				Part of boo	ly affected I	by the injury or illness <sup>4</sup>				
Event	Event	Total	He	ad			Trunk			
	code <sup>3</sup>	cases	Total	Eyes	Neck	Total	Back	Shoulder		
Private industry [1,833,380 cases]		212.3	14.3	7.5	3.7	79.6	54.7	10.7		
Contact with objects and										
equipment	0	57.3	9.3	5.4	.5	4.2	1.9	.9		
Struck against object	01 010	14.9 .9	1.5	.2	.1 (6)	1.2 ( <sup>6</sup> )	.5 ( <sup>6</sup> )	.2		
Struck against object, unspecified Stepped on object	010	.9 1.4	.1 ( <sup>6</sup> )	(6)	(6)	(6)	(6)	$\binom{6}{6}$		
Struck against stationary object	012	9.1	1.1	.2	.1	.8	.3	2		
Struck against moving object	013	1.7	.1	(6)	(6)	.2	.1	(6)		
Struck against object, n.e.c	019	1.8	.2	( <sup>6</sup> )	(°)	.1	(6)	(6)		
Struck by object	02	27.7	4.5	1.9	.3	2.4	1.0	.6		
Struck by object, unspecified	020	1.2	.2	.1	( 6 )	.1	.1	(6)		
Struck by falling object	021 022	11.5 3.1	1.3 1.5	.2 1.2	.2	1.3	.6 ( <sup>6</sup> )	.4		
Struck by flying object Struck by flying object, unspecified	022	.3	.1	.1	( <sup>6</sup> )	.1 ( <sup>6</sup> )	(°) ( <sup>6</sup> )	( <sup>6</sup> )		
Struck by dislodged flying object,										
particle Struck by discharged object or	0221	1.4	.9	.8	(6)	.1	(6)	(6)		
substance Struck by flying object, n.e.c Struck by swinging or slipping	0222 0229	.9 .6	.1 .3	.1 .2	-	$\binom{6}{6}$	( <sup>6</sup> )	( <sup>6</sup> )		
object Struck by swinging or slipping	023	7.4	.7	.2	(6)	.4	.2	.1		
object, unspecified Struck by or slammed in	0230	.2	(6)	(6)	-	(6)	(6)	-		
swinging door or gate Struck by slipping handheld	0231	1.2	.2	(6)	( <sup>6</sup> )	.2	.1	( <sup>6</sup> )		
object Struck by swinging or slipping object, n.e.c.	0232 0239	5.3 .8	.3	.1	$\binom{6}{6}$	.1	( <sup>6</sup> ) ( <sup>6</sup> )	( <sup>6</sup> ) ( <sup>6</sup> )		
Struck by rolling, sliding objects on	0200									
floor or ground level Struck by object, n.e.c.	024 029	.8 3.8	( <sup>6</sup> ) .7	_ .3	( <sup>6</sup> )	.1 .3	( <sup>6</sup> ) .1	( <sup>6</sup> ) .1		
Caught in or compressed by equipment or objects Caught in or compressed by equipment or objects,	03	9.3	.1	(6)	(6)	.3	.1	(6)		
unspecified Caught in running equipment or	030	.9	(6)	-	-	(6)	(6)	-		
machinery Compressed or pinched by rolling,	031	3.5	(6)	-	-	.1	(6)	(6)		
sliding, or shifting objects Caught in or compressed by	032	1.5	(6)	(6)	-	.1	(6)	-		
equipment or objects, n.e.c Caught in or crushed in collapsing	039	3.5	(6)	-	(6)	.1	.1	(6)		
materials Caught in or crushed in collapsing	04	.1	_	_	-	(6)	(6)	-		
materials, unspecified	040	$\binom{6}{6}$	-	-	-	-	-	-		
Excavation or trenching cave-in	041	(°)	-	-	-	(6)	(6)	-		
Other cave-in Caught in or crushed in collapsing structure	042 044	( <sup>6</sup> ) ( <sup>6</sup> )	_	_	_	_	_	_		
Caught in or crushed in collapsing materials, n.e.c.	049	( <sup>6</sup> )	_	_	_	_	_	_		
Rubbed or abraded by friction or pressure	040	3.4	3.2	3.2	_	(6)	_	_		
Rubbed or abraded by friction or pressure, unspecified	050	( <sup>6</sup> )	_	_	_		-	_		
Rubbed or abraded by kneeling on surface	051	.1	_	_	_	_	_	_		
Rubbed or abraded by objects being handled	052	.1	(6)	(6)	-	_	-	_		

			P	art of bod	y affected	l by the in	jury or illn	less <sup>4</sup>	, , , , , , , , , , , , , , , , , , ,	
Event		Upper ex	tremities		Low	er extrem	ities	Body	Multiple	All other
	Total	Finger	Hand	Wrist	Total	Knee	Foot, toe	systems	body parts	body parts <sup>5</sup>
Private industry [1,833,380 cases]	48.6	17.9	8.4	10.7	43.4	15.1	10.5	2.9	17.4	2.3
Contact with objects and	26.4	16.0	<b>F F</b>	1 5	147	2.1	7.0	1	1.0	4
equipment Struck against object	26.4 6.9	16.0 3.8	5.5 1.4	1.5 .4	14.7 4.8	3.1 1.6	7.0 1.5	.1	1.9 .4	.1 ( <sup>6</sup> )
Struck against object, unspecified	.6	.4	.1	(6)	.2	.1	( <sup>6</sup> )		(6)	
Stepped on object	(6)	(6)	-	( <sup>6</sup> )	1.2	.1	.6	-	( <sup>6</sup> )	_
Struck against stationary object	4.2	2.0	1.0	.3	2.5	1.2	.6	.1	.3	(6)
Struck against moving object	1.1	.8	.2	$\binom{6}{6}$	.4	.1	.1	-	.1	-
Struck against object, n.e.c.	1.0	.6	.2	(6)	.5	.2	.1	-	(6)	
Struck by object	10.9	6.1	2.5	.8	8.2	1.1	4.7	(6)	1.3	.1
Struck by object, unspecified	.4	.2	.1	(6)	.3	.1	.1	-	.1	(6) (6)
Struck by falling object Struck by flying object	2.8 .8	1.3 .4	.6 .2	.3 ( <sup>6</sup> )	5.0 .6	.5 .1	3.3 .3	_	.8 .1	$\binom{6}{6}$
Struck by flying object,	.0	.4	.2	( )	.0	. 1	.5	_	.'	( )
unspecified	.1	(6)	(6)	(6)	(6)	(6)	(6)	_	(6)	_
Struck by dislodged flying object,				( )						
particle	.3	.1	(6)	(6)	.1	(6)	(6)	-	(6)	-
Struck by discharged object or										
substance	.4	.2	.1	$({}^{6})$ $({}^{6})$	.3	.1	.2	-	$\binom{6}{6}$	-
Struck by flying object, n.e.c	.1	(6)	(6)	(°)	.1	(6)	(6)	-	(°)	(6)
Struck by swinging or slipping	<b>F</b> 0		10	~						(6)
object	5.2	3.3	1.2	.3	.9	.2	.3	-	.2	(6)
Struck by swinging or slipping object, unspecified	.1	(6)	(6)	( <sup>6</sup> )	(6)	(6)	(6)			
Struck by or slammed in	. 1	(-)	(-)	(-)	(-)	(-)	(-)	-	-	-
swinging door or gate	.8	.5	.2	( <sup>6</sup> )	.1	(6)	(6)	_	(6)	_
Struck by slipping handheld	.0			( )						
object	4.1	2.6	1.0	.2	.6	.1	.2	_	.1	(6)
Struck by swinging or slipping		_	-		_					( )
object, n.e.c.	.3	.1	.1	(6)	.1	(6)	(6)	-	(6)	-
Struck by rolling, sliding objects on										
floor or ground level	.1	(6)	(6)	(6)	.6	.1	.3	-	(6)	_
Struck by object, n.e.c.	1.6	.9	.4	.1	1.0	.2	.4	-	.1	(6)
Caught in or compressed by	7.5	50	10	•	10					(6)
equipment or objects	7.5	5.3	1.3	.2	1.3	.2	.6	-	.2	(6)
Caught in or compressed by										
equipment or objects, unspecified	.7	.5	.1	( <sup>6</sup> )	.1	(6)	(6)		(6)	(6)
Caught in running equipment or	./		. 1	( )	. '	( )	( )	_	(*)	( )
machinery	3.2	2.3	.5	.1	.1	_	.1	_	.1	(6)
Compressed or pinched by rolling,	0.2	2.0		••						( )
sliding, or shifting objects	.9	.6	.2	.1	.5	(6)	.3	-	(6)	_
Caught in or compressed by						, ,			` ´	
equipment or objects, n.e.c.	2.7	1.9	.5	.1	.6	.1	.2	-	.1	-
Caught in or crushed in collapsing						_				
materials	(6)	(6)	-	-	(6)	(6)	-	-	(6)	-
Caught in or crushed in collapsing	(6)	(6)								
materials, unspecified	(6)	(6)	-	-	(6)	-	-	-	-	-
Excavation or trenching cave-in	-	-	-	_	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	( <sup>6</sup> )	-	-	-	-
Other cave-in Caught in or crushed in collapsing	-	_	_	-	( )	(")	-	-	-	-
structure	_	_	_	_	(6)	_	_	_		_
Caught in or crushed in collapsing										
materials, n.e.c.	_	_	_	_	_	_	_	_	_	_
Rubbed or abraded by friction or										
pressure	.1	(6)	.1	_	.2	.1	(6)	-	_	_
Rubbed or abraded by friction or										
pressure, unspecified	(6)	-	-	-	(6)	-	-		_	-
Rubbed or abraded by kneeling on										
surface	-	-	-	-	.1	.1	-	-	-	-
Rubbed or abraded by objects										
being handled	.1	(6)	(6)	-	I —	- 1	- 1	I –	(6)	-

