				Part of boo	ly affected I	by the injury	/ or illness	1
Event	Event	Total	He	ad			Trunk	
	code ³	cases	Total	Eyes	Neck	Total	Back	Shoulder
Private industry [1,730,534 cases]		195.0	13.2	6.6	3.4	72.7	49.6	10.1
Contact with objects and								
equipment Contact with objects and equipment,	0	53.7	8.4	4.7	.6	3.8	1.5	.8
unspecified	00	1.0	.1	(6)	-	.1	(6)	(6)
Struck against object Struck against object, unspecified	01 010	14.2 1.0	1.4	.2 (⁶)	.2 (⁶)	1.0 .1	.4 (⁶)	.2
Stepped on object	010	1.3		(_)		.1		$\binom{6}{6}$
Struck against stationary object	012	9.3	1.2	.1	.1	.8	.3	2
Struck against moving object	013	1.6	.1	(6)	(6)	.1	.1	(6)
Struck against object, n.e.c	019	1.1	.1	(°)	(6)	.1	(6)	(6)
Struck by object	02	26.0	4.1	<u> </u>	.3	2.2	.9	.6
Struck by object, unspecified	020	1.6	.3	.2	(6)	.2	.1	(6)
Struck by falling object	021	10.4	1.2	.1	.2	1.1	.5	.3
Struck by flying object Struck by flying object,	022	2.6	1.4	1.1	(6)	.2	(6)	(6)
unspecified Struck by dislodged flying object,	0220	.3	.2	.2	-	(6)	(6)	(6)
particle Struck by discharged object or	0221	1.2	.9	.7	(6)	.1	(6)	(6)
substance Struck by flying object, n.e.c	0222 0229	.7 .4	.1 .2	.1 .2	(⁶)	.1 (⁶)	(⁶)	(6)
Struck by swinging or slipping object	023	7.5	.7	.2	(6)	.4	.1	.1
Struck by swinging or slipping								
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)	(6)	.1	(6)	(6)
object Struck by swinging or slipping	0232	5.4	.3	.1	(6)	.2	(6)	(6)
object, n.e.c Struck by rolling, sliding objects on	0239	.8	.2	.1	-	.1	.1	(6)
floor or ground level	024	.8	(6)	-	_	.1	(6)	-
Struck by object, n.e.c Caught in or compressed by	029	3.1	.5	.2	(6)	.3	.1	.1
equipment or objects Caught in or compressed by equipment or objects,	03	8.8	.1	-	.1	.2	.1	(6)
unspecified Caught in running equipment or	030	1.0	-	-	-	(6)	(6)	(6)
Compressed or pinched by rolling,	031	3.6	(6)	_	.1	(6)	(6)	(6)
sliding, or shifting objects Caught in or compressed by	032	1.4	(6)	_	-	.1	(6)	-
equipment or objects, n.e.c Caught in or crushed in collapsing	039	2.9	(6)	-	(6)	.1	(6)	(6)
materials	04	.1	(6)	(6)	-	(6)	-	-
materials, unspecified	040	(6)	_	_	_	_	_	_
Excavation or trenching cave-in	040		_	_	_	(6)	_	(6)
Landslide	043	· - ′	-	_	-	`−´	-) `-'
Caught in or crushed in collapsing structure Caught in or crushed in collapsing	044	(6)	(6)	(6)	-	-	_	-
materials, n.e.c	049	(6)	-	_	-	-	_	-
pressure	05	3.0	2.8	2.8	_	(6)	_	-

			P	art of bod	ly affected	d by the in	jury or illr	ness ⁴		
Event		Upper ex	tremities		Low	er extrem	ities	Deaths	Multiple	All
	Total	Finger	Hand	Wrist	Total	Knee	Foot, toe	Body systems	body parts	other body parts ⁵
Private industry [1,730,534 cases]	45.2	16.6	8.3	9.5	40.0	13.8	9.5	2.5	16.1	1.9
Contact with objects and										
equipment	25.3	15.0	5.6	1.3	13.6	2.6	6.4	(6)	2.0	.1
Contact with objects and equipment, unspecified	.8	.5	.2	(6)	.1	(6)	(6)	_	(6)	(⁶)
Struck against object	6.9	3.4	1.8	.4	4.3	1.4	1.3	(6)	4	(°)
Struck against object, unspecified	.6	.3	.1	(6)	.2	.1	.1	`−´	(6)	`_'
Stepped on object	(6)	(6)	-	`_`	1.2	.1	.6	-	(6)	-
Struck against stationary object	4.4	2.0	1.2	.3	2.5	1.0	.5	(⁶)	3	(6)
Struck against moving object	1.2	.7	.3	(6)	.3	.1	.1		(6)	_
Struck against object, n.e.c	.7	.4	.2	.1	.2	.1	(6)	-	(6)	-
Struck by object	10.4	6.0	2.3	.7	7.6	.9	4.3	(6)	1.3	$\binom{6}{6}$
Struck by object, unspecified	.6	.3	.2	(6)	.4	.1	.2	(⁶)	.1	(6)
Struck by falling object	2.5	1.2	.6	.3	4.5	.4	2.9	-	.9	(6)
Struck by flying object	.7	.3	.2	.1	.3	.1	.1	-	.1	-
Struck by flying object,	1	(6)	(6)	(6)	(6)		(6)		(6)	
unspecified Struck by dislodged flying object,	.1	(°)	(°)	(°)	(°)	-	(°)	-	(°)	-
particle	.2	.1	(6)	(⁶)	.1	(6)	(6)	_	(6)	_
Struck by discharged object or	.2		()	()		()	()	-	(*)	_
substance	.3	.2	.1	(⁶)	.2	.1	.1	_	(6)	_
Struck by flying object, n.e.c.	.1	.1	(6)	(6)	(6)	(6)	(6)	_	(6)	_
Struck by swinging or slipping	• •		()	()					()	
object	5.3	3.4	1.2	.2	.9	.2	.4	_	.2	(⁶)
Struck by swinging or slipping	0.0	0.1								()
object, unspecified	.1	(6)	(6)	(6)	(6)	-	(6)	-	(6)	_
Struck by or slammed in			()				, í			
swinging door or gate	.7	.5	.2	(6)	.1	(6)	.1	-	(6)	-
Struck by slipping handheld										
object	4.2	2.8	.9	.2	.6	.2	.3	-	(6)	(6)
Struck by swinging or slipping										
object, n.e.c.	.3	.1	.1	(6)	.2	(6)	.1	-	.1	-
Struck by rolling, sliding objects on		(6)	(6)	(6)		(6)			(6)	
floor or ground level	.1	(6)	(6)	(6)	.6	(6)	.4	-	(6)	-
Struck by object, n.e.c.	1.2	.7	.3	.1	.8	.2	.4	-	.1	(6)
Caught in or compressed by	~ ~	50	4.0							(6)
equipment or objects	6.9	5.0	1.2	.1	1.4	.1	.8		.1	(6)
Caught in or compressed by equipment or objects,										
unspecified	.8	.6	.2	(⁶)	.2	(6)	.1	_	(6)	_
Caught in running equipment or	.0	.0	.2	()	.2	()	. '			
machinery	3.3	2.4	.5	(6)	.2	(6)	.1	_	(6)	_
Compressed or pinched by rolling,	0.0	2.4	.0	()					()	
sliding, or shifting objects	.8	.5	.2	(6)	.5	(6)	.4	_	(6)	_
Caught in or compressed by				()					()	
equipment or objects, n.e.c.	2.1	1.5	.4	.1	.6	.1	.3	-	.1	(6)
Caught in or crushed in collapsing										()
materials	(6)	(6)	(6)	-	(6)	(6)	-	-	(6)	-
Caught in or crushed in collapsing			. ,						. ,	
materials, unspecified	(6)	(6)	-	-	(6)	(6)	-	-	_	-
Excavation or trenching cave-in	-	-	-	-	(⁶)	-	-	-	(6)	-
Landslide	-	-	-	-	(⁶)	-	-	-	-	-
Caught in or crushed in collapsing										
structure	-	(6)	-	-	-	-	-		-	-
Caught in or crushed in collapsing										
materials, n.e.c.	-	-	-	-	-	-	-		-	-
Rubbed or abraded by friction or	(6)	(6)	(6)			4	(6)		(6)	
pressure	(6)	(6)	(6)	_	.2	.1	(6)		(6)	-

