work surface; jump from a truck or other vehicle in a nontransport incident

\*-Asterisks denote a summary level code not assigned to individual cases.

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*Excludes:* parachute jumps from aircraft (216); jumps from collapsing structures or equipment (441\*)

- 4420 Other jump to lower level, unspecified**
- 4421 Other jump to lower level less than 6 feet**
- 4422 Other jump to lower level 6 to 10 feet**
- 4423 Other jump to lower level 11 to 15 feet**
- 4424 Other jump to lower level 16 to 20 feet**
- 4425 Other jump to lower level 21 to 25 feet**
- 4426 Other jump to lower level 26 to 30 feet**
- 4427 Other jump to lower level more than 30 feet**

### **45 Fall or jump curtailed by personal fall arrest system**

Use this category if the injured worker fell or jumped some distance but did not make contact with a ground surface due to a personal fall arrest system and still sustained injuries.

*Includes:* fall or jump curtailed by lifeline or body harness

### **49 Fall, slip, trip, n.e.c.**

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\*-Asterisks denote a summary level code not assigned to individual cases.

### **5\* EXPOSURE TO HARMFUL SUBSTANCES OR ENVIRONMENTS**

Codes in this division apply to cases in which the injury or illness resulted from a condition or substance in the work environment. Excluded from this category are exposures resulting from violence and other injuries by persons or animals, transportation incidents, and fires and explosions.

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

#### **51\* Exposure to electricity**

This code applies only to cases in which the injury or illness resulted from *contact with electricity, including lightning*. Cases of electric shock and electrocution are classified here. Contact may be made directly from the power source to the person, such as touching a live wire or being struck by an electrical arc. Items that are intentionally electrified, such as electric fences, should be considered direct exposure to electricity (511\*). Arc flashes (or burns from electrical arc flashes) are included here (511\*). Contact may also happen indirectly, such as when a conductive material touches a source of electricity. Indirect exposure includes when a pipe being held contacts a power line, when a crane touches a power line, or when electricity is transmitted to an injured worker through a wet surface. Indirect exposure typically occurs when an object in unintentionally electrified. When sufficient information is not available to determine if the event involved direct or indirect exposure to electricity, the event should be coded as **511\*, Direct exposure to electricity**.

In general, household voltage should be at the 220 volts or less categories (5111 and 5121), while power lines and some industrial transformers operate at greater than 220 volts (5112 and 5122). When uncertain as to the voltage, assume household voltage to be 220 or less, and overhead wire voltage to be greater than 220.

In instances where an electric shock initiates a chain of events which results in an impact injury, the appropriate impact event code should be selected. For example, if an electric shock knocks a worker from a ladder fracturing his leg, the event should be coded in Division 4, **Falls, slips, trips**.

#### **510 Exposure to electricity, unspecified**

#### **511\* Direct exposure to electricity**

*Includes:* arc flashes, direct contact with power lines, electric fences

\*-Asterisks denote a summary level code not assigned to individual cases.

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- 5110 Direct exposure to electricity, unspecified**
- 5111 Direct exposure to electricity, 220 volts or less**
- 5112 Direct exposure to electricity, greater than 220 volts**

### **512\* Indirect exposure to electricity**

- 5120 Indirect exposure to electricity, unspecified**

*Includes:* contact with electrified piping or with machinery or equipment that touches live power lines; electric shock from standing in water

- 5121 Indirect exposure to electricity, 220 volts or less**
- 5122 Indirect exposure to electricity, greater than 220 volts**

### **52\* Exposure to radiation and noise**

- 520 Exposure to radiation and noise, unspecified**

#### **521\* Exposure to light and other radiation**

Exposure to light and other radiation applies to cases in which the injury or illness resulted from *exposure to any type of radiation* either ionizing or non-ionizing. **Exposure to light** (code 5211) includes exposures from various types of light: ultraviolet and visible, laser light, infrared light, sunlight, and welding flash. Included in this code are flash burns from viewing ultraviolet (UV) light, sunburn and sun poisoning, and eye injuries from laser beams or electrical sparks. **Exposure to other radiation** (code 5212) includes exposures to microwaves and radio waves, radars, and other power frequencies.

Radiant heat burns are classified in 533, **Contact with hot objects or substances**, and sunstroke and other heat-related incidents are classified in 531, **Exposure to environmental heat**.

- 5210 Exposure to light and other radiation, unspecified**

#### **5211 Exposure to light**

*Includes:* exposure to welding flash, sun, ultraviolet, infrared, laser light

*Excludes:* exposure to environmental heat (531)

\*-Asterisks denote a summary level code not assigned to individual cases.

## EVENT OR EXPOSURE

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### **5212 Exposure to other radiation**

*Includes:* exposures to microwaves and radio waves, radars, and other power frequencies

### **522\* Exposure to noise**

Codes in this event group apply only to non-impact cases in which the injury or illness resulted from exposure to noise. Hearing impairments resulting from *exposure to a single loud noise (with the exception of explosions) or to prolonged noise* are classified here. Use code 5222 if the exposure was prolonged but was limited to a single shift. Use code 5223 for repeated exposures to noise over one or more days.