				Part of boo	by affected I	by the injury	v or illness <sup>4</sup>	
Event	Event	Total	Не	ad			Trunk	
	code <sup>3</sup>	cases	Total	Eyes	Neck	Total	Back	Shoulder
Rubbed or abraded by foreign								
matter in eye Rubbed or abraded by friction or	053	3.2	3.2	3.2	-	-	-	-
pressure, n.e.c Rubbed, abraded, or jarred by	059	.1	(6)	-	-	(6)	-	-
vibration Rubbed, abraded, or jarred by	06	.3	-	-	(6)	.2	0.2	(6)
vibration, unspecified Rubbed, abraded, or jarred by vehicle or mobile equipment	060	(6)	-	_	-	-	-	-
vibration Rubbed, abraded, or jarred by other machine or equipment	061	.2	-	_	(6)	.1	.1	(6)
vibration	062	.1	-	-	-	(6)	(6)	-
Rubbed, abraded, or jarred by vibration, n.e.c Contact with objects and equipment,	069	(6)	-	-	-	(6)	(6)	-
n.e.c.	09	.4	(6)	(6)	-	(6)	(6)	(6)
Falls	1	36.3	1.4	.1	.3	10.5	6.0	1.7
Fall, unspecified Fall to lower level	10 11	.6 11.6	.1	_	( <sup>6</sup> ) .1	.2 3.4	.1 1.9	( <sup>6</sup> ) .6
Fall to lower level, unspecified	110	.3	(6)	-	(6)	.1	(6)	(6)
Fall down stairs or steps	111	2.8	.1	-	(°)	.7	.5	.1
Fall from floor, dock, or ground level	112	.7	(6)	-	(6)	.2	.1	(6)
Fall from floor, dock, or ground level, unspecified Fall through existing floor	1120	.2	-	-	-	.1	(6)	(6)
opening	1121	.1	-	-	-	(6)	(6)	-
Fall through floor surface	1122 1123	.1 .2			-	(6)	( <sup>6</sup> )	
Fall from ground level to lower level	1124	.1	(6)	_	_	(6)	( <sup>6</sup> )	_
Fall from floor, dock, or ground						. ,	( )	
level, n.e.c Fall from ladder Fall from piled or stacked	1129 113	.1 2.9	.1	_	( <sup>6</sup> )	( <sup>6</sup> ) .9	_ .5	.2
material	114	.1	-	-	-	(6)	(6)	(6)
Fall from roof Fall from roof, unspecified Fall through existing roof	115 1150	.4 .1	( <sup>6</sup> ) -	-	-	.1 ( <sup>6</sup> )	.1 ( <sup>6</sup> )	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$
opening	1151	(6)	(6)	-	-	(6)	_	-
Fall through roof surface	1152 1153	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	-	-	-	$\binom{6}{6}$	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	-
Fall through skylight Fall from roof edge	1153	.1	_	_	_	.1	(6)	_
Fall from roof, n.e.c.	1159	.1	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	-	-	(6)	`-'	-
Fall from scaffold, staging Fall from building girders or other	116	.5	(6)	-	(6)	.2	.1	.1
structural steel	117	.1	(6)	-	-	(6)	(6)	-
Fall from nonmoving vehicle	118 119	2.1	.1	-	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	.6 .5	.3 .3	.1
Fall to lower level, n.e.c	12	1.6 1.0	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	_	(*)	.5	.3	(6)
Jump to lower level, unspecified	120	( <sup>6</sup> )	· - ′	-	-	(6)	(6)	· - '
Jump from scaffold, platform, loading dock	121	.1	(6)	_	-	(6)	(6)	-
Jump from structure, structural element, n.e.c.	122	.1	_	_	_	(6)	( <sup>6</sup> )	_
Jump from nonmoving vehicle	123	.5	(6)	_		.1	.1	(6)
Jump to lower level, n.e.c	129	.2	-	-	-	( <sup>6</sup> )	( <sup>6</sup> )	-
Fall on same level Fall on same level, unspecified	13 130	22.9 .2	.9 ( <sup>6</sup> )	.1	.2	6.8 .1	3.9 ( <sup>6</sup> )	1.0 ( <sup>6</sup> )
			( )				( )	