				Part of boo	by affected l	by the injury	v or illness⁴	ļ
Event	Event	Total	He	ad			Trunk	
	code ³	cases	Total	Eyes	Neck	Total	Back	Shoulder
Rubbed or abraded by friction or								
pressure, unspecified Rubbed or abraded by kneeling on	050	(6)	-	_	-	-	-	-
surface Rubbed or abraded by objects	051	.1	(6)	(6)	-	(6)	-	-
being handled Rubbed or abraded by foreign	052	(6)	(6)	(6)	-	-	-	-
Rubbed or abraded by friction or	053	2.8	2.8	2.8	-	-	-	-
pressure, n.e.c	059	.1	-	_	-	(6)	-	-
vibration	06	.3	-	-	(6)	.2	0.2	(6)
Rubbed, abraded, or jarred by vibration, unspecified	060	(6)	-	-	_	-	-	-
Rubbed, abraded, or jarred by vehicle or mobile equipment								
vibration Rubbed, abraded, or jarred by	061	.2	-	-	(6)	.1	.1	(6)
other machine or equipment vibration	062	.1	_	_	(6)	(6)	(⁶)	_
Rubbed, abraded, or jarred by vibration, n.e.c.	069	(6)	_	_		(6)	(⁶)	
Contact with objects and equipment,			(6)	(6)	(6)			(6)
n.e.c	09	.4	(⁶)	(⁶)	(6)	.1	(6)	(6)
Falls Fall, unspecified	1 10	32.9 .3	1.4 (⁶)	(⁶) _	.2	9.6 .1	5.6 (⁶)	1.7 (⁶)
Fall to lower level	11 110	10.8	.4	(6)	.1	3.2	2.0	.6
Fall to lower level, unspecified Fall down stairs or steps	111	.2 2.6	(⁶) .1	-	(⁶)	.1 .7	(⁶) .5	.1
Fall from floor, dock, or ground level	112	.6	(6)	-	(6)	.2	.1	.1
Fall from floor, dock, or ground level, unspecified	1120	.2	(6)	_	(6)	(6)	(⁶)	(6)
Fall through existing floor							(6)	(6)
opening Fall through floor surface	1121 1122	.1 .1	_	_	_	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	(6)	(°)
Fall from loading dock	1123	.2	(6)	-	-	.1	(6)	(6)
Fall from ground level to lower level	1124	.1	_	_	_	(6)	(6)	(6)
Fall from floor, dock, or ground								
level, n.e.c Fall from ladder	1129 113	(⁶) 2.7	.1	_	(⁶)	(⁶) .8	_ .5	.2
Fall from piled or stacked material	114	.1	_	_	_	.1	(6)	(6)
Fall from roof	115	.5	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	$\begin{pmatrix} 6\\ 6 \end{pmatrix}$	-	.2	.1	.1
Fall from roof, unspecified Fall through existing roof	1150	.1	(°)	(°)	-	(6)	(6)	-
opening	1151	(6)	-	-	-	(6)	(⁶)	-
Fall through roof surface	1152 1153	.1 (⁶)	_	_	_	(6)	(*)	_
Fall from roof edge	1154	.3	_	_	-	.2	.1	.1
Fall from roof, n.e.c.	1159	(6)	-	-	-	(6)	-	-
Fall from scaffold, staging Fall from building girders or other	116	.4	(6)	(6)	-	.1	.1	(6)
structural steel Fall from nonmoving vehicle	117 118	.1 1.9	.1	(⁶)	$(^{6})$	(⁶) .6	(⁶) .3	1
Fall to lower level, n.e.c.	119	1.7	.1	`−′	(6)	.5	.4	.1
Jump to lower level	12	.9	-	-	(6)	.2	.1	(6)
Jump to lower level, unspecified	120	.1	-	-	-	(6)	-	

