

SECTION 2.4	
Event or Exposure	

SECTION CONTENTS	
2.4.1	Definition, Rules of Selection
2.4.2	Titles and Descriptions

2.4.1 Event or Exposure--Definition, Rules of Selection

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

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 following events take precedence over other events or exposures:

- Assaults and Violent Acts
- Transportation Accidents
- Fires
- Explosions

When two or more of these events occurred, select the first event listed above.

4.2 When the injury or illness occurred as a result of bodily motion or position, select bodily reaction, repetitive motion or sustained viewing as the event or exposure code.

2.4.2	Event or Exposure--Titles and Descriptions
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<p>The Event or Exposure code structure is arranged so that events involving forcible contact are classified in Divisions 0 and 1. Bodily reactions and exposures are classified in Divisions 2 and 3. Transportation accidents, fires and explosions, and assaults and violent acts follow in Divisions 4 through 6 respectively.</p>
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Event or Exposure code description pages are numbered from DE-1 through DE-19 (the "D" meaning "description, the "E" meaning "event or exposure").

The divisions are identified by title at the top right corner of each page.

The Event or Exposure divisions are arranged as follows:

<u>DIVISION</u>	<u>TITLE</u>
0	Contact With Objects and Equipment
1	Falls
2	Bodily Reaction and Exertion
3	Exposure to Harmful Substances or Environments
4	Transportation Accidents
5	Fires and Explosions
6	Assaults and Violent Acts
9	Other Events or Exposures
9999	Nonclassifiable

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0* 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 contact was due to falls, transportation accidents, fires, explosions, assaults, or violent acts. Contact may be denoted by a statement that the injured person struck or was struck by an object, was caught in an object, rubbed against an object, or by words such as "hit by," or "hit," "bumped into," "crushed by," or "banged".

00 Contact with objects and equipment, unspecified**01*** 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 objects, and being pushed or thrown into or against objects. Code 012 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 I, Falls.

010 Struck against object or equipment, unspecified**011** Stepped on object**012** Struck against stationary object or equipment**013** Struck against moving object or equipment**019** Struck against object or equipment, n.e.c.**02*** 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 should be classified as Transportation Accidents in Division 4. Injuries resulting from intentional stabbings, shootings, or other violence are coded in Division 6.

020 Struck by object or equipment, unspecified**021** Struck by falling object or equipment

Struck by falling object or equipment (group 021) 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.

022* Struck by flying object**0220** Struck by flying object, unspecified**0221** Struck by dislodged flying object, particle**0222** Struck by discharged object or substance**0229** Struck by flying object, n.e.c.

Struck by flying object codes (group 022) should be selected when the source of injury has been thrown, hurled, or is being propelled across space. **Struck by dislodged flying object** (0221) 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 522 would be used. **Struck by discharged objects** (0222) 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 from a staple gun. Injuries resulting from the *unintentional*

* - Asterisks indicate division, major group, or group titles.

discharge of a gun, such as during cleaning or police or military training, are also included in code 0222. Intentional shootings are coded in Division 6.

023* Struck by swinging or slipping object

Struck by swinging or slipping object (group 023) generally refers to objects which are not free standing; that is, they are attached at some point or are being held by the worker. **Struck by slipping handheld objects** (code 0232) includes cases where the worker is holding a knife, razor, tool, or other instrument that slips and injures the worker. Injuries resulting from being struck by a slamming or swinging door or gate, including vehicle doors and tailgates, are coded in 0231. Injuries resulting from being caught in an automatic door or gate that is running should be coded in 031, **Caught in running equipment or machinery**.

0230 Struck by swinging or slipping object, unspecified

0231 Struck by or slammed in swinging door or gate

0232 Struck by slipping handheld object

0239 Struck by swinging or slipping object, n.e.c.

024 Struck by rolling, sliding objects or equipment on floor or ground level

Struck by rolling, sliding objects or equipment on floor or ground level (group 024) generally refers to an object which is rolling, moving, or sliding on the same level at which the employee is located (i.e., the object is not falling from above, nor is it flying through space). Cases in which the worker is struck or run over by a moving vehicle which is not in normal operation (as defined in Division 4) would be coded here. Cases in which the worker is struck by and then caught under the vehicle or is caught between the vehicle and another object are coded in 032.