			Р	art of bod	ly affected	by the in	jury or illr	ness <sup>4</sup>		
Event		Upper ex	tremities		Low	er extrem	ities	Dadu	Multiple	All
	Total	Finger	Hand	Wrist	Total	Knee	Foot, toe	Body systems	body parts	other body parts <sup>5</sup>
Rubbed or abraded by foreign										
matter in eye	-	-	-	-	-	-	-	-	-	-
Rubbed or abraded by friction or pressure, n.e.c.	(6)	(6)	(6)	_	(6)	_	(6)	_	_	_
Rubbed, abraded, or jarred by	(6)		(6)	(6)	(6)	(6)			(6)	
vibration Rubbed, abraded, or jarred by	(°)	_	(*)	(°)	(°)	(°)	_	-	(°)	_
vibration, unspecified Rubbed, abraded, or jarred by	-	-	-	-	-	-	(6)	-	-	-
vehicle or mobile equipment										
vibration Rubbed, abraded, or jarred by	(6)	-	-	-	(6)	(6)	-	-	(6)	-
other machine or equipment										
vibration	(6)	-	-	-	-	-	-	-	(6)	-
Rubbed, abraded, or jarred by vibration, n.e.c.	(6)	-	-	-	(6)	-	(6)	_	-	_
Contact with objects and equipment, n.e.c.	.3	.2	(6)	( <sup>6</sup> )	.1	(6)	(6)		(6)	_
									. ,	
Falls Fall, unspecified	5.0 .1	.3 ( <sup>6</sup> )	.6	1.9 ( <sup>6</sup> )	12.1 .2	4.9 .1	1.4 ( <sup>6</sup> )	( 6 )	6.7 .1	0.2
Fall to lower level	1.2	.1	.1	.5	4.2	1.3	.7	-	2.2	.1
Fall to lower level, unspecified Fall down stairs or steps	( <sup>6</sup> ) .2	( <sup>6</sup> )	( <sup>6</sup> )	( <sup>6</sup> ) .1	.1 1.3	.1 .4	( <sup>6</sup> ) .2	( <sup>6</sup> )	.1 .5	$(\frac{-}{6})$
Fall from floor, dock, or ground	.2		(*)		1.5	.4			.5	
level Fall from floor, dock, or ground	.1	(6)	-	(6)	.3	.1	(6)	-	.2	(6)
level, unspecified	(6)	-	-	(6)	.1	(6)	(6)	-	(6)	(6)
Fall through existing floor opening	(6)	_	_	(6)	(6)	(6)	(6)	_	.1	_
Fall through floor surface		-	-	-	(6)	(6)		-	(6)	-
Fall from loading dock Fall from ground level to lower	(6)	-	-	(6)	.1	(6)	(6)	-	(°)	-
level	_	(6)	-	-	.1	(6)	(6)	-	(6)	-
Fall from floor, dock, or ground level, n.e.c.	(6)	_	_	_	(6)	_	_	_	(6)	_
Fall from ladder	.4	(6)	(6)	.2	.9	.2	.2	-	.6	(6)
Fall from piled or stacked material	(6)	_	_	(6)	(6)	(6)	_	_	(6)	_
Fall from roof	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	-	-	(6)	.1	(6)	(6)	-	.1	(6)
Fall from roof, unspecified Fall through existing roof	( <sup>6</sup> )	-	-	(6)	(6)	-	(6)	-	(6)	-
opening	-	-	-	-	( <sup>6</sup> )	-	-	-	$\binom{6}{6}$	-
Fall through roof surface	_	_	_	_	$\binom{6}{6}$	_	( <sup>6</sup> )	_	(°)	_
Fall from roof edge	_	-	-	_	$\begin{pmatrix} 6 \end{pmatrix}$	-	$\begin{pmatrix} 6 \\ \end{pmatrix}$	-	$\binom{6}{6}$	(6)
Fall from roof, n.e.c Fall from scaffold, staging	( <sup>6</sup> )	_	_	$({}^{6})$ $({}^{6})$	( <sup>6</sup> )	( <sup>6</sup> )	$\begin{pmatrix} 6 \\ (6) \\ (6) \end{pmatrix}$	_	( <sup>6</sup> )	_
Fall from building girders or other										
structural steel Fall from nonmoving vehicle	3	( <sup>6</sup> )	$(^{-}_{6})$	_ .1	( <sup>6</sup> ) .8	3	( <sup>6</sup> ) .1	_	( <sup>6</sup> ) .4	$(\frac{-}{6})$
Fall to lower level, n.e.c.	.1		(°)	.1	.5	.1	.1	-	.3	(6) (6)
Jump to lower level Jump to lower level, unspecified	( 6 )		( <sup>6</sup> )	( 6 )	.7 ( <sup>6</sup> )	.2 ( <sup>6</sup> )	.1 ( <sup>6</sup> )	_	.1	_
Jump from scaffold, platform,	(6)								(6)	
loading dock Jump from structure, structural	(6)	-	-	-	.1	(6)	(6)	-	(6)	-
element, n.e.c.	_	-	-	-	(6)	(6)	(6)	-	$\binom{6}{6}$	-
Jump from nonmoving vehicle Jump to lower level, n.e.c.	$\begin{pmatrix} 6 \\ 6 \\ 6 \end{pmatrix}$ 3.7		_	_	.4 .2	.1 .1	.1 .1		( <sup>6</sup> ) ( <sup>6</sup> )	_
Fall on same level	3.7	.3	.5	1.4	7.0	3.4	.5	(6)	4.3	.1
Fall on same level, unspecified	(6)	(6)	-	(6)	(6)	(6)	(6)	-	( <sup>6</sup> )	-

				Part of boo	ly affected I	by the injury	/ or illness <sup>4</sup>	
Event	Event	Total	He	ad			Trunk	
	code <sup>3</sup>	cases	Total	Eyes	Neck	Total	Back	Shoulder
Fall to floor, walkway, or other		10.0		(6)				
surface Fall onto or against objects	131 132	19.6 2.9	0.7	$({}^{6})$ $({}^{6})$	0.1	5.6 1.0	3.5 .4	0.9
Fall on same level, n.e.c.	139	.3	(6)	_´_´		.1	( <sup>6</sup> )	$\begin{pmatrix} 6\\ 6 \end{pmatrix}$
Fall, n.e.c.	19	.2	-	_	(6)	(6)	(`6`)	(°)
Bodily reaction and exertion Bodily reaction and exertion,	2	92.8	.1	(6)	1.9	60.0	44.0	7.5
unspecified	20	1.2	(6)	_ (6)	(6)	.7	.5	.1
Bodily reaction Bodily reaction, unspecified	21 210	22.9 1.2	(6)	(6)	.5	10.1 .5	8.4 .4	.8
Bending, climbing, crawling, reaching, twisting	211	9.1	_	-	.3	5.7	5.0	.4
Sudden reaction when surprised, frightened, startled	212	.2	_	_	(6)	.1	.1	(6)
Running—without other incident	213	.2	-	-		(6)	(6)	
Sitting Slip, trip, loss of balance—without	214	.1	-	-	-	.1	.1	-
fall	215	6.7	-	-	(6)	2.1	1.7	.2
Standing Walking—without other incident	216 217	.2	_	_	_	.1	.1 .1	_
Bodily reaction, n.e.c	219	4.6	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	-	.1	1.4	1.0	.2
Overexertion Overexertion, unspecified	22 220	58.8 4.6	(6)	(6)	1.3	47.4 3.4	34.3 2.5	5.7 .5
Overexertion in lifting	221	34.4	(6)	-	.7	29.4	21.8	2.9
Overexertion in pulling or pushing objects	222	8.8		_	.2	6.4	4.2	1.1
Overexertion in holding, carrying,					.2			
turning, or wielding objects Overexertion in throwing objects	223 224	7.1	_	-	.1 ( <sup>6</sup> )	5.4 .2	4.0	.7
Overexertion, n.e.c.	229	3.5	-	-	.1	2.6	1.8	.4
Repetitive motion Repetitive motion, unspecified	23 230	8.7 2.0	-	-	.1 ( <sup>6</sup> )	1.4 .3	.6 .2	.8 .1
Typing or keyentry	230	1.3	_	_	(6)	(6)	( 6 )	(6)
Repetitive use of tools	232	1.2	-	-	(6)	.2	.1	.1
Repetitive placing, grasping, or moving objects, except tools	233	2.9	_	_	(6)	.6	.2	.4
Repetitive motion, n.e.c.	239	1.3	$\left( \begin{array}{c} \overline{6} \\ 0 \end{array} \right)$	_ (6)	(°)	.3	.2	.2
Sustained viewing Bodily conditions, n.e.c.	24 25	( <sup>6</sup> ) .5	(6)	( <sup>6</sup> )	_	.1	_	_
Bodily reaction and exertion, n.e.c	29	.7		_	(6)	.3	.2	.1
Exposure to harmful substances or environments	3	9.7	2.4	1.9	.1	.5	(6)	(6)
Exposure to harmful substances or	5		2.4	1.9	.'			(*)
environments, unspecified Contact with electric current	30 31	( <sup>6</sup> ) .4	$(\overline{6})$	( <sup>6</sup> )	-	( <sup>6</sup> ) ( <sup>6</sup> )	-	-
Contact with electric current,								
unspecified Contact with electric current of	310	(6)	-	_	-	-	-	-
machine, tool, appliance, or light	244							
fixture Contact with wiring, transformers,	311	.2	-	_	_	_	_	-
or other electrical components Contact with overhead power	312	.2	(6)	-	-	-	-	-
lines	313	(6)	-	-	-	-	-	-
Contact with underground, buried power lines	314	(6)	-	-	-	-	-	-
Contact with electric current, n.e.c.	319	(6)	_	_	_	_	_	_
Contact with temperature extremes	32	3.5	.3	.1	(6)	.2	(6)	(6)
Exposure to environmental heat Exposure to environmental cold	321 322	.2	( <sup>6</sup> ) _	( <sup>6</sup> ) _	_	_	_	_