If an explosion resulted in a hearing loss or impairment, select a code from major group 32\*, **Explosion**.

**5220 Exposure to noise, unspecified**

**5221 Single, brief exposure to noise**

**5222 Single, prolonged exposure to noise**

**5223 Repeated exposure to noise**

**5229 Exposure to noise, n.e.c.**

### **53\* Exposure to temperature extremes**

Contact with temperature extremes applies to cases in which the injury or illness resulted from exposure to general heat or cold in the environment (531 or 532) or from contact with hot or cold objects or substances (533 or 534). Environmental injuries or illness in this major group include: heat exhaustion, heat stroke, freezing, frostbite, or hypothermia. Contact with hot objects or substances include contact with heat sources such as stoves, welding torches, or heated fluids; contact with fire and flames from stoves, campfires, torches, cigarettes, furnaces, etc.; and radiant heat emitted from such sources. Contact with cold objects includes contact with dry ice, freezer surfaces, liquid nitrogen, etc. Contact with objects that are cold because it is cold outside, such as outside metal signs, light poles, etc, are classified in 534.

Cases of burns from exposure to the sun's rays or other radiations are included in event group 521\*, **Exposure to light and other radiation**. Cases of chemical burns are included in major group 55\*, **Exposure to other harmful substances**.

Burns resulting from intentional assaults are classified in Division 1, and burns resulting from transportation incidents are coded in Division 2. If burns result

\*-Asterisks denote a summary level code not assigned to individual cases.

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from an explosion or from an uncontrolled or unintended fire that did not involve a transportation incident, the event should be coded in Division 3. Uncontrolled or unintended fires include building fires and accidental ignition of objects or substances, for example, trash cans, furniture, cooking oil, frying fat, or grease.

**530 Exposure to temperature extremes, unspecified**

**531 Exposure to environmental heat**

**532 Exposure to environmental cold**

**533 Contact with hot objects or substances**

**534 Contact with cold objects or substances**

### **54\* Exposure to air and water pressure change**

Use major group 54\*, **Exposure to air and water pressure change**, for instances of deep-sea diving (541), aircraft decompression (542), or changes in aircraft altitude (542). Cases in which the injury resulted from being struck by pressurized air being discharged from a hose or compressor are classified in code 6242, **Struck by discharged object or substance**.

**540 Exposure to air and water pressure change, unspecified**

**541 Exposure to change in water pressure**

**542 Exposure to change in air pressure**

### **55\* Exposure to other harmful substances**

This category applies to cases in which the injury or illness resulted from the inhalation, absorption (skin contact), injection or needlestick, or ingestion (swallowing) of harmful substances. Codes in this major group should be used for instances of poisoning, allergic reactions, contagious and infectious diseases, and drug overdoses. The major group excludes medical complications and sequelae of the initial injury, such as exposures to bacteria causing a cut or laceration to become infected.

*Includes:* exposure to caustic, noxious, allergenic substances, drugs, infectious agents

*Excludes:* injuries due to violence (Division 1); suicide or attempted suicide (112\*); exposures resulting from animal or insect bites or stings (131\*)

**550 Exposure to other harmful substances, unspecified**

**551 Nonmedical use of drugs or alcohol—unintentional overdose**

\*-Asterisks denote a summary level code not assigned to individual cases.

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*Excludes:* accidental exposures to drugs, such as during manufacture, dispensing, or administration of a drug (552\*-559); drugs taken in therapeutic use (552\*-559); vaccines (552\*, 553, 5542); suicides and other purposeful injuries resulting from drugs (Division 1); drug overdoses in which the manner of death was undetermined (self-inflicted injury—unintentional or intent unknown) (1224)

### **552\* Inhalation of harmful substance**

**5520 Inhalation of harmful substance, unspecified**

**5521 Inhalation of harmful substance—single episode**

**5522 Inhalation of harmful substance—multiple episodes**

### **553 Ingestion of harmful substance**

### **554\* Exposure to harmful substance through skin, eyes, or other exposed tissue**

Codes in this event group apply when the injury or illness was produced by poisons, infectious agents, or other harmful substance that were transmitted by absorption or piercing of the skin. Contacts with hot or code objects are classified in 53\* **Exposure to temperature extremes**.

Code 5541 only includes needlesticks that were unintentional and either transmitted an infectious agent or generated a reaction to the drug injected. When the cut or puncture wound is the most severe injury or illness resulting from a needlestick, (that is, when the nature is coded as some sort of open wound), then use the appropriate event category in Division 6, **Contact with objects and equipment**. Diseases resulting from contacts with other infectious sharps, such as scalpels or tubing are also classified in 5541. This code does not include needlesticks or sharp injuries without exposure to harmful substance. These should be coded as either needlestick without exposure to harmful substance (61) or injured by breaking object in hand (6251). Reactions to medicines and vaccines given intravenously are coded in 5542 unless the intention was for recreational use of the drug (551) or for self-harm (112\*). Fatal drug overdoses in which the manner of death was undetermined, that is, the certifier was not able to determine whether the death was accidental or suicidal, are coded in 1224.