			Р	art of bod	y affected	d by the in	jury or illr	ness ⁴		
Event		Upper ex	tremities		Low	er extrem	ities		Multiple	All
Lion	Total	Finger	Hand	Wrist	Total	Knee	Foot, toe	Body systems	body parts	other body parts ⁵
Rubbed or abraded by friction or										
pressure, unspecified Rubbed or abraded by kneeling on	-	-	-	-	(6)	(6)	-	-	-	-
surface	-	-	-	-	.1	.1	-	-	-	-
Rubbed or abraded by objects being handled	(6)	(6)	(6)	-	-	-	-	-	_	-
Rubbed or abraded by foreign matter in eye	_	_	_	_	_	_	_	_	_	_
Rubbed or abraded by friction or pressure, n.e.c.	(⁶)		(6)	_	(⁶)	(6)	(6)	_	(⁶)	_
Rubbed, abraded, or jarred by		(6)								
vibration Rubbed, abraded, or jarred by	(6)	(6)	(6)	(6)	(6)	-	-	-	(6)	-
vibration, unspecified Rubbed, abraded, or jarred by	-	-	-	-	-	-	-	-	-	-
vehicle or mobile equipment vibration	(6)	_	(6)	_	(6)	_	_	_	(6)	_
Rubbed, abraded, or jarred by other machine or equipment										
vibration	(6)	-	-	(6)	(⁶)	-	-	-	-	-
Rubbed, abraded, or jarred by vibration, n.e.c.	(6)	-	(6)	-	-	-	-	-	(6)	_
Contact with objects and equipment, n.e.c.	.2	.1	.1	(6)	(6)	(6)	(6)	_	(6)	_
alls	4.6	.3	.6	1.7	10.9	4.7	1.2	(6)	6.0	0.2
Fall, unspecified	.1	-	(6)	(6)	.1	(6)	(6)	-	.1	(6)
Fall to lower level Fall to lower level, unspecified	1.4 (⁶)	.1 (⁶)	.2	.5	3.4 .1	1.1 (⁶)	.5 (⁶)	(6)	2.2 (⁶)	.1 _
Fall down stairs or steps	.2	(°)	(6)	.1	1.1	.́.3	<u>,</u> .1	-	.5	(6)
Fall from floor, dock, or ground level	.1	(6)	_	(6)	.3	.1	(6)	_	.1	_
Fall from floor, dock, or ground level, unspecified Fall through existing floor	(6)	-	-	-	.1	(6)	(6)	-	(6)	-
opening	-	-	_	-	$\binom{6}{6}$	-	_	-	$\binom{6}{6}$	-
Fall through floor surface	(⁶)	_	_	_	$\binom{6}{6}$	$\binom{6}{6}$	$\binom{6}{6}$	_	$\binom{6}{6}$	_
Fall from ground level to lower level	(⁶)	(6)			.1	(⁶)	(⁶)		(⁶)	
Fall from floor, dock, or ground										_
level, n.e.c Fall from ladder Fall from piled or stacked	(⁶) .5	(⁶)	(⁶)	_ .2	(⁶) .7	(⁶) .2	2	-	(⁶) .6	(⁶)
material	(6) (6)	(6)	_	$\left(\begin{array}{c} 6 \\ 6 \end{array} \right)$	(6)	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	$\binom{6}{6}$	-	(6)	$\binom{6}{6}$
Fall from roof Fall from roof, unspecified Fall through existing roof	(0) _	-	(⁶) -	(*)	.1 (⁶)	(*)	$\binom{6}{6}$	-	.1 (⁶)	$\begin{pmatrix} 0 \\ 6 \end{pmatrix}$
opening Fall through roof surface	(6)	_	-	-	$\left(\begin{array}{c} 6 \\ 6 \end{array} \right)$	(⁶)	_	_	$\binom{6}{6}$	_
Fall through skylight	-	-	-	-	-	_	-	-	(` ⁶)	
Fall from roof edge Fall from roof, n.e.c.	(⁶)	_	_	$(^{6})$	(6) (6)	(6)	(6)		.1 (⁶)	(6)
Fall from scaffold, staging Fall from building girders or other	.1	-	(6)	(6)	.1	(6)	(6)	-	.1	-
structural steel Fall from nonmoving vehicle	- .3	$(\frac{-}{6})$	_ 1	- .1	(⁶) .5	2	1		(⁶) .4	_
Fall to lower level, n.e.c	.2 (⁶)	(6)	(⁶)	.1 (⁶)	.5 .6	.2	.1	-	.4	(6)
Jump to lower level, unspecified	`_'	_	_	(_) 	.0	(6)	(6)	_	$\binom{6}{6}$	_

				Part of boo	ly affected b	by the injury	v or illness ⁴	Ļ
Event	Event	Total	Не	ad			Trunk	
	code ³	cases	Total	Eyes	Neck	Total	Back	Shoulder
Jump from scaffold, platform,						_	_	
loading dock	121	0.1	-	-	-	(6)	(6)	-
Jump from structure, structural element, n.e.c.	122	.1	_	_	_	(6)	(6)	_
Jump from nonmoving vehicle	123	.4	-	-	(6)	.1	.1	-
Jump to lower level, n.e.c.	129	.3	-	_ (6)	-	.1	.1	(6)
Fall on same level Fall on same level, unspecified	13 130	20.8 .2	1.0 (⁶)	(6)	.1	6.1 .1	3.5 (⁶)	1.1 (⁶)
Fall to floor, walkway, or other	100	.2						
surface	131	17.9	.7	$\binom{6}{6}$.1	5.1	3.1	.9
Fall onto or against objects	132 139	2.4	.3 (⁶)	(6)	(6) (6)	.8 .1	.4 (⁶)	.1
Fall, n.e.c.	139	.1	(6)	_	(*)	(6)	(6)	(6)
			. ,				. ,	
Bodily reaction and exertion	2	85.0	(6)	(6)	1.6	55.1	40.1	7.1
Bodily reaction and exertion, unspecified	20	1.1	_	_	(6)	.6	.4	.1
Bodily reaction	21	21.9	(6)	_	.4	9.6	7.7	.8
Bodily reaction, unspecified	210	1.2		-	.1	.6	.5	.1
Bending, climbing, crawling,	011				2	E A	4 5	
reaching, twisting Sudden reaction when surprised,	211	8.8	-	-	.2	5.4	4.5	.5
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	(6)
fall	215	6.2	_	_	.1	2.0	1.6	.2
Standing	216	.2	-	-	-	.1	.1	-
Walking—without other incident	217	.8	-	-	-	.1	.1	- ,
Bodily reaction, n.e.c Overexertion	219 22	4.2 53.8	(⁶)	_	.1 1.1	1.2 43.5	.9 31.5	.1 5.5
Overexertion, unspecified	220	4.7		-	.1	3.4	2.4	.5
Overexertion in lifting	221	31.6	(6)	-	.5	27.1	20.1	2.7
Overexertion in pulling or pushing	000	0.4			0		10	
objects Overexertion in holding, carrying,	222	8.1	-	-	.2	6.0	4.0	1.1
turning, or wielding objects	223	6.8	-	-	.2	5.1	3.6	.8
Overexertion in throwing objects	224	.3	-	-	(6)	.2	.1	.1
Overexertion, n.e.c.	229	2.4	-	-	.1	1.7	1.2	.3
Repetitive motion Repetitive motion, unspecified	23 230	7.4 1.8	_	_	.1 (⁶)	1.1 .2	.4	.6 .1
Typing or key entry	231	1.1	-	-	(6)	(6)	(6)	(6)
Repetitive use of tools	232	1.1	-	-	(6)	<u>.</u>	<u>.</u> .1	.í
Repetitive placing, grasping, or	233	2.4			(6)	.5	.2	.3
moving objects, except tools Repetitive motion, n.e.c.	233	2.4		_	$\binom{6}{6}$.5 .2	.2	.3
Bodily conditions, n.e.c.	25	.4	(6)	-	-	.1		
Bodily reaction and exertion, n.e.c	29	.4	-	-	(6)	.2	.1	.1
Exposure to harmful substances or								
environments	3	9.1	2.2	1.7	.1	.5	(6)	(6)
Exposure to harmful substances or								
environments, unspecified	30	(6)	$\binom{6}{6}$	-	-	(6)	(6)	
Contact with electric current Contact with electric current,	31	.4	()	-	-	(6)	(6)	-
unspecified	310	.1	-	-	-	-	-	-
Contact with electric current of machine, tool, appliance, or light								
fixture	311	.2	_	_	_	(6)	(6)	_
						``'	· · /	