			Р	art of bod	y affected	l by the in	jury or illn	ess <sup>4</sup>		
Event		Upper ex	tremities		Low	er extrem	ities		Multiple	All
	Total	Finger	Hand	Wrist	Total	Knee	Foot, toe	Body systems	body parts	other body parts <sup>5</sup>
Fall to floor, walkway, or other surface Fall onto or against objects Fall on same level, n.e.c. Fall, n.e.c.	3.2 .4 ( <sup>6</sup> ) ( <sup>6</sup> )	0.2 .1 ( <sup>6</sup> ) -	0.4 _1 _	1.3 .1 ( <sup>6</sup> ) _	6.1 .8 .1 .1	3.0 .3 ( <sup>6</sup> ) ( <sup>6</sup> )	0.4 1 ( <sup>6</sup> )	( <sup>6</sup> ) 	3.7 .4 .1 .1	0.1 ( <sup>6</sup> ) _
Bodily reaction and exertion Bodily reaction and exertion, unspecified Bodily reaction Bodily reaction, unspecified Bending, climbing, crawling,	12.7 .2 .7 .1	.8 ( <sup>6</sup> ) .1 ( <sup>6</sup> )	.9 ( <sup>6</sup> ) .1 ( <sup>6</sup> )	6.7 .1 .2 ( <sup>6</sup> )	13.3 .1 10.7 .4	6.3 .1 4.8 .2	1.0 ( <sup>6</sup> ) .8 ( <sup>6</sup> )	.5 _ .1 ( <sup>6</sup> )	4.1 .1 .9 .1	.3 ( <sup>6</sup> ) .1 ( <sup>6</sup> )
reaching, twisting Sudden reaction when surprised, frightened, startled Running—without other incident Sitting	.3 ( <sup>6</sup> ) _ _	( <sup>6</sup> ) ( <sup>6</sup> ) –	( <sup>6</sup> ) _ _ _	.1 - - -	2.5 ( <sup>6</sup> ) .1 ( <sup>6</sup> )	1.5 ( <sup>6</sup> ) _1 _	.1 ( <sup>6</sup> ) –	( <sup>6</sup> ) - - -	.3 ( <sup>6</sup> ) ( <sup>6</sup> )	( <sup>6</sup> ) _ _ _
Slip, trip, loss of balance—without fall Standing Walking—without other incident Bodily reaction, n.e.c. Overexertion	.1 - .2 5.0	( <sup>6</sup> ) - ( <sup>6</sup> ) .3	( <sup>6</sup> ) - ( <sup>6</sup> ) .3	.1 - .1 1.9	4.1 .1 .7 2.8 2.2	1.7 .1 .2 1.1 1.3	.2 ( <sup>6</sup> ) .1 .3 .2	$\begin{pmatrix} 6 \\ - \\ - \\ (6) \\ (6) \end{pmatrix}$	.3 ( <sup>6</sup> ) - .2 2.7	$\begin{pmatrix} 6 \\ - \\ 6 \\ 6 \\ .2 \end{pmatrix}$
Overexertion, unspecified Overexertion in lifting Overexertion in pulling or pushing objects Overexertion in holding, carrying,	.6 2.1 1.0	.1 .1 .1	.1 .1 .1	.2 .8 .4	.2 .8 .6	.1 .6 .4	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$ (6) .1 (6)		.3 1.4 .4	( <sup>6</sup> ) .1 ( <sup>6</sup> )
turning, or wielding objects Overexertion in throwing objects Overexertion, n.e.c. Repetitive motion Repetitive motion, unspecified Typing or keyentry Repetitive use of tools	.9 ( <sup>6</sup> ) .4 6.6 1.5 1.2 1.0	.1 ( <sup>6</sup> ) .3 .1 ( <sup>6</sup> ) .1	.1 ( <sup>6</sup> ) .4 .1 .1	.4 ( <sup>6</sup> ) .2 4.5 1.1 1.0 .6	.3 ( <sup>6</sup> ) .2 .2 .1 –	.2 - .1 .1 ( <sup>6</sup> ) -	$\begin{pmatrix} 6 \\ 6 \\ 6 \\ 6 \\ 6 \\ 6 \\ - \\ - \\ - \\ - \\$	$\begin{pmatrix} - \\ - \\ (6) \\ (6) \\ - \\ - \\ - \\ - \\ - \\ - \\ - \\ - \\ - \\ $	.3 ( <sup>6</sup> ) .3 .4 .1 .1 ( <sup>6</sup> )	$\begin{pmatrix} 6 \\ - \\ (6 \\ ) \\ (6 \\ (6 \\ ) \\ (6 \\ - \\ - \\ \end{pmatrix}$
Repetitive placing, grasping, or moving objects, except tools Repetitive motion, n.e.c Sustained viewing Bodily conditions, n.e.c Bodily reaction and exertion, n.e.c	2.0 .8 ( <sup>6</sup> ) .2	.1 ( <sup>6</sup> ) - .1	.2 ( <sup>6</sup> ) - ( <sup>6</sup> )	1.3 .6 _ ( <sup>6</sup> )	( <sup>6</sup> ) _1 _ _ .1	$\begin{pmatrix} 6 \\ 6 \end{pmatrix} \\ - \\ - \\ 6 \end{pmatrix}$	$\begin{pmatrix} 6 \\ 6 \end{pmatrix} \\ - \\ - \\ 6 \end{pmatrix}$	- - .4 ( <sup>6</sup> )	.1 .1 ( <sup>6</sup> ) .1	( <sup>6</sup> ) _ _ _
Exposure to harmful substances or environments Exposure to harmful substances or environments, unspecified	2.6 _	.3	1.3	.1	1.0 _	( <sup>6</sup> )	.5	2.1 ( <sup>6</sup> )	.9 ( <sup>6</sup> )	.2 ( <sup>6</sup> )
Contact with electric current Contact with electric current, unspecified Contact with electric current of machine, tool, appliance, or light	.1 ( <sup>6</sup> )	( <sup>6</sup> ) -	.1 _	( <sup>6</sup> ) -	-	-	-	.3 ( <sup>6</sup> )	( <sup>6</sup> ) –	_
fixture Contact with wiring, transformers, or other electrical components Contact with overhead power	( <sup>6</sup> ) .1	- ( <sup>6</sup> )	( <sup>6</sup> ) ( <sup>6</sup> )	_ ( <sup>6</sup> )	-	-	-	.1 .1	( <sup>6</sup> ) ( <sup>6</sup> )	-
lines Contact with underground, buried power lines Contact with electric current, n.e.c.	- - ( <sup>6</sup> )	-	- - ( <sup>6</sup> )	-	- - -			- - ( <sup>6</sup> )	- - ( <sup>6</sup> )	-
Contact with temperature extremes Exposure to environmental heat Exposure to environmental cold	( <sup>1</sup> .7 ( <sup>6</sup> )	.2 _ _	.8 - ( <sup>6</sup> )	.1 _ _	.7 ( <sup>6</sup> )	( <sup>6</sup> ) _ _	.4 ( <sup>6</sup> )	.2 .2 ( <sup>6</sup> )		( <sup>6</sup> ) 