Codes 5543 and 5544 include blood or body fluid splash depending on whether the skin was intact. Exposures to chemicals that result in

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\*-Asterisks denote a summary level code not assigned to individual cases.



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dermatitis or chemical burns are coded 5544. Use code 5544 for instances in which there was skin absorption, but the condition of the skin was unknown.

Venomous bites and stings are classified in 1311, and nonvenomous bites that transmit a disease, such as Lyme disease, West Nile virus, scabies or rabies, are coded in 1312 or 1313.

**5540 Exposure to harmful substance through skin, eyes, or other exposed tissue, unspecified**

**5541 Exposure through unintentional needlestick or sharp injury**

*Includes:* hepatitis exposure from glass breaking

**5542 Exposure through medical injection**

*Includes:* exposure from vaccines given through injection

**5543 Exposure through scratch or other open wound**

**5544 Exposure through intact skin, eyes, or other exposed tissue**

*Includes:* exposures to chemicals that result in dermatitis or chemical burns; skin absorption of harmful substance when condition of skin is unknown

**5548 Multiple types of exposures through skin, eyes or other exposed tissue**

**5549 Exposure through skin, eyes, or other exposed tissue, n.e.c.**

**558 Exposure to other harmful substance—multiple routes of exposure**

**559 Exposure to other harmful substances, n.e.c.**

**56\* Exposure to oxygen deficiency, n.e.c.**

Exposure to oxygen deficiency, n.e.c. applies only to cases in which the injury or illness resulted from *lack of oxygen without the involvement of harmful substances*. Drowning and nonfatal submersions are classified here if no other category applies. Drowning and submersions resulting from transportation incidents are classified in Division 2 and drowning and submersions that result from falls are classified in Division 4. Cases involving lack of oxygen in combination with inhalation of other substances such as sewer gas are classified

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\*-Asterisks denote a summary level code not assigned to individual cases.

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in 552\*, **Inhalation of harmful substance**. Intentional strangulations are classified in Division 1, **Violence and other injuries by persons or animals**, and strangulations resulting from the worker or worker's clothing being caught in running equipment are classified in event group 641\*. Use code **563, Depletion of oxygen** when a gas overtakes the oxygen in a space.

Oxygen deficient environments and physical restriction of breathing resulting from cave-ins are classified in major group 65\*, **Struck, caught, or crushed in collapsing structure, equipment, or material**. Engulfment in grain and other materials are also classified in major group 65\*.

*Excludes:* asphyxiations resulting from inhalation of harmful substances (552\*); cave-ins, engulfment (65\*); violent acts (Division 1); drowning from transportation incident (Division 2); drowning after falling in water (Division 4); asphyxiations from fires and explosions (Division 3); strangulations from being caught in running equipment (641\*)

**560 Exposure to oxygen deficiency, unspecified**

**561 Drowning, submersion, n.e.c.**

**562 Choking on object or substance**

**563 Depletion of oxygen**

**569 Other oxygen deficiency, n.e.c.**

**57 Exposure to traumatic or stressful event, n.e.c.**

**Exposure to traumatic or stressful event, n.e.c.** includes instances in which workers are injured or made ill by stressful events on the job. Cases in which workers are injured or made ill by witnessing accidents or other traumatic events are included here, unless the worker was a victim of an assault or violent act (Division 1), transportation incident (Division 2), or fire or explosion (Division 3).

**59 Exposure to harmful substances or environments, n.e.c.**

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\*-Asterisks denote a summary level code not assigned to individual cases.

### 6 \* CONTACT WITH OBJECTS AND EQUIPMENT

Codes in this division apply to injuries produced by contact between the injured person and the source of injury, except when the contact was due to a fall, transportation incident, fire or explosion, or assault or violent act. Workers injured from contact with other persons, animals, or weapons regardless of intent are also excluded from this category.

*Excludes:* falls, slips, trips (Division 4); transportation incidents (Division 2); fires and explosions (Division 3); injuries by persons or animals, regardless of intent (Division 1); injuries by weapons, regardless of intent (Division 1); exposure to hot or cold objects or substances (Division 5); contact with electric current (Division 5); exposure to noxious, toxic, and allergenic substances (Division 5); exposures to infectious agents (Division 5); injuries resulting from overexertion (Division 7)

**60 Contact with objects and equipment, unspecified**

**61 Needlestick without exposure to harmful substance**

**62\* Struck by object or equipment**

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

Injuries to vehicle occupants, pedestrians, or other nonpassengers resulting from being hit or run over by a vehicle or mobile equipment in normal transport operation should be classified as **Transportation incidents** in Division 2. Injuries resulting from violence, shootings—whether or not intentional—and physical contact with other persons or animals are coded in Division 1.