			Р	art of bod	ly affected	by the in	jury or illr	ness ⁴		
Event		Upper ex	tremities		Low	ver extrem	ities		Multiple	All
LVOIR	Total	Finger	Hand	Wrist	Total	Knee	Foot, toe	Body systems	body parts	other body parts ⁵
Jump from scaffold, platform,						_				
loading dock	-	-	-	-	0.1	(6)	(6)	-	-	-
Jump from structure, structural						(6)	(6)		(6)	
element, n.e.c Jump from nonmoving vehicle	$(\frac{-}{6})$	_	-	_	.1	(6)	(6)	_	$\binom{6}{6}$	-
Jump to lower level, n.e.c.	$\binom{6}{6}$	_	_	$(^{6})$.3 .2	.1 (⁶)	.1 (⁶)		(6)	_
Fall on same level	3.2	0.3	0.4	1.2	6.7	3.4	.6	(⁶)	3.7	0.1
Fall on same level, unspecified	(⁶)	(⁶)	_	(6)	.1	.1	(6)	· _ /	(⁶)	_
Fall to floor, walkway, or other	()			()			()		()	
surface	2.7	.2	.3	1.1	5.9	3.0	.5	(⁶)	3.2	.1
Fall onto or against objects	.4	.1	.1	.1	.6	.3	.1	(⁶)	.3	(6)
Fall on same level, n.e.c.	(6)	-	-	(6)	.1	(6)	-	-	.1	-
Fall, n.e.c.	(⁶)	-	(6)	(⁶)	.1	(°)	(6)	-	(6)	-
Bodily reaction and exertion Bodily reaction and exertion,	11.5	.7	.7	6.2	12.5	5.9	.9	.4	3.7	.2
unspecified	.2	(6)	(6)	.1	.1	.1	(6)	(6)	.1	(6)
Bodily reaction	.8	.1	.1	.3	10.2	4.4	.8	(6)	.8	(6)
Bodily reaction, unspecified	.1	(6)	(6)	(6)	.3	.1	.1	(6)	.1	(°)
Bending, climbing, crawling,										
reaching, twisting	.4	(6)	(6)	.2	2.6	1.5	.1	(6)	.2	(6)
Sudden reaction when surprised,	(6)				(6)	(6)	(6)		(6)	
frightened, startled	(6)	-	-	-	(6)	(6)	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	-	$\binom{6}{6}$	-
Running—without other incident	-	-	-	-	.1 (⁶)	.1 (⁶)	(°)	_	(6)	-
Sitting Slip, trip, loss of balance—without	_	_	_	_		()	_	-	(\cdot)	-
fall	.1	(6)	(6)	(6)	3.8	1.4	.2	_	.3	(6)
Standing		· _ ′		`_'	.2	.1	(6)	_	(6)	
Walking-without other incident	_	-	-	-	.7	.2	<u>.</u> 1	-	(`6´)	-
Bodily reaction, n.e.c.	.2	(6)	(6)	.1	2.5	1.0	.3	(6)	.2	(6)
Overexertion	4.6	.3	.4	1.8	2.0	1.3	.1		2.4	.1
Overexertion, unspecified	.6	(6)	.1	.2	.3	.2	$\binom{6}{6}$	(6)	.3	(6)
Overexertion in lifting	2.0	.1	.2	.7	.7	.5	(°)	-	1.2	.1
Overexertion in pulling or pushing	0			<u> </u>		2	(6)			(6)
objects	.9	.1	.1	.3	.6	.3	(6)	-	.4	(6)
Overexertion in holding, carrying, turning, or wielding objects	.9	.1	.1	.4	.3	.2	(6)	(6)	.3	(6)
Overexertion in throwing objects	(⁶)		'	.4 (⁶)	5	.2	(_)	(_)	(⁶)	(_)
Overexertion, n.e.c.	.3	(6)	(6)	.1	.2	.1	(6)	_	.1	_
Repetitive motion	5.8	.3	.3	4.0	.1	.1	(°)	(6)	.3	$(^{6})$
Repetitive motion, unspecified	1.4	.1	.1	1.1	(6)	(6)	`-´	· _ ′	.1	(⁶)
Typing or key entry	1.0	(6)	(6)	.8	-	- ´	-	-	.1	-
Repetitive use of tools	.9	.1	.1	.6	(6)	-	-	-	(6)	(6)
Repetitive placing, grasping, or										
moving objects, except tools	1.8	.1	.1	1.2	(6)	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	_ (6)	-	.1	(6)
Repetitive motion, n.e.c.	.7	(6)	(6)	.5	.1	(")	(6)	-	.1	-
Bodily conditions, n.e.c Bodily reaction and exertion, n.e.c	- 1	(⁶)	_	(⁶)	(⁶)	(⁶)	$(^{6})$.4	- 1	-
	.1	()		()	()	()	(*)	()	.1	-
Exposure to harmful substances or										
environments	2.3	.3	1.1	.1	.9	(6)	.3	1.9	1.0	.1
Exposure to harmful substances or								(6)		
environments, unspecified	- 1	(6)	(6)	(6)	(6)	-	(6)	(6)		(6)
Contact with electric current	.1	(6)	(6)	(6)	(6)	-	(6)	.3	.1	(6)
Contact with electric current, unspecified	(6)	_	(6)	_	_	_	_	(6)		
Contact with electric current of	(\cdot)	_		-	-	_	_			-
machine, tool, appliance, or light										
		(6)	(6)					1	(6)	