				Part of boo	ly affected I	by the injury	/ or illness <sup>4</sup>	ļ
Event	Event	Total	Не	ad			Trunk	
Lvent	code <sup>3</sup>	cases	Total	Eyes	Neck	Total	Back	Shoulder
Contact with hot objects or								
substances Contact with cold objects or	323	3.2	0.3	0.1	(6)	0.2	(6)	(6)
substances Exposure to air pressure changes	324 33	( <sup>6</sup> ) .2	1	-		-	-	
Pressure changes in airplane, other aircraft	332	.1	.1	-	-	-	-	-
Exposure to caustic, noxious, or allergenic substances Exposure to caustic, noxious, or	34	4.8	1.3	1.2	(6)	.3	(6)	-
allergenic substances,	240	6	2	1	(6)	4		
unspecified Inhalation of substance Inhalation of substance,	340 341	.6 1.1	.2	.1 _	( <sup>6</sup> ) -	.1 .1	_	-
Inhalation of substance, unspecified Inhalation in enclosed, restricted,	3410	.6	-	_	-	.1	_	-
or confined space Inhalation in open or	3411	.1	-	-	-	(6)	-	-
nonconfined space Contact with skin or other exposed	3412	.4	-	-	-	(6)	_	-
tissue Injections, stings, venomous	342	2.3	1.1	1.0	(6)	(6)	(6)	-
bites Injections, stings, venomous	343	.4	(6)	(6)	(6)	(6)	-	(6)
bites, unspecified	3430 3431	.1 ( <sup>6</sup> )		_	_	-	_	_
Bee, wasp, hornet sting Other stings or venomous	3432	.2	(6)	(6)	(6)	(6)	-	-
bites Injections, stings, venomous	3433	.1	(6)	-	-	-	-	-
bites, n.e.c Ingestion of substance	3439 344	.1 .1	( <sup>6</sup> ) -	-	-	( <sup>6</sup> )		
Exposure to caustic, noxious, or allergenic substances, n.e.c.	349	.3	.1	.1	_	(6)	-	-
Exposure to noise Exposure to noise, unspecified Exposure to noise in single	35 350	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	$\binom{6}{6}$	-	-	-	-	
incident Exposure to radiation	352 36	( <sup>6</sup> ) .6	( <sup>6</sup> ) .6	- .6	-	-	-	-
Exposure to welding light	362 369	.6 ( <sup>6</sup> )	.6 ( <sup>6</sup> )	.6 ( <sup>6</sup> )		- -		
Exposure to traumatic or stressful event, n.e.c.	37	.2	-	-	-	(6)	-	-
Exposure to harmful substances or environments, n.e.c.	39	(6)	(6)	(6)	-	-	-	-
Transportation incidents	4	8.6	.5 ( <sup>6</sup> )	(6)	.7 ( <sup>6</sup> )	2.3	1.5	.3 ( <sup>6</sup> )
Transportation incident, unspecified Highway incident Highway incident, unspecified	40 41 410	.4 5.3 .4	$\begin{pmatrix} ( \ c \ ) \\ & .3 \\ & ( \ ^6 \ ) \end{pmatrix}$	( <sup>6</sup> )	.6 ( <sup>6</sup> )	.1 1.6 .2	.1 1.1 .1	(°) .2 ( <sup>6</sup> )
Collision between vehicles, mobile equipment	411	3.6	.2	(6)	.5	1.0	.7	.1
Collision between vehicles, mobile equipment,								
unspecified Re-entrant collision	4110 4111	1.1 ( <sup>6</sup> )	.1		.1	.3 ( <sup>6</sup> )	.2 ( <sup>6</sup> )	(6)
Moving in same direction Moving in opposite directions,	4112	.8	.1	_	.2	.2	.2	(6)
oncoming Moving in intersection Moving and standing vehicle,	4113 4114	.2 .5	$\begin{pmatrix} 6 \\ (6 \end{pmatrix}$		$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	( <sup>6</sup> ) .1	( <sup>6</sup> ) .1	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$
mobile equipment— in roadway	4115	.6	(6)	_	.1	.2	.1	-