*Excludes:* struck by object on aircraft in normal operation (219); struck by object on water vehicle in normal operation (259); struck by object set in motion by vehicle or mobile equipment in transport incident (Division 2); struck by object due to fire or explosion (Division 3);

**620 Struck by object or equipment, unspecified**

**621\* Struck by powered vehicle—nontransport**

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\*-Asterisks denote a summary level code not assigned to individual cases.

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*Includes:* struck or run over by vehicle or mobile equipment in nontransport-related incident; caught between vehicle or mobile equipment and another object

*Excludes:* pedestrians struck by vehicles in transport-related incidents (24\*); struck by rolling nonpowered carts (622\*); struck by aircraft propeller blades (211); struck by water vehicle propeller blades (251)

**6210 Struck by powered vehicle—nontransport, unspecified**

**6211 Caught between rolling powered vehicle and other object**

**6212 Struck or run over by rolling powered vehicle**

**6213 Struck by swinging part of powered vehicle**

*Includes:* struck by swinging buckets, booms, or vehicle doors

**6214 Struck by falling part of powered vehicle still attached**

*Includes:* struck by falling truck beds or forks of forklifts

**6215 Struck by powered vehicle tipping over—nontransport**

**6216 Struck by other falling powered vehicle**

**6219 Struck by vehicle—nontransport, n.e.c.**

**622\* Struck by rolling object or equipment—other than powered vehicle**

This category includes being struck or run over by a rolling object or piece of equipment, such as a hand truck being pushed by the injured worker. It also includes being struck by a rolling piece of equipment being pushed by another person or being struck by a freely rolling object such as a log. Injuries resulting from being struck by a powered vehicle or piece of mobile equipment in a nontransport incident are classified in 621\*.

**6220 Struck by rolling object or equipment—other than powered vehicle, unspecified**

**6221 Struck by rolling object or equipment being pushed by injured worker**

**6222 Struck by rolling object or equipment being pushed by another person**

**6223 Struck by object or equipment rolling freely**

**6229 Struck by rolling object or equipment—other than powered**

\*-Asterisks denote a summary level code not assigned to individual cases.

**vehicle, n.e.c.**

**623\* Struck by falling object or equipment—other than powered vehicle**

**Struck by falling object or equipment—other than powered vehicle** should be selected when the source of injury is falling from an elevation to a lower level. This includes instances where the injured person is crushed, pinned, or caught under a falling object, other than collapsing material or structures. Injuries resulting from being struck by a fallen tree bouncing back after hitting the ground are included here.

*Includes:* caught under or pinned by falling object or equipment; struck by an object falling from an elevation to a lower level; crushed, pinned, or caught under a falling object, other than collapsing material or structures; struck by a fallen tree bouncing up after hitting the ground; struck by falling object worker is catching; and struck by machinery—other than vehicles or mobile equipment—or other object that has tipped over

*Excludes:* overexertion injuries resulting from catching falling object (714\*); struck by object worker is still holding on to (625\*); struck by collapsing structures or materials (65\*); struck by vehicles or mobile equipment tipping over (6215)

**6230 Struck by falling object or equipment, unspecified**

**6231 Struck by object or equipment dropped by injured worker**

**6232 Struck by object or equipment dropped by other person**

**6233 Struck by object falling from vehicle or machinery—other than vehicle part**

*Includes:* struck by beam falling from crane

*Excludes:* struck by falling part of vehicle or mobile equipment still attached (6214)

**6239 Struck by falling object or equipment, n.e.c.**

*Includes:* struck by falling tree

**624\* Struck by discharged or flying object**

**Struck by discharged or flying object** should be selected when the source of injury has been thrown, hurled, or is being propelled across

\*-Asterisks denote a summary level code not assigned to individual cases.

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space. **Struck by dislodged flying object, particle** (6241) includes instances when a piece of material separates from a tool, machine, or other equipment; for example, a piece of grinding wheel flies off or a drill bit breaks off, striking a worker. Injuries resulting from tire rims that flew off are generally coded here unless the tire or rim exploded or broke apart, in which case event code 323 would be used. **Struck by discharged object or substance** (6242) refers to instances where the object is ejected under power by a tool or equipment usually designed for that purpose. Examples include a nail discharged from a nail gun, water or air discharged from a pressure cleaner or hose, and a staple discharged from a staple gun. Injuries resulting from the discharge of a firearm, BB gun or paintball gun—whether intentional or not—are coded in Division 1.

### **6240 Struck by discharged or flying object, unspecified**

### **6241 Struck by dislodged flying object, particle**

*Includes:* a piece of material separating from a tool, machine, or other object; a tire rim flying off, unless the tire or rim exploded or broke apart

### **6242 Struck by discharged object or substance**

*Includes:* struck by pressurized water or air; struck by a nail from a nail gun unless intent was to harm

*Excludes:* discharges from weapons—either intentional or unintentional (Division 1)

### **6243 Struck by thrown object—unintentional injury**

### **6249 Struck by discharged or flying object, n.e.c.**

### **625\* Injured by handheld object or equipment**

This category includes injuries resulting from being struck by objects or equipment in the injured worker's hands. It includes being cut by slipping or swinging handtools, by knives when being washed or picked up, or by objects breaking in the worker's hands. Excluded from this category are injuries resulting from being struck by falling objects (that is, objects that have already left the worker's hands), from objects dropped by another worker, and striking against another object after a handheld tool slips.