				Part of boo	ly affected	by the injury	y or illness	4
Event	Event	Total	He	ead			Trunk	
21018	code ³	cases	Total	Eyes	Neck	Total	Back	Shoulde
Contact with wiring, transformers,								
or other electrical components	312	0.2	(6)	-	-	-	-	-
Contact with overhead power								
lines	313	(6)	-	-	-	-	-	-
Contact with underground, buried		(6)						
power lines Struck by lightning	314 315	$\binom{6}{6}$	-	-	-	-	-	-
Contact with electric current,	315	(-)	-	_	_	_	-	_
n.e.c.	319	(⁶)	_	_	_	_	_	_
Contact with temperature extremes	32	3.3	.2	0.1	(6)	0.1	(6)	(6)
Exposure to environmental heat	321	.3	-	-	<u> </u>	-	_´_´	`-´
Exposure to environmental cold Contact with hot objects or	322	(6)	-	-	-	-	-	-
substances Contact with cold objects or	323	3.0	.2	.1	(6)	.1	(6)	(6)
substances	324	(6)	_	_	_	_	-	_
Exposure to air pressure changes	33	.2	.2	(6)	-	-	-	-
Pressure changes in airplane, other aircraft	332	.2	.1	(6)	_	_	_	_
Exposure to caustic, noxious, or								
allergenic substances Exposure to caustic, noxious, or	34	4.4	1.2	1.0	(6)	.4	(6)	-
allergenic substances,	240							
unspecified Inhalation of substance	340 341	.5 1.0	.1 (⁶)	.1 (⁶)	(⁶)	.1 .2	-	-
Inhalation of substance, unspecified	3410	.5	(6)	(6)	(6)	.1	-	-
Inhalation in enclosed, restricted, or confined space	3411	.1	(6)	-	-	(6)	-	-
Inhalation in open or nonconfined space	3412	.5	(6)	-	(6)	.1	-	-
Contact with skin or other exposed tissue	342	2.1	.9	.9	(6)	.1	-	-
Injections, stings, venomous bites Injections, stings, venomous	343	.5	(6)	(6)	(6)	.1	(6)	-
bites, unspecified	3430	(6)	_	_	_	_	_	_
Needle sticks	3431	$\begin{pmatrix} 6\\ 6 \end{pmatrix}$	_	_	_	_	-	_
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.	3439	.1	-	-	-	(6)	-	-
Ingestion of substance Exposure to caustic, noxious, or	344	.1	-	-	-	(6)	-	-
allergenic substances, n.e.c	349	.3	.1	.1	(6)	(6)	-	-
Exposure to noise	35	(6)	(6)	-	-	-	-	-
Exposure to noise, unspecified Exposure to noise in single	350	(6)	(6)	-	-	-	-	-
incident	352	(6)	(6)	-	-	-	-	-
Exposure to radiation	36	.6	.6	.6	-	-	-	-
Exposure to sun	361	(6)			-	-		-
Exposure to welding light Exposure to radioactive material	362 363	.6 (⁶)	.6 (⁶)	.6 (⁶)	_			
Exposure to radiation, n.e.c Exposure to traumatic or stressful	369	(6)	(6)	(6)	-	_	-	-
event, n.e.c Exposure to harmful substances or	37	.2	(6)	(6)	-	-	-	-
environments, n.e.c.	39	(6)	(6)	(6)	_	_	-	-

			Р	art of bod	ly affected	l by the in	jury or illr	ness ⁴		
Event		Upper ex	tremities		Low	er extrem	ities	Dedu	Multiple	All
	Total	Finger	Hand	Wrist	Total	Knee	Foot, toe	Body systems	body parts	other body parts ⁵
Contact with wiring, transformers,										
or other electrical components Contact with overhead power	(6)	(6)	(6)	-	(6)	-	-	0.1	(6)	-
lines Contact with underground, buried	-	-	_	-	-	-	_	(6)	(6)	-
power lines Struck by lightning Contact with electric current,	-	-	-	-	-	-	_	(⁶)	-	_
n.e.c.	(6)	(6)	(6)	_	_	_	_	(6)	_	-
Contact with temperature extremes	1.6	.2	.7	0.1	.6	(6)	0.3	.3	.4	(6)
Exposure to environmental heat Exposure to environmental cold	_	-	(6)	-	(⁶)	-	_	.3 –	(⁶) _	_
Contact with hot objects or substances Contact with cold objects or	1.6	.2	.7	.1	.6	(6)	.3	(6)	.4	(6)
substances Exposure to air pressure changes	(⁶)	-		-		-	-	(⁶)	-	_
Pressure changes in airplane, other aircraft	_	_	_	_	_	_	_	_	_	_
Exposure to caustic, noxious, or allergenic substances	.7	.1	.4	(6)	.3	(6)	.1	1.1	.5	.1
Exposure to caustic, noxious, or allergenic substances,										
unspecified Inhalation of substance	.1 –	(⁶) _	(⁶) _	-	(⁶) _	-	(⁶) _	.2 .7	.1 .1	(6)
Inhalation of substance, unspecified	-	-	_	-	_	-	_	.3	(6)	_
Inhalation in enclosed, restricted, or confined space	_	-	_	_	_	_	_	.1	_	_
Inhalation in open or nonconfined space	_	-	_	-	-	_	_	.4	(6)	_
Contact with skin or other exposed tissue Injections, stings, venomous	.4	(6)	.2	(6)	.2	(6)	.1	.1	.3	(6)
bites Injections, stings, venomous	.1	(6)	.1	(6)	.1	(6)	(6)	.1	(6)	(6)
bites, unspecified Needle sticks	(⁶) (⁶)	$\binom{6}{6}$	$\binom{6}{6}$	-	(6)	-	-	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	-	-
Bee, wasp, hornet sting Other stings or venomous	.1	(6)	(6)	(6)	(6)	_	(6)	.1	(6)	(6)
bites Injections, stings, venomous	(6)	(6)	(6)	-	(6)	-	(6)	(6)	(6)	(6)
bites, n.e.c Ingestion of substance	(⁶) _	-		-	(⁶) -		-	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	(⁶) _	(
Exposure to caustic, noxious, or allergenic substances, n.e.c.	.1	-	(6)	-	(6)	-	(6)	.1	.1	(6)
Exposure to noise Exposure to noise, unspecified Exposure to noise in single	-	-	-	-	-	-	_	-	_	_
incident	-	-	-	-	-	-	-	-	(⁶)	-
Exposure to sun	-	-		_	_	_	_	-	-	_
Exposure to welding light Exposure to radioactive material	-	-	-	_ _	-	-			_	_
Exposure to radiation, n.e.c	-	_	-	-	-	_	-	-	-	-
event, n.e.c Exposure to harmful substances or	_	_		_	(6)	_	_	.2	-	_
environments, n.e.c.	-	-	-	-	(6)	_	_	-	-	-