			P	art of bod	y affected	by the in	jury or illn	ess <sup>4</sup>		
Event		Upper ex	tremities		Low	er extrem	ities		Multiple	All
	Total	Finger	Hand	Wrist	Total	Knee	Foot, toe	Body systems	body parts	other body parts <sup>5</sup>
Contact with hot objects or										
substances Contact with cold objects or	1.7	0.2	0.8	0.1	0.7	(6)	0.4	-	0.4	(6)
substances	(6)	(6)	-	-	-	-	-	-	_	_
Exposure to air pressure changes Pressure changes in airplane,	_	-	-	-	-	-	-	-	-	-
other aircraft	-	-	-	-	-	-	-	-	-	-
Exposure to caustic, noxious, or allergenic substances Exposure to caustic, noxious, or	.8	.1	.4	(6)	.3	(6)	.1	1.5	.5	.1
allergenic substances,	4	(6)	(6)		(6)			2	1	(6)
unspecified Inhalation of substance Inhalation of substance,	.1 –	( <sup>6</sup> ) -	( <sup>6</sup> ) _	_	(*)	_	_	.2 1.0	.1 _	( <sup>6</sup> ) _
unspecified Inhalation in enclosed, restricted,	-	-	-	-	-	-	-	.6	-	-
or confined space	-	_	-	-	_	_	_	.1	_	_
Inhalation in open or nonconfined space	-	-	-	-	-	-	-	.3	_	_
Contact with skin or other exposed tissue	.5	.1	.3	(6)	.2	_	.1	.1	.3	.1
Injections, stings, venomous bites	.1	(6)	(6)	_	(6)	_	_	.2	(6)	(6)
Injections, stings, venomous bites, unspecified					(6)			(6)		( <sup>6</sup> )
Needle sticks	( <sup>6</sup> ) _	( <sup>6</sup> ) _	_	_		_	_	(°)	-	_
Bee, wasp, hornet sting Other stings or venomous	.1	(6)	(6)	-	(6)	-	-	.1	(6)	(6)
bites Injections, stings, venomous	(6)	-	(6)	-	(6)	-	-	(6)	-	(6)
bites, n.e.c.	(6)	(6)	-	-	(6)	-	-	$\binom{6}{6}$	(6)	(6)
Ingestion of substance Exposure to caustic, noxious, or	-	-	-	-	-	-	-	( )	-	_
allergenic substances, n.e.c Exposure to noise	.1 _	_	( 6 )	_	(6)	_	(6)	.1	.1	_
Exposure to noise, unspecified Exposure to noise in single	-	-	-	-	-	-	-	-	-	_
incident	-	-	-	-	-	-	-	-	-	-
Exposure to radiation Exposure to welding light	-	_	_	_	_	_	_	_	_	_
Exposure to radiation, n.e.c Exposure to traumatic or stressful	-	-	-	-	-	-	-	-	-	-
event, n.e.c.	_	-	-	-	-	-	_	.2	_	_
Exposure to harmful substances or environments, n.e.c.	_	-	_	_	-	_	_	_	_	_
Transportation incidents	.4	.1	.1	.1	1.5	.3	.5	(6)	3.1	.1
Transportation incident, unspecified	.1 .2	( <sup>6</sup> )	( <sup>-6</sup> )	.1 ( <sup>6</sup> )	( <sup>6</sup> ) .3	1	( <sup>6</sup> )	$\begin{pmatrix} & - \\ & (6) \end{pmatrix}$	.2 2.3	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$
Highway incident Highway incident, unspecified	( <sup>6</sup> )	(-)	(-)	(-)	( <sup>6</sup> )	(6)	(-)	-	.2	(6)
Collision between vehicles, mobile equipment Collision between vehicles,	.1	(6)	(6)	(6)	.2	.1	(6)	(6)	1.6	(6)
mobile equipment, unspecified	(6)	_	_	_	.1	(6)	( <sup>6</sup> )	(6)	.4	(6)
Re-entrant collision Moving in same direction	(_) ( <sup>6</sup> )			( 6 )	( <sup>6</sup> )	( <sup>-</sup> )		$\begin{pmatrix} & & \\ & & \\ & & & \\ & & & \\ & & & & \\ & & & & \\ & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & $	( <sup>6</sup> ) .3	$(\frac{-}{6})$
Moving in opposite directions, oncoming	_	_	_	_	(6)	(6)	_	_	.1	_
Moving in intersection Moving and standing vehicle,	(6)	_	-	-	(6) (6)	(6) (6)	_	-	.3	-
mobile equipment— in roadway	(6)	_	_	_	(6)	_	_	-	.3	-

				Part of boo	dy affected I	by the injury or illness <sup>4</sup>				
Event	Event	Total	He	ad			Trunk			
	code <sup>3</sup>	cases	Total	Eyes	Neck	Total	Back	Shoulder		
Moving and standing vehicle,										
mobile equipment—side of	1116	(6)				(6)	(6)			
road Collision between vehicles,	4116	(°)	_	_	-	(°)	(°)	-		
mobile equipment, n.e.c Vehicle struck stationary object or	4119	.3	(6)	-	(6)	.1	.1	-		
equipment in roadway Vehicle struck stationary object,	412	(6)	-	-	-	(6)	-	-		
equipment on side of road	413	.2	(6)	(6)	(6)	(6)	(6)	(6)		
Noncollision incident	414	1.0	.1	`-´	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	.4	.3	<u>.</u> .1		
Noncollision incident,		(6)								
unspecified Jack-knifed or overturned—no	4140	(6)	-	_	-	-	-	-		
collision	4141	.4	$\binom{6}{6}$	-	(6)	.1	.1	$\binom{6}{6}$		
Ran off highway—no collision	4142	.3	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	-	$(^{-6})$	.2	.1 ( <sup>6</sup> )	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$		
Sudden start or stop, n.e.c Noncollision incident, n.e.c	4144 4149	.2 .1	(6)	_	(°)	.1 .1	(°) .1	(6)		
Highway incident, n.e.c.	419	.1	(6)	_	( <sup>6</sup> )	(6)	(6)			
Nonhighway incident, except rail, air,							( )			
water	42 420	1.2 ( <sup>6</sup> )	.1 ( <sup>6</sup> )		.1 ( <sup>6</sup> )	.4 ( <sup>6</sup> )	.2 ( <sup>6</sup> )	.1		
Collision between vehicles or		_			(6)			(6)		
mobile equipment Vehicle, mobile equipment struck	421	.2	-	_	(6)	.1	.1	(6)		
stationary object	422	.2	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	-	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	.1	(6)	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$		
Noncollision incident Noncollision incident,	423	.7	( )	-	( )	.2	.1	(°)		
unspecified	4230	(6)	_	_	_	_	_	_		
Fall from moving vehicle, mobile	4200									
equipment Fall from and struck by vehicle,	4231	.2	(6)	_	-	(6)	(6)	(6)		
mobile equipment	4232	(6)	-	-	_	-	-	_		
Overturned	4233	.2	(6)	-	(6)	.1	(6)	(6)		
Loss of control	4234	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	-	-	-	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	(6)	-		
Struck by shifting load Sudden start or stop, n.e.c	4235 4236		(6)	_	$(^{6})$		( <sup>6</sup> )	( <sup>6</sup> )		
Noncollision incident, n.e.c.	4236	.1	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	_	(6)	.1 .1	(°)	(°)		
Nonhighway incident, n.e.c.	429	.1		_		(6)	(6)	_		
Pedestrian, nonpassenger struck by	0						( )			
vehicle, mobile equipment Pedestrian struck by vehicle,	43	1.5	(6)	_	(6)	.2	.1	(6)		
mobile equipment, unspecified Pedestrian struck by vehicle,	430	.2	(6)	-	-	(6)	(6)	-		
Pedestrian struck by vehicle,	431	.2	-	-	-	(6)	(6)	(6)		
mobile equipment on side of										
road	432	.1	-	-	_	(6)	(6)	-		
Pedestrian struck by vehicle,							. ,			
mobile equipment in parking lot or					(6)			(6)		
non-roadway area	433	1.1	(6)	-	(6)	.1	.1	(6)		
Railway incident Collision between railway vehicle	44	.1	-	_	-	(6)	(6)	-		
and other object	443	$\binom{6}{6}$	-	-	-	-		-		
Derailment	445	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	-	-	-	$(^{6})$	$({}^{6})$	-		
Railway incident, n.e.c Water vehicle incident	449 45		_	_			(6)			
Fall from ship, boat, n.e.c.	45	(6)		_			(*)			
Fall on ship, boat	454	(6)	-	_		(6)	(6)	-		
Water vehicle incident, n.e.c.	459	(6)	-	-	-		-	-		
Aircraft incident	46	.1	$(\frac{6}{6})$	-	(6)	(6)	(6)	(6)		
Aircraft incident, unspecified	460	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	(°)	-	-	-	-	-		
During takeoff or landing Aircraft incident, n.e.c.	461 469	(°) .1	-	_	( <sup>6</sup> )	( <sup>6</sup> )	( <sup>6</sup> )	( <sup>6</sup> )		
	409		_	_	( )	( ( )	(-)	( )		