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\*-Asterisks denote a summary level code not assigned to individual cases.

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*Includes:* struck by objects injured worker is holding, washing, or drying; cut by a slipping knife; cut by a knife while washing or picking up; struck by a swinging hammer; struck by a handheld tool being used, regardless of whether the tool slipped or injury resulted from worker aiming wrong; injured by an object breaking in worker's hand; getting a splinter from handheld objects

*Excludes:* struck by an object dropped by another worker (6232); struck by a falling object (623\*); striking against a stationary object or equipment after a handheld tool slips (6329)

**6250 Injured by handheld object or equipment, unspecified**

**6251 Injured by object breaking in hand**

**6252 Injured by slipping or swinging object held by injured worker**

**6253 Injured by slipping or swinging object held by other person**

**6259 Injured by handheld object or equipment, n.e.c.**

**626\* Struck by swinging or slipping object, other than handheld**

*Excludes:* struck by an object that fell (623\*); struck by a vehicle or vehicle part in nontransport incident (621\*)

**6260 Struck by swinging or slipping object, other than handheld, unspecified**

**6261 Struck by or caught in swinging door or gate**

*Excludes:* vehicle doors and gates (6213); getting caught in automatic door or gate (641\*)

**6269 Struck by swinging or slipping object, other than handheld, n.e.c.**

**629 Struck by object or equipment, n.e.c.**

**63\* Struck against object or equipment**

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

This major group includes bumping into objects, stepping on objects, kicking

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objects, and being pushed or thrown into or against objects. Code 6329 includes cases in which the worker strikes repeatedly against an object, such as when using a carpet kicker. If a person strikes against an object due to falling, the injury is classified in Division 4, **Falls, slips, trips**. If the worker is injured from striking or bumping against another person, the case is classified in Division 1, **Violence and other injury by persons or animals**.

**630 Struck against object or equipment, unspecified**

**631\* Struck against moving object or equipment**

**6310 Struck against moving object or equipment, unspecified**

**6311 Struck against moving part of machinery or equipment**

*Includes:* bumping against a running saw

*Excludes:* caught in running equipment (641\*)

**6312 Struck against object or equipment while moving it**

**6319 Struck against moving object or equipment, n.e.c.**

**632\* Struck against stationary object or equipment**

**6320 Struck against stationary object or equipment, unspecified**

**6321 Stepped on object**

*Includes:* cut or punctured by object stepped on, such as a nail or sharp stone; bruised foot from stepping on object such as a stone

*Excludes:* falls (Division 4); tripping over an object with fall (421\*) or without fall (412\*); slipping on a substance without fall (411\*); fall onto or against object (424); stepped on by an animal (1321); stepping down from and twisting ankle where the only object contacted is the floor (7313); tripping from stepping into a hole (4121)

**6322 Struck against stationary object or equipment while rising**

**6329 Struck against stationary object or equipment, n.e.c.**

\*-Asterisks denote a summary level code not assigned to individual cases.



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*Includes:* striking against an object or equipment after a handheld tool slips; getting cut or pierced by an object one is pushing against; and repeatedly striking against a stationary object, such as carpet kicker

*Excludes:* falls (Division 4); contact with handheld object (625\*)

### **639 Struck against object or equipment, n.e.c.**

### **64\* Caught in or compressed by equipment or objects**

Codes in this major group apply when a person, or part of a person's body was squeezed, pinched, compressed, or crushed *in operating equipment, between other meshing or shifting objects, between two stationary objects, or in wire or rope*. This group also includes cases in which a person is injured from trying to free oneself after being caught in an object or machine.

Injuries occurring when the injured part of body is inside a machine or equipment, or between two or more parts of the source of injury should be included here. Strangulation injuries occurring when clothing is caught in running equipment should be coded in the appropriate category in 641\*. Cases in which the worker is struck by a moving vehicle not in normal operation (as defined in Division 2) and caught between the vehicle and another object are coded in 621\*. Codes in 622\* are used for injuries occurring when a part of the injured person's body is crushed, pinched, or caught under a rolling or sliding object such as a hand cart or a log.

Codes in this major group also do not apply when the source of injury is free flying or falling, or collapsing material. When the source of injury is falling or freely flying, or collapsing, the event should be coded in group 623\*, **Struck by falling object or equipment** or major group 65\*, **Struck, caught, or crushed in collapsing structures, equipment, or material**. Also excluded from this category are cases in which a person was caught in a nonpowered swinging door or gate (6261). Persons caught in automatic garage doors or gates while running are coded here.

### **640 Caught in or compressed by equipment or objects, unspecified**

### **641\* Caught in running equipment or machinery**

\*-Asterisks denote a summary level code not assigned to individual cases.