029 Struck by object or equipment, n.e.c.

03* Caught in or compressed by equipment or objects

This major group includes cases in which the injury was produced when a person or part of a person was injured by *being squeezed, crushed, pinched or compressed between two or more objects, or between parts of an object*. Codes in this event group apply when a person, or part of a person's body was squeezed, pinched, compressed, or crushed *in operating equipment, between other meshing objects, between a moving and stationary object, or between two or more moving objects*. 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 031. Cases in which the worker is caught between a moving vehicle not in operation (as defined in Division 4) and another object or struck by and caught under the vehicle are coded in 032. Code 032 is also 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 cart or a vehicle not in operation. Cases in which the worker is struck or run over by the moving vehicle without being caught under it are coded in 024.

Codes in this major group 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 major group 02, **Struck by** or major group 04, **Caught in or crushed in collapsing materials**. Also excluded from this category are cases in which a person was caught in a swinging door or gate (Event code 0231). Persons caught in automatic garage doors or gates while running are coded in 031.

030 Caught in or compressed by equipment or objects, unspecified

031 Caught in running equipment or machinery

032 Compressed or pinched by rolling, sliding, or shifting objects or equipment

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

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04* **Caught in or crushed in collapsing materials**

Caught in or crushed in collapsing materials applies when a person, or part of a person's body was squeezed, pinched, compressed or crushed in *landslides, cave-ins, or collapsing structures*, or other collapsing materials unless the collapse was due to a transportation accident, fire, or explosion.

Mine cave-ins are included in 042, **Other cave-in**. Event group 043, **Landslide** includes avalanches. Engulfments in grain bins or silos are coded 049.

040 **Caught in or crushed in collapsing materials, unspecified**

041 **Excavation or trenching cave-in**

042 **Other cave-in**

043 **Landslide**

044 **Caught in or crushed in collapsing structure**

049 **Caught in or crushed in collapsing materials, n.e.c.**

05 **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 the injuries or illnesses 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.

Select event group 053 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 0222, **Struck by discharged object or substance**. Cases involving irritant contact dermatitis are coded in 342, **Contact with skin or exposed tissue**.

050 **Rubbed or abraded by friction or pressure, unspecified**

051 **Rubbed or abraded by kneeling on surface**

052 **Rubbed or abraded by objects being handled**

053 **Rubbed or abraded by foreign matter in eye**

059 **Rubbed or abraded by friction or pressure, n.e.c.**

06* **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, rather than voluntary motion (e.g., Raynaud's phenomenon) should be coded here.

If an injury or illness results from prolonged vibration in long distance driving, the event should be coded in event group 061. Injuries resulting solely from a single jolt, such as when riding over a pothole or other small obstruction, are coded either 4149 or 4249.

060 **Rubbed, abraded, or jarred by vibration, unspecified**

061 **Rubbed, abraded, or jarred by vehicle or mobile equipment vibration**

062 **Rubbed, abraded, or jarred by other machine or equipment vibration**

069 **Rubbed, abraded, or jarred by vibration, n.e.c.**

09 **Contact with objects and equipment, n.e.c.**

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1* **FALLS**

Falls are events in which the injury was produced by impact between the injured person and the source of injury when *the motion producing contact was generated by gravity*.

10 **Fall, unspecified****11*** **Fall 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 219—**Bodily motion, nec.** Injuries sustained as a result of the employee jumping from an elevation should be coded in major group 12: **Jump to lower level.**

Falls down stairs or steps exclude instances where the worker fell from the side edge of a stair to a lower surface. These case should be coded **Fall to lower level, n.e.c.** (119).