	Part of body affected by the injury or illness <sup>4</sup>									
Event		Upper ex	tremities	1	Low	er extrem	ities	Body	Multiple	All
	Total	Finger	Hand	Wrist	Total	Knee	Foot, toe	Body systems	body parts	other body parts <sup>5</sup>
Moving and standing vehicle,										
mobile equipment—side of road	_	_	_	_	_	_	_	_	(6)	_
Collision between vehicles, mobile equipment, n.e.c.	_	_	_	_	(6)	(6)	_	_	.1	_
Vehicle struck stationary object or equipment in roadway									(6)	
Vehicle struck stationary object,	-	_	_	-	-	-	_	_		-
equipment on side of road	( <sup>6</sup> ) .1	( <sup>6</sup> )	( <sup>6</sup> )	$({}^{6})$ $({}^{6})$	( <sup>6</sup> ) .1	$({}^{6})$ $({}^{6})$	( <sup>6</sup> )	_	.1 .4	( <sup>6</sup> ) _
Noncollision incident, unspecified	_	_	_	_	_	_	_	_	(6)	_
Jack-knifed or overturned—no collision	( <sup>6</sup> )				(6)				.2	
Ran off highway—no collision	(°)	_	_	_	(°)	_	_	_	.1	_
Sudden start or stop, n.e.c Noncollision incident, n.e.c	(6) (6)	$(\frac{-}{6})$	-	_	(`6´)	(6)	(6)	_	.1 ( <sup>6</sup> )	_
Highway incident, except rail, air,	(6)		-	-	-	-	(6)	-	(6)	-
water	.1 -	( <sup>6</sup> ) _	( <sup>6</sup> ) _	( <sup>6</sup> ) _	.3 _	.1 _	.1 -	-	.3	( 6 )
Collision between vehicles or mobile equipment	( <sup>6</sup> )	_	-	-	(6)	-	(6)	-	(6)	_
Vehicle, mobile equipment struck stationary object	(6)	(6)	_	_	.1	(6)	(6)	_	.1	_
Noncollision incident Noncollision incident, unspecified	.1 _	(°)	(6)	(6)	.1	(°)	(6)	-	.2	-
Fall from moving vehicle, mobile			_	_	_		_	_		_
equipment Fall from and struck by vehicle,	(6)	-	-	-	.1	(6)	(6)	-	.1	-
mobile equipment Overturned	_	-	_	-	$\binom{6}{6}$	_	( 6 )	_	1	_
Loss of control	(6)	-	-	-	(6)	-	-	-	(6)	-
Struck by shifting load Sudden start or stop, n.e.c.	(6) (6)	-	_	_	$(\frac{-}{6})$	( <sup>6</sup> )	-	_	$\begin{pmatrix} -\\ 6 \end{pmatrix}$	_
Noncollision incident, n.e.c.	$\binom{6}{6}$	-	-	(6)	(6)		(6)	-	6	-
Nonhighway incident, n.e.c Pedestrian, nonpassenger struck by	(6)	-	-		.1	(6)	(6)	-	(6)	-
vehicle, mobile equipment	.1	(6)	-	(6)	.8	.1	.4	-	.3	(6)
Pedestrian struck by vehicle, mobile equipment, unspecified	_	_	_	_	.1	(6)	.1	_	(6)	_
Pedestrian struck by vehicle, mobile equipment in roadway	( <sup>6</sup> )	_	_	_	.1	_	(6)		.1	_
Pedestrian struck by vehicle,										
mobile equipment on side of road	-	_	-	-	(6)	-	(6)	_	(6)	_
Pedestrian struck by vehicle, mobile equipment in parking lot or										
non-roadway area	(6)	(6)	-	(6)	.6	.1	.3	-	.2 ( <sup>6</sup> )	-
Railway incident Collision between railway vehicle	-	_	_	_	(6)	_	_	-	(°)	_
and other object Derailment	-	_	_	_	( <sup>6</sup> )	_	_	_	-	_
Railway incident, n.e.c.	-	-	_	_	-	-	_	_	$\begin{pmatrix} -6\\ 0 \end{pmatrix}$	_
Water vehicle incident Fall from ship, boat, n.e.c.	(6)				$\binom{6}{6}$	(6)			(°)	_
Fall on ship, boat	_	_	_	_	(6)	_	-	_	( <sup>6</sup> )	-
Water vehicle incident, n.e.c.	-	_	-	_	(6) (6)	-	(6)	-	( <sup>6</sup> )	-
Aircraft incident Aircraft incident, unspecified	_		_	_	(")	_			(*)	_
During takeoff or landing	-	-	-	-	-	-	-	-	-	-
Aircraft incident, n.e.c.	-	-	-	-	-	-	-		(6)	-

				Part of boo	ly affected l	by the injury	/ or illness <sup>4</sup>	
Event	Event	Total	He	ad			Trunk	
	code <sup>3</sup>	cases	Total	Eyes	Neck	Total	Back	Shoulder
Transportation incident, n.e.c.	49	( <sup>6</sup> )	-	_	-	(6)	_	-
Fires and explosions	5	.4	0.1	(6)	_	(6)	(6)	_
Fire—unintended or uncontrolled	51	.2	.1	( <sup>6</sup> )	-	(°)	-	-
Fire, unspecified	510	(6)	(6)	-	-	-	-	-
Fire in residence, building, or other								
structure	511	.1	(6)	-	-	-	-	-
Forest, brush, or other outdoor								
fire	512	-	(6)	-	-	-	-	-
Ignition of clothing from controlled	= 4 0	(6)						
heat source	513	(6)	_	_	-	-	-	-
Fire, n.e.c.	519	.1	(6)	$\binom{6}{6}$	-	-	-	-
Explosion	52	.2	.1	(`6`)	-	(6)	-	-
Explosion, unspecified	520	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	$\binom{6}{6}$	-	-	-	-	-
Explosion of battery	521	( )	( )	-	-	-	-	-
Explosion of pressure vessel or	500		(6)			(6)		
piping	522	.1	(6)	( <sup>6</sup> )	-	(6)	( <sup>6</sup> )	-
Explosion, n.e.c.	529	.1	(")	(°)	-	-	(°)	-
Assaults and violent acts	6	3.1	.5	.1	0.2	.8	.4	0.1
Assaults and violent acts	0	5.1	.5	. '	0.2	.0	.4	0.1
unspecified	60	(6)	(6)	_	_	_	_	_
Assaults and violent acts by	00			_	_	_	_	_
person(s)	61	2.5	.4	.1	.2	.7	.4	.1
Assaults and violent acts by	01	2.0			.2			
person(s), unspecified	610	.6	.1	(6)	.1	.2	.2	(6)
Biting	611	.0		(_/		(6)		(_/
Hitting, kicking, beating	612	.9	.3	(6)	.1	.3	.1	(6)
Shooting	613	.0		· _ ′		(6)		
Squeezing, pinching, scratching,	010					( )		
twisting	614	.2	( <sup>6</sup> )	(6)	_	(6)	( <sup>6</sup> )	( <sup>6</sup> )
Stabbing	615	(6)		`_´	_	`_′		
Rape	616	(6)	-	-	_	-	_	_
Threats or verbal assaults	617	(°)	_	_	_	-	_	_
Assaults and violent acts by	-							
person(s), n.e.c.	619	.6	.1	(6)	(6)	.2	.1	(6)
Self-inflicted injury	62	(6)	-	`_´	`-´	-	-	) `-'
Self-inflicted injury, unspecified	620	(6)	-	_	_	-	-	-
Assaults by animals	63	.6	(6)	(6)	(6)	.1	(6)	(6)
Assaults by animals, unspecified	630	(6)	-		_	_	_	-
Nonvenomous bites	631	.4	(6)	-	(6)	(6)	(6)	-
Assaults by animals, n.e.c.	639	.2	(°)	-	-	(`6`)	(°)	-
Other events or exposures	9	4.2	.1	.1	.1	1.2	.8	.2
Nonclassifiable	9999	4.2	.1	.1	.1	1.2	.8	.2