				Part of boo	dy affected I	by the injury	/ or illness	1
Event	Event	Total	He	ad			Trunk	
	code ³	cases	Total	Eyes	Neck	Total	Back	Shoulder
				(6)	0.7			
Transportation incidents Transportation incident, unspecified	4 40	7.9	0.5 (⁶)	(6)	0.7	2.1	1.4	0.3
Highway incident	40 41	4.9	.3	$(\overline{6})$.6	.1 1.4	.1 1.0	.2
Highway incident, unspecified	410	.5	(⁶)		(6)	.2	.1	(6)
Collision between vehicles, mobile	110	.0						
equipment	411	3.5	.2	(6)	.5	.9	.7	.1
Collision between vehicles,				. ,				
mobile equipment,								
unspecified	4110	1.0	.1	-	.1	.3	.2	(6)
Re-entrant collision	4111	.1	_	-		(6)	(6)	<u> </u>
Moving in same direction	4112	.8	(6)	-	.1	.3	.3	(6)
Moving in opposite directions,	4440	2	(6)		(6)	1	(6)	(6)
oncoming Moving in intersection	4113 4114	.2 .6	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	_	.1	.1	.1	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$
Moving and standing vehicle,	4114	.0		_		. '	. 1	(*)
mobile equipment— in		_						
roadway	4115	.5	(6)	-	.2	.1	.1	(6)
Moving and standing vehicle,								
mobile equipment—side of	1116	(6)	(6)			(6)	(6)	
road Collision between vehicles,	4116	(°)	()	-	_	(6)	(6)	-
mobile equipment, n.e.c.	4119	.2	_	_	(6)	(6)	(6)	_
Vehicle struck stationary object or	4113	.2	_	_				
equipment in roadway	412	.1	_	_	(6)	(6)	(6)	_
Vehicle struck stationary object,								
equipment on side of road	413	.1	(6)	-	(6)	(6)	(6)	(6)
Noncollision incident	414	.6) <u>.</u> 1	(6)	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$.2	<u>.</u> 1	(⁶)
Noncollision incident,								
unspecified	4140	(6)	-	-	-	(6)	(6)	-
Jack-knifed or overturned-no			(6)	(6)	(6)		(6)	(6)
collision	4141	.3	$({}^{6})$ $({}^{6})$	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$.1	$\binom{6}{6}$	$\binom{6}{6}$
Ran off highway—no collision	4142	.1 (⁶)	(°)	(°)	(°)	(6)	(°)	(°)
Struck by shifting load Sudden start or stop, n.e.c.	4143 4144		(6)	_	(6)	(⁶)	(⁶)	_
Noncollision incident, n.e.c.	4149	.1 .1	(6)	_	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$.1	(6)	$(^{6})$
Highway incident, n.e.c.	419	.1	(6)	_	(_/	(6)		
Nonhighway incident, except rail, air,	410							
water	42	1.3	.1	_	.1	.4	.2	.1
Nonhighway incident, unspecified	420	.1	-	-	-	(6)	(6)	
Collision between vehicles or			_					
mobile equipment	421	.2	(6)	-	(6)	(6)	(6)	(6)
Vehicle, mobile equipment struck			(6)		(6)	(6)	(6)	(6)
stationary object	422	.2	(6)	-	$\begin{pmatrix} 6\\ 6 \end{pmatrix}$	(6)	(6)	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$
Noncollision incident Noncollision incident.	423	.8	.1	-	(°)	.3	.2	(°)
unspecified	4230	(6)	(6)					
Fall from moving vehicle, mobile	4200	(1)		_	_	_	_	_
equipment	4231	.2	(6)	_	_	(6)	(6)	(6)
Fall from and struck by vehicle,	0.							()
mobile equipment	4232	(6)	_	_	_	(6)	(6)	_
Overturned	4233	2	(6)	-	(6)	(⁶)	(°)	(6)
Loss of control	4234	(6)	_	-	(6)	(°)	(°)) `-´
Struck by shifting load	4235	(⁶)	(6)	-	-	(6)		
Sudden start or stop, n.e.c	4236	.1	(6)	-	_	.1	.1	-
Noncollision incident, n.e.c.	4239	.2	(6)	-	(6)	.1	.1	(6)
Nonhighway incident, n.e.c.	429	.1	-	-		(6)	(6)	
Pedestrian, nonpassenger struck by	40	10	(6)		(6)	_		(6)
vehicle, mobile equipment	43	1.3	(6)	-	(6)	.2	.1	(6)