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*Includes:* strangulations from worker or clothing being caught in running equipment; caught in automatic door or gate

**6410 Caught in running equipment or machinery, unspecified**

**6411 Caught in running equipment or machinery during maintenance, cleaning**

*Includes:* caught in running machinery while unjamming it

**6412 Caught in running equipment or machinery during regular operation**

**6419 Caught in running equipment or machinery, n.e.c.**

**642 Compressed or pinched by shifting objects or equipment**

**643 Compressed or pinched between two stationary objects**

*Includes:* foot compressed from stepping between two wood pallets; knee pinched between seat and steering wheel when getting into car; hand pinched between nonrunning machine and materials when attempting to unjam machine

**644 Entangled in other object or equipment**

*Includes:* wire or rope entanglement

**649 Caught in or compressed by equipment or objects, n.e.c.**

**65\* Struck, caught, or crushed in collapsing structure, equipment, or material**

**Struck, caught, or crushed in collapsing structure, equipment, or material** applies when a person, or part of a person's body was squeezed, pinched, compressed or crushed in *landslides, cave-ins, collapsing structures, or other collapsing materials* unless the collapse was due to a transportation incident, fire, explosion, or violent act. Drownings and asphyxiations resulting from cave-ins are also included in this category.

Event 654, **Landslide** also includes avalanches. Workers crushed or caught in building or crane collapses are classified in 655. Injuries resulting from falls due to structure or equipment collapses are coded in 431\*. Engulfment in grain bins or silos are coded 656.

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*Includes:* depletion of oxygen from cave-in, collapse; drowning resulting from cave-in, collapse; struck by falling debris during structure collapse

*Excludes:* falls resulting from structure or equipment collapse (431\*); structure collapse during fire or explosion (311)

**650 Struck, caught, or crushed in collapsing structure, equipment, or material, unspecified**

**651 Excavation or trenching cave-in**

**652 Mine collapse or cave-in**

**653 Other cave-in**

*Excludes:* landslide, avalanche (654)

**654 Landslide**

*Includes:* avalanche

**655 Struck, caught, or crushed in other collapsing structure or equipment**

*Includes:* caught in collapsing wall or crane

*Excludes:* being caught in collapsing structure resulting from fire or explosion

**656 Engulfment in other collapsing material**

*Includes:* being engulfed in collapsing grain

**659 Struck, caught, or crushed in collapsing structure, equipment, or material, n.e.c.**

*Includes:* caught in collapsing palm fronds

**66\* Rubbed or abraded by friction or pressure**

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

\*-Asterisks denote a summary level code not assigned to individual cases.

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Cases in which the worker suffered from skin irritation from kneeling on a surface are classified in 661. Musculoskeletal-type injuries resulting from prolonged kneeling are classified in 7322.

Select code 663 for non-specific irritation of the eyes resulting from foreign matter. Injuries resulting from being struck by pressurized air discharged from a hose or compressor are coded 6242, **Struck by discharged object or substance**. Cases involving irritant dermatitis are coded in 5544, **Exposure through intact skin, eyes, or other exposed tissue**.

Workers getting blisters and other skin irritations from walking and other rubbing against shoes, gloves, belts, and apparel are coded in 664.

- 660 Rubbed or abraded by friction or pressure, unspecified**
- 661 Rubbed or abraded by kneeling on surface**
- 662 Rubbed or abraded by objects being handled**
- 663 Rubbed or abraded by foreign matter in eye**
- 664 Rubbed or abraded by shoes, apparel, or accessories**
- 669 Rubbed or abraded by friction or pressure, n.e.c.**

### **67\* Rubbed, abraded, or jarred by vibration**

Codes in this major group apply to non-impact cases in which the injury or illness was produced by *vibration* between the person and the source of injury or illness. Instances of damage to nerves or circulatory system due to vibration (e.g., Raynaud's phenomenon) should be coded here. Damage to nerves resulting from repetitive voluntary movements, such as repetitive data entry, are classified in major group 72\*, **Repetitive motions involving microtasks**.

If an injury or illness results from prolonged vibration in long distance driving, the event should be coded in event group 671, **Rubbed, abraded, or jarred by vehicle or mobile equipment vibration**. Injuries resulting solely from a single jolt, such as when riding over a pothole or other small obstruction, are coded either 2638 or 2738.

- 670 Rubbed, abraded, or jarred by vibration, unspecified**
- 671 Rubbed, abraded, or jarred by vehicle or mobile equipment vibration**
- 672 Rubbed, abraded, or jarred by other machine or equipment vibration**
- 679 Rubbed, abraded, or jarred by vibration, n.e.c.**

### **69 Contact with objects and equipment, n.e.c.**

*Includes:* being cut or scratched by object ingested or entering the mouth

\*-Asterisks denote a summary level code not assigned to individual cases.