	Part of body affected by the injury or illness <sup>4</sup>										
Event		Upper ex	tremities		Low	er extrem	ities	Body	Multiple	All other	
	Total	Finger	Hand	Wrist	Total	Knee	Foot, toe	systems	body parts	body parts <sup>5</sup>	
Transportation incident, n.e.c.	_	-	_	_	-	-	_	_	(6)	_	
Fires and explosions Fire—unintended or uncontrolled Fire, unspecified	0.1 ( <sup>6</sup> ) _	( <sup>6</sup> ) _ _	(6) (6) -	- - -	( <sup>6</sup> ) ( <sup>6</sup> ) —	- - -	- - -	$\begin{pmatrix} 6 \\ 6 \\ 6 \end{pmatrix}$	.2 .1 ( <sup>6</sup> )	$\left( egin{array}{c} 6 \\ 6 \end{array}  ight)$	
Fire in residence, building, or other structure Forest, brush, or other outdoor	-	-	-	-	-	-	-	(6)	(6)	(6)	
fire Ignition of clothing from controlled	-	-	-	-	_	_	_	-	-	-	
heat source Fire, n.e.c. Explosion Explosion, unspecified	$\begin{pmatrix} 6 \\ 6 \\ 6 \end{pmatrix}$ $\begin{pmatrix} 6 \\ - \end{pmatrix}$	_ ( <sup>6</sup> ) _	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	- - -	- - -			( <sup>6</sup> ) -	( <sup>6</sup> ) .1 .1 ( <sup>6</sup> )	_ _ _	
Explosion of battery Explosion of pressure vessel or _piping	( <sup>6</sup> ) ( <sup>6</sup> ) ( <sup>6</sup> )	-	-	-	-	-	-	-	- ( <sup>6</sup> ) ( <sup>6</sup> )	-	
Explosion, n.e.c	(°) .8	2	1	- 0.2	3	0.2	( <sup>6</sup> )	.1	(°) .4	- .1	
Assaults and violent acts, unspecified	-	-	-	-	-	-	_	_	-	-	
Assaults and violent acts by person(s) Assaults and violent acts by	.5	.1	.1	.1	.2	.1	(6)	.1	.3	(6)	
person(s), unspecified Biting Hitting, kicking, beating	.1 .1 .1	(6) (6) (6)	(6) (6) (6)	(6) (6)	.1 	$\begin{pmatrix} 6 \\ - \\ 6 \end{pmatrix}$	( <sup>6</sup> ) _ _	$\begin{pmatrix} 6 \\ - \\ 6 \end{pmatrix}$	.1 1	$\begin{pmatrix} 6\\ 6\\ 6 \end{pmatrix}$	
Shooting Squeezing, pinching, scratching, twisting	_ .2	- .1	- ( <sup>6</sup> )	- .1	( <sup>6</sup> ) -	-	-	-	( <sup>6</sup> ) ( <sup>6</sup> )	( <sup>6</sup> ) _	
Stabbing Rape Threats or verbal assaults	- - -	- - -		- - -	- - -	- - -	_ _ _	$\begin{pmatrix} 6\\ 6 \end{pmatrix}$	- - -	- - -	
Assaults and violent acts by person(s), n.e.c. Self-inflicted injury Self-inflicted injury, unspecified	.1 ( <sup>6</sup> ) ( <sup>6</sup> )	(6) 	$\begin{pmatrix} 6 \\ 6 \\ 6 \end{pmatrix}$	( <sup>6</sup> ) - -	.1 - -	.1 	_ _ _	.1 _ _	.1 _ _	_ _ _	
Assaults by animals Assaults by animals, unspecified Nonvenomous bites Assaults by animals, n.e.c.	.3 - .3 .1	.1 _ .1 ( <sup>6</sup> )	.1 _ .1 ( <sup>6</sup> )	$\binom{6}{-}$	.1 ( <sup>6</sup> ) .1 ( <sup>6</sup> )	$\begin{pmatrix} 6 \\ - \\ (6) \\ (6) \\ (6) \end{pmatrix}$	$\begin{pmatrix} 6 \\ - \\ - \\ (6) \end{pmatrix}$	- - -	 	( <sup>6</sup> ) ( <sup>6</sup> ) –	
Other events or exposures	.6	.2	.1	.1	.5	.2	.1	.1	.2	1.4	
Nonclassifiable	.6	.2	.1	.1	.5	.2	.1	.1	.2	1.4	

<sup>1</sup> Incidence rates represent the number of injuries and illnesses per 10,000 full-time workers and were calculated as: (N/EH) x 20,000,000 where

N FH	= number of injuries and illnesses = total hours worked by all employees
20,000,000	during the calendar year = base for 10,000 equivalent full-time workers
	(working 40 hours per week, 50 weeks per year).

<sup>2</sup> Days-away-from-work cases include those which result in days away from work with or without restricted work activity. <sup>3</sup> Based on the 1992 Occupational Injury and Illness Classification

System developed by the Bureau of Labor Statistics

<sup>4</sup> Data shown in columns correspond to the following Part of body codes: Head, Total = 00-09; Eyes = 032; Neck = 10-19; Trunk, Total = 20-29; Back = 23; Shoulder = 21; Upper extremities, Total = 30-39; Finger = 34; Hand = 33; Wrist = 32; Lower extremities, Total = 40-49; Knee = 412; Foot, toe = 43, 44; Data as the set of the se 33; Wrist = 32; Lower extremittes, 10tal = 40-49; Knee = 412; Foot, toe = 43, 44; Body systems = 5; Multiple body parts = 8; All other body parts = remaining codes, including 9999 (Nonclassifiable). These codes are based on the 1992 Occupational Injury and Illness Classification System developed by the Bureau of Labor Statistics.
<sup>5</sup> Includes nonclassifiable responses.
<sup>6</sup> Less than 0.1 case per 10,000 full-time workers
NOTE: Desheat indicate that the net of extinction is a statistical provided by the statistics.

NOTE: Dashes indicate data that are not available. Because of rounding, data may not sum to totals.

n.e.c. = not elsewhere classified.

SOURCE: Bureau of Labor Statistics, U.S. Department of Labor