			P	art of boo	ly affected	by the in	jury or illr	1ess4		
Event		Upper ex	tremities		Low	ver extrem	ities		Multiple	All
	Total	Finger	Hand	Wrist	Total	Knee	Foot, toe	Body systems	body parts	other body parts ⁵
	0.4							(6)	0.7	0.4
Transportation incidents	0.4 (⁶)	0.1	0.1	0.1	1.4 (⁶)	0.3	0.5	(6)	2.7 .1	0.1 (⁶)
Highway incident	.2	(⁶)	(⁶)	(⁶)	.3	.1	$(\frac{6}{6})$	(⁶)	2.1	(6)
Highway incident, unspecified	(6)	`−´	(6)	(6)	(6)	(6)	(6)	· _ ′	.2	(°)
Collision between vehicles, mobile	. ,									
equipment	.1	(6)	(6)	(6)	.2	(6)	(6)	-	1.5	(6)
Collision between vehicles,										
mobile equipment, unspecified	.1	_	_	(6)	.1	(6)	_	_	.5	(6)
Re-entrant collision		_	_	(_/		(_)	_	_	(6)	(_)
Moving in same direction	(6)	-	_	_	(6)	(6)	-	-	.4	(6)
Moving in opposite directions,										
oncoming	(6) (6)	-	-	-	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	_	(6)	-	.1	_
Moving in intersection	(°)	-	-	-	(°)	(6)	-	-	.3	(6)
Moving and standing vehicle, mobile equipment— in										
roadway	(6)	_	_	(6)	(6)	(6)	_	_	.2	(6)
Moving and standing vehicle,	()			()						()
mobile equipment—side of										
road	-	-	-	-	-	-	-	-	(6)	-
Collision between vehicles,	(6)				(6)					
mobile equipment, n.e.c.	(6)	-	-	-	(6)	-	-	-	.1	-
Vehicle struck stationary object or equipment in roadway	_	_	_	_	(6)	_	_	_	(6)	_
Vehicle struck stationary object,	_	_	_	_		_			()	
equipment on side of road	-	-	_	-	(6)	-	-	-	.1	_
Noncollision incident	(6)	(6)	-	-	.1	(6)	(6)	-	.2	(6)
Noncollision incident,										
unspecified	(6)	(6)	-	-	-	-	-	-	(6)	-
Jack-knifed or overturned—no collision	(⁶)	_		_	(6)	(6)	(6)	_	.1	
Ran off highway—no collision	(_)		_	_		(_)	(_)		.1	_
Struck by shifting load	_	-	_	_	-	_	_	-	_	_
Sudden start or stop, n.e.c.	(6)	-	-	-	(6)	(6)	-	-	(6)	-
Noncollision incident, n.e.c	$\binom{6}{6}$	-	-	-		-	-	-	(⁶)	-
Highway incident, n.e.c.	(`6`)	-	-	-	(⁶)	(6)	-	-	.1	-
Nonhighway incident, except rail, air,	4	(6)	(6)	(6)		4	1	(6)		(6)
water Nonhighway incident, unspecified	.1 (⁶)	()	(-)	(-)	.3	.1	.1	()	.3 (⁶)	(-)
Collision between vehicles or									()	
mobile equipment	(6)	-	-	-	(6)	(6)	(6)	-	.1	(6)
Vehicle, mobile equipment struck										
stationary object	(6)	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	(6)	-	.1	(6)	(6)	-	.1	
Noncollision incident Noncollision incident,	.1	(0)	-	(6)	.2	.1	.1	-	.2	(6)
unspecified	_	_	_	_	_	_	_	_	(6)	_
Fall from moving vehicle, mobile									()	
equipment	(6)	-	_	(6)	(6)	(6)	-	-	(6)	-
Fall from and struck by vehicle,	. ,			. ,						
mobile equipment	-	-	-	-	$\binom{6}{6}$	-	$\binom{6}{6}$	-	(6)	_
Overturned	(6)	(6)	-	-	$\binom{6}{6}$	-	(°)	-	.1	(6)
Loss of control Struck by shifting load	$(^{6})$		_		i 26	(⁶)		_	(6)	_
Sudden start or stop, n.e.c.	$\binom{6}{6}$			(6)	(6)	(6)			$(\frac{6}{6})$	_
Noncollision incident, n.e.c.	(°)	(6)	_	$\begin{pmatrix} 6\\ 6 \end{pmatrix}$.1	(6)	(6)	_	(6)	_
Nonhighway incident, n.e.c.	(6)	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	_	`-´	(6)	(6)	(6)	-	(6)	-
Pedestrian, nonpassenger struck by										
vehicle, mobile equipment	.1	(6)	(6)	(6)	.7	.1	.4	-	.2	(6)

				Part of boo	dy affected I	by the injury	v or illness⁴	1
Event	Event code ³	Total	Не	ad	_		Trunk	1
	codes	cases	Total	Eyes	Neck	Total	Back	Shoulder
Pedestrian struck by vehicle,								
mobile equipment, unspecified Pedestrian struck by vehicle,	430	0.2	(6)	-	-	(6)	(6)	-
mobile equipment in roadway Pedestrian struck by vehicle, mobile equipment on side of	431	.1	(6)	-	-	(6)	(6)	-
road Pedestrian struck by vehicle,	432	.1	(6)	-	-	(6)	-	-
mobile equipment in parking lot or non-roadway area	433	.9	(6)	_	(6)	.2	.1	(6)
Railway incident Collision between railway vehicle	44	.1		-		(6)	(6)	
and other vehicle	442	$\binom{6}{6}$	-	-	-	(6)	-	-
Derailment	445	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	-	-	-	$(\bar{6})$	(⁶)	-
Railway incident, n.e.c Water vehicle incident	449 45	(6)	_	_	_	(6)	$\binom{6}{6}$	(⁶)
Fall on ship, boat	454	(6)		_	_		(6)	(_/
Water vehicle incident, n.e.c.	459	(6)	_	_	_			_
Aircraft incident	46	.1	(6)	-	(6)	(⁶)	(6)	-
Aircraft incident, unspecified	460	(6)		-	-	(⁶)	(⁶)	-
During takeoff or landing	461	(⁶)	-	-	-	-	_	-
Aircraft incident, n.e.c.	469	.1	-	-	-	(6)	(6)	_
Fires and explosions	5	.5	.1	(6)	(6)	(6)	(6)	-
Fire or explosion, unspecified	50	(6)	$\binom{6}{6}$	-	-	-	-	-
Fire—unintended or uncontrolled	51	.3	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	-	-	(6)	-	-
Fire, unspecified Fire in residence, building, or other	510	(6)	(⁶)	-	_	(6)	-	_
structure Forest, brush, or other outdoor	511	.1	(6)	-	-	(6)	-	-
fire Ignition of clothing from controlled	512	(6)	-	_	-	_	_	-
heat source	513	(6)	-	-	-	(6)	-	-
Fire, n.e.c.	519	.1	(6)	-	-	(6)	-	-
Explosion	52	.2	.1	(6)	-	(6)	-	-
Explosion, unspecified	520	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	_ (6)	-	-	-	-
Explosion of battery	521	(°)	()	(6)	-	-	-	-
Explosion of pressure vessel or piping	522	.1	(6)	(6)	_	_	_	_
Explosion, n.e.c.	529	.1	$\begin{pmatrix} 6 \\ 6 \end{pmatrix}$	$\left(\begin{smallmatrix} 6 \\ 6 \end{smallmatrix} \right)$	_	_	_	_
Assaults and violent acts Assaults and violent acts,	6	2.5	.5	(6)	.1	.5	.2	.1
Assaults and violent acts by	60	(6)	-	-	-	(6)	(6)	-
person(s) Assaults and violent acts by	61	2.0	.5	(6)	.1	.5	.2	.1
person(s), unspecified	610	.3	.1	_	(6)	.1	.1	(6)
Biting	611	.1		_	`−′	(6)		· - ′
Hitting, kicking, beating	612	1.0	.4	$({}^{6})$ $({}^{6})$.1	.2	.1	(6)
Shooting Squeezing, pinching, scratching,	613	(6)	-	(6)	-	(6)	-	
twisting	614	.2	-	_	(6)	(6)	(6)	(6)
Stabbing	615	(6)	-	_	` − ′		`_′	`_'
Threats or verbal assaults Assaults and violent acts by	617	(°)	-	-	-) `-'	-	-
person(s), n.e.c.	619	.4	.1	(6)	(6)	.1	.1	(6)
Self-inflicted injury	62	(6)	-	_	í	-	_	-
Assaults by animals	63	.5	(6)	-	(6)	.1	(6)	(6)
Assaults by animals, unspecified	630	.1	-	-	-	-	-	-