**7\* OVEREXERTION AND BODILY REACTION**

Codes in this division apply to cases, usually non-impact, in which injury or illness resulted from *free bodily motion, from excessive physical effort, from repetition of a bodily motion, from the assumption of an unnatural position, or from remaining in the same position over a period of time.*

**70 Overexertion and bodily reaction, unspecified**

**71\* Overexertion involving outside sources**

Overexertion involving outside sources applies to cases, usually non-impact, in which the injury or illness resulted from *excessive physical effort directed at an outside source of injury or illness.* The physical effort may involve lifting, pulling, pushing, turning, wielding, holding, carrying, or throwing the source of injury or illness. The injury can be from a single episode or from repetitive exertions involving outside sources, such as repetitive lifting. Typically, if the injury results from an object or person being carried or lifted, the event is overexertion involving an outside source.

Free bodily motions that do not involve an outside source of injury or illness are classified either in major group 73\*, **Other exertions or bodily reactions**, or in major group 72\*, **Repetitive motions involving microtasks.** Use section 711\* for cases involving moving, stacking, loading, and handling when it is unclear which specific type of movement resulted in the injury or illness. When an overexertion injury or illness results from using a wrench and the type of movement involved is not specified, use event 713\*.

If the physical effort involves moving or transferring that would primarily be described as pushing or pulling such as moving a piano, code **Overexertion in pushing, pulling, or turning (712\*).**

**710 Overexertion involving outside sources, unspecified**

**711\* Overexertion in lifting, lowering**

*Includes:* repetitive lifting of trashcans, files, luggage, or trays from conveyor; single episode of lifting furniture, crates, or construction materials; shaking out blankets, rugs

**7110 Overexertion in lifting, lowering, unspecified**

**7111 Overexertion in lifting—single episode**

**7112 Overexertion in lifting—multiple episodes**

\*-Asterisks denote a summary level code not assigned to individual cases.

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- 7113 Overexertion in lowering—single episode**
- 7114 Overexertion in lowering—multiple episodes**

### **712\* Overexertion in pushing, pulling, or turning**

*Includes:* single or repetitive pushing and pulling of carts or bins, pushing the clutch while driving, pushing patients in wheelchairs, pulling items from shelves, pulling cables, turning a patient over, repositioning patient, vacuuming, or turning steering wheel

- 7120 Overexertion in pushing, pulling, or turning, unspecified**
- 7121 Overexertion in pushing, pulling, or turning—single episode**
- 7122 Overexertion in pushing, pulling, or turning—multiple episodes**

### **713\* Overexertion in holding, carrying, or wielding**

*Includes:* repetitive carrying of boxes; single episode of carrying furniture or machinery

- 7130 Overexertion in holding, carrying, or wielding, unspecified**
- 7131 Overexertion in holding, carrying, or wielding—single episode**
- 7132 Overexertion in holding, carrying, or wielding—multiple episodes**

### **714\* Overexertion in throwing, catching**

*Includes:* repetitive throwing or catching bags or boxes while loading or unloading a truck; single episode of catching a falling patient or child

- 7140 Overexertion in throwing, catching, unspecified**
- 7141 Overexertion in throwing—single episode**
- 7142 Overexertion in throwing—multiple episodes**
- 7143 Overexertion in catching—single episode**
- 7144 Overexertion in catching—multiple episodes**

### **718 Multiple types of overexertion involving outside sources**

*Includes:* repetitive or single episode of lifting and carrying or lowering and pushing; helping healthcare patient into bed involving lifting and pushing

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\*-Asterisks denote a summary level code not assigned to individual cases.

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### **719 Overexertion involving outside sources, n.e.c.**

### **72\* Repetitive motions involving microtasks**

This category applies when motion imposes stress or strain on some part of the body due to the repetitive nature of the task. Typically, there is no strenuous effort, such as heavy lifting, imposed against an outside object, as in 71\*, **Overexertion involving outside sources**.

Repetitive use of hands, not involving tools (724) includes repetitive motion while signing (sign language). If the source document indicates an injury from “clerical activities,” use code 720. Source code **562, Bodily motion or position of injured, ill worker** must be used when using an Event code from this category.

### **720 Repetitive motions involving microtasks, unspecified**

*Includes:* repetitive motion involving unspecified clerical activities or office tasks

### **721 Typing, key entry, texting, or mousing**

### **722 Repetitive use of tools, instruments**

*Includes:* repeated use of screwdrivers, knives, musical instruments, or medical instruments

### **723 Repetitive grasping, placing, or moving objects, except tools**

*Includes:* scanning groceries, skinning fish, assembly-line work without tools

### **724 Repetitive use of hands, not involving tools**

*Includes:* signing for the deaf

### **728 Multiple types of repetitive motions**

### **729 Repetitive motions involving microtasks, n.e.c.**

### **73\* Other exertions or bodily reactions**

Codes in this major group apply to injuries or illnesses generally resulting from a *single or prolonged instance of free bodily motion* which imposed stress or strain upon some part of the body. This category also includes the assumption of an unnatural position for a prolonged period of time.

\*-Asterisks denote a summary level code not assigned to individual cases.

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Generally, codes in this major group apply to the occurrence of strains, sprains, ruptures, nerve damage, stress fractures, or other injuries or illnesses resulting from the assumption of an unnatural position or from voluntary or involuntary motions induced by sudden noise or fright. This category also includes injuries and illnesses resulting from prolonged sitting, standing, or viewing. This major group includes cases involving musculoskeletal or other injury or illnesses resulting from the execution of personal movements such as walking, climbing, or bending when such movement in itself was the source of injury or illness. Eyestrain from sustained viewing is classified in 7391. Source code **562, Bodily motion or position of injured, ill worker** must be used when using an Event code from this category.

Overexertion resulting from lifting, pulling, or pushing is classified in major group 71\*. Motions involving microtasks which induce injury or illness due to their repetitive nature are classified in major group 72\*. Injuries from attempting to recover from a slip or trip are coded in Division 4. Heart attacks and strokes not attributed to a specific event or exposure are classified in major group 74.

### **730 Other exertions or bodily reactions, unspecified**

#### **731\* Bending, crawling, reaching, twisting, climbing, stepping**

*Includes:* ascending or descending stairs and ladders, single episode and prolonged (7313 and 7314); repetitive bending to pick up trash; crawling under cubicles to install computers or in crawlspace; single episode of stepping from a stool; bending down to pick something up

*Excludes:* boarding, alighting a vehicle or piece of mobile equipment (737\*)

#### **7310 Bending, crawling, reaching, twisting, climbing, stepping, unspecified**

#### **7311 Bending, crawling, reaching, twisting—single episode**

#### **7312 Bending, crawling, reaching, twisting—repetitive or prolonged**

#### **7313 Climbing or stepping up or down—single episode**

#### **7314 Climbing or stepping up or down—repetitive or prolonged**

#### **732\* Kneeling, kneeling down**

Musculoskeletal-type injuries resulting from prolonged kneeling are coded here. Cases in which the worker suffered from skin irritation from kneeling on a surface are classified in 661.

\*-Asterisks denote a summary level code not assigned to individual cases.



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*Includes:* felt pain while kneeling down, single episode; injury from prolonged kneeling

**7320 Kneeling, kneeling down, unspecified**

**7321 Kneeling, kneeling down—single episode**

**7322 Kneeling, kneeling down—repetitive or prolonged**

**733\* Sitting, sitting down**

**7330 Sitting, sitting down, unspecified**

**7331 Sitting, sitting down—single episode**

**7332 Sitting, sitting down—repetitive or prolonged**

*Includes:* repetitive or prolonged sitting while operating a motor vehicle

**734\* Standing, standing up**

*Includes:* prolonged standing; injury from single episode of standing from seating or kneeling position

**7340 Standing, standing up, unspecified**

**7341 Standing, standing up—single episode**

**7342 Standing, standing up—repetitive or prolonged**

**735\* Walking, without other incident**

*Includes:* walking forward or backwards; prolonged walking or injury from single episode of walking

**7350 Walking, without other incident, unspecified**

**7351 Walking, without other incident—single episode**

**7352 Walking, without other incident—repetitive or prolonged**

**736\* Running, without other incident**

*Includes:* injury from single episode of running to pursue suspect or in response to emergency; prolonged running during sporting event

**7360 Running, without other incident, unspecified**

**7361 Running, without other incident—single episode**

**7362 Running, without other incident—repetitive or prolonged**

\*-Asterisks denote a summary level code not assigned to individual cases.

## EVENT OR EXPOSURE

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### **737\* Boarding, alighting—excluding slip, trip, fall**

*Includes:* injury from single or repeated episodes of into or out of vehicle; injury from stepping down from or out of vehicle

**7370 Boarding, alighting—excluding slip, trip, fall, unspecified**

**7371 Boarding, alighting—excluding slip, trip, fall—single episode**

**7372 Boarding, alighting—excluding slip, trip, fall—repetitive or prolonged**

### **738 Multiple types of exertions and bodily reactions**

*Includes:* single or repeated episodes of standing and walking, walking and running, or kneeling and standing

### **739\* Other exertions or bodily reactions**

**7391 Sustained viewing**

**7399 Other exertions or bodily reactions, n.e.c.**

*Includes:* injuries resulting from jumping up and down or from calisthenics such as push-ups or pull-ups

### **74 Bodily conditions, n.e.c.**

Heart attacks and strokes which are not attributed to a specific event or exposure are classified here. This category also includes cases of unexplained fainting. Source code **561, Bodily conditions of injured, ill worker** must be used when using this Event code.

### **78 Multiple types of overexertions and bodily reactions**

*Includes:* pushing, pulling, turning and standing; carrying and walking; reaching and lifting

### **79 Overexertion and bodily reaction and exertion, n.e.c.**

This code includes instances of motion sickness and other events that fit the bodily reaction and exertion definition, but are not classified elsewhere.

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\*-Asterisks denote a summary level code not assigned to individual cases.

## EVENT OR EXPOSURE

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### **9999 Nonclassifiable**

This division classifies any event or exposure which is not classified or listed under any other division.

\*-Asterisks denote a summary level code not assigned to individual cases.