			P	art of bod	ly affected	l by the in	jury or illr	iess ⁴		
Event		Upper ex	tremities		Low	er extrem	ities		Multiple	All
Lvent	Total	Finger	Hand	Wrist	Total	Knee	Foot, toe	Body systems	body parts	other body parts ⁵
Pedestrian struck by vehicle,										
mobile equipment, unspecified Pedestrian struck by vehicle,	(6)	-	(6)	_	0.1	(6)	0.1	-	(6)	(6)
mobile equipment in roadway Pedestrian struck by vehicle, mobile equipment on side of	(6)	-	_	_	(6)	_	(6)	-	(6)	-
road Pedestrian struck by vehicle,	-	-	_	-	(6)	-	_	-	(6)	-
mobile equipment in parking lot or	(6)	(6)	(6)	(6)			_			(6)
non-roadway area Railway incident	$({}^{6})$ $({}^{6})$	(⁶)	(⁶)	(6)	6. (⁶)	.1	.3	_	.1 (⁶)	(⁶)
Collision between railway vehicle	()								()	
and other vehicle	-	-	_	_	_	_	-	-	-	-
Derailment	-	-	-	-	-	-	-	-	-	-
Railway incident, n.e.c.	_	-	-	-	$\binom{6}{6}$	(6)	_	-	$\binom{6}{6}$	-
Water vehicle incident	(6)	-	-	-	(6)	-	(6)	-	$\binom{6}{6}$	-
Fall on ship, boat Water vehicle incident, n.e.c.	_	_	_	_		(6)	-	_	(°)	-
Aircraft incident	_		_	_	$\binom{6}{6}$	(⁶)	_	_	(⁶)	_
Aircraft incident, unspecified	_		_	_			_	_	(6)	_
During takeoff or landing	_	_	_	_	_	_	_	_		_
Aircraft incident, n.e.c.	-	-	-	-	(6)	(6)	-	-	(6)	-
Fires and explosions Fire or explosion, unspecified	.1	(6)	(6)	-	(6)	-	-	(6)	.2	(6)
Fire—unintended or uncontrolled	.1	_	(6)	_	(6)	_	_	(6)	.1	_
Fire, unspecified	(6)	-		_	`_'	_	_	· _ ′	(6)	_
Fire in residence, building, or other									. ,	
structure Forest, brush, or other outdoor	(6)	-	-	-	-	-	-	(6)	.1	-
fire Ignition of clothing from controlled	-	-	_	-	_	_	-	-	-	-
heat source	-	-	_	-	(6)	-	-	-	(6) (6)	-
Fire, n.e.c.	$({}^{6})$ $({}^{6})$	-	$\binom{6}{6}$	-		-	-	-	(6)	-
Explosion	(°)	(6)	(°)	-	$\begin{pmatrix} 6 \\ \end{pmatrix}$	-	-	(6)	.1	-
Explosion, unspecified Explosion of battery	(6)	-	-	-	(°) –	-	_	-	$\left(\begin{array}{c} 6 \\ 6 \end{array} \right)$	_
Explosion of pressure vessel or piping	(6)	(6)	(6)			(6)		_	(6)	
Explosion, n.e.c.	$\binom{6}{6}$	-	(6)	_	_	(*)	_	-	(°) (°)	_
Assaults and violent acts	.6	.1	.1	.1	.3	.1	(6)	.1	.3	.1
Assaults and violent acts, unspecified	_	-	_	_	_	_	-	_	_	_
Assaults and violent acts by					_		(6)			(6)
person(s)	.4	.1	.1	.1	.2	.1	(6)	.1	.3	(6)
Assaults and violent acts by person(s), unspecified	.1	(6)	(6)	(6)	(6)	(6)	(6)		.1	
Biting	.1	(6)	(6)				(-)		1	_
Hitting, kicking, beating	.1	(6)	(6)	(⁶)	.1	(⁶)	(⁶)	_	.2	_
Shooting	(6)	`−´) `_'	`_'	(6)) `_'	`_′	-		-
Squeezing, pinching, scratching,	、 /									
twisting	.1	(6)	(6)	.1	-	-	-		(6)	-
Stabbing	-	-	-	-	-	-	-	(6)	-	-
Threats or verbal assaults Assaults and violent acts by	-	-	-	-	-	-	_	(⁶)	-	-
person(s), n.e.c Self-inflicted injury	.1 (⁶)	(⁶) _	(6)	(⁶) _	(⁶) _	(6)	-	(6)	.1	_
		(6)		(6)		(6)	(6)	_	(6)	(6)
Assaults by animals Assaults by animals, unspecified	.2 (⁶)	(6)	.1 (⁶)	(6)	.2 (⁶)	$({}^{6})$ $({}^{6})$	(6)	_	$({}^{6})$ $({}^{6})$	()

Event	Event code ³	Total cases	Part of body affected by the injury or illness ⁴						
			He	ad		Trunk			
			Total	Eyes	Neck	Total	Back	Shoulder	
Nonvenomous bites Assaults by animals, n.e.c.	631 639	0.3 .2	(6) (6)		(⁶) _	(6) (6)	(⁶)	(6)	
Other events or exposures	9	(6)	(6)	(6)	(6)	(6)	(6)	(6)	
Nonclassifiable	9999	3.4	.1	.1	(6)	1.0	.7	.1	

TABLE R35. Incidence rates¹ for nonfatal occupational injuries and illnesses involving days away from work² per 10,000 full-time workers by event or exposure leading to injury or illness and selected parts of body affected by injury or illness, 1998 - Continued

Event	Part of body affected by the injury or illness ⁴									
	Upper extremities				Lower extremities			Derte	Multiple	All
	Total	Finger	Hand	Wrist	Total	Knee	Foot, toe	Body systems	body	other body parts ⁵
Nonvenomous bites Assaults by animals, n.e.c.	0.1 .1	(6) (6)	0.1 (⁶)	(⁶) _	0.1 .1	(6) (6)	$\left(egin{array}{c} 6 \\ 6 \end{array} ight)$	(⁶) _	(6) (6)	(⁶) _
Other events or exposures	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)	(6)
Nonclassifiable	.4	.1	.1	.1	.4	.1	.1	(6)	.2	1.2

¹ 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

Ν = number of injuries and illnesses ΕH

= total hours worked by all employees

during the calendar year

20,000,000 = base for 10,000 equivalent full-time workers (working 40 hours per week, 50 weeks per year).

 $^{2}\,$ Days-away-from-work cases include those which result in days away

from work with or without restricted work activity. 3 Based on the 1992 Occupational Injury and Illness Classification System developed by the Bureau of Labor Statistics.

⁴ 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; 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 Ruran of Labor Statictics by the Bureau of Labor Statistics.

Includes nonclassifiable responses.

⁶ Less than 0.1 case per 10,000 full-time workers.

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