Falls through an opening in the floor that already existed (such as an attic trap door opening or automotive repair pits) are coded as **Fall through existing floor opening** (1121). Code 1121 also includes most falls down elevator shafts. If a floor surface collapses causing the worker to fall through, the fall is coded as **Fall through floor surface** (1122). The same distinction applies to **Falls through existing roof opening** (1151) and **Falls through roof surfaces** (1152).

Fall from ground level to lower level (1124) includes falls into stormdrains, sewers, excavation pits.

Fall from building girders or other structural steel (117) includes falls from telecommunications towers. **Fall from nonmoving vehicle** (code 118) should be used only when the injured employee fell from a vehicle or powered industrial vehicle that was not involved in a transportation accident as defined in Division 4. Falls from trees, chairs, or horses are coded 119. Parachuting falls are coded in 46*.

110 **Fall to lower level, unspecified****111** **Fall down stairs or steps****112*** **Fall from floor, dock, or ground level****1120** **Fall from floor, dock, or ground level, unspecified****1121** **Fall through existing floor opening****1122** **Fall through floor surface****1123** **Fall from loading dock****1124** **Fall from ground level to lower level****1129** **Fall from floor, dock, or ground level, n.e.c.****113** **Fall from ladder****114** **Fall from piled or stacked material****115*** **Fall from roof****1150** **Fall from roof, unspecified****1151** **Fall through existing roof opening****1152** **Fall through roof surface****1153** **Fall through skylight****1154** **Fall from roof edge****1159** **Fall from roof, n.e.c.****116** **Fall from scaffold, staging**

* - Asterisks indicate division, major group, or group titles.

- 117 **Fall from building girders or other structural steel**
- 118 **Fall from nonmoving vehicle**
- 119 **Fall to lower level, n.e.c.**

12* Jump 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 controlled and voluntary even if the worker jumped to avoid an uncontrolled fall. Injuries resulting from jumps made to escape a burning building are coded in Division 5, **Fires and Explosions**. Jumps made for the purpose of intentional self-harm are coded in major group 62, **Self-inflicted injury**. Injuries and illnesses resulting from bodily reaction while jumping up and down on the same level or jumping over an object are included in code 219, **Bodily reaction, nec**. Incidents involving parachuting are included in 46*, **Aircraft accident**.

- 120 **Jump to lower level, unspecified**
- 121 **Jump from scaffold, platform, loading dock**
- 122 **Jump from structure, structural element, n.e.c.**
- 123 **Jump from nonmoving vehicle**
- 129 **Jump to lower level, n.e.c.**

13* Fall on same level

Fall on same 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 was generated by gravity following the employee'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.

- 130 **Fall on same level, unspecified**
- 131 **Fall to floor, walkway, or other surface**
- 132 **Fall onto or against objects**
- 139 **Fall on same level, n.e.c.**

19 Fall, n.e.c.

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2* **BODILY REACTION AND EXERTION**

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.*

20 **Bodily reaction and exertion, unspecified****21*** **Bodily reaction**

Codes in this major group apply to injuries or illnesses generally resulting from a *single incident of free bodily motion* which imposed stress or strain upon some part of the body.

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, fright, or efforts to recover from slips or loss of balance (not resulting in falls). This category also includes injuries and illnesses resulting from prolonged sitting, standing, or viewing.

This major group includes cases involving musculo-skeletal or other injury or illness resulting from the execution of personal movements such as walking, climbing, bending, etc. when such movement in itself was the source of injury or illness. Injuries and illnesses resulting from bodily motion while stepping off a surface (such as stepping off a ladder or curb), jumping over an object such as a fence, or jumping up and down on the same level are included in code 219.

Falls are classified in Division 1. Overexertion resulting from lifting, pulling, or pushing is classified in major group 22. Motions which induce injury or illness due to their repetitive nature are classified in major group 23. Eyestrain from sustained viewing is classified in major group 24. Heart attacks and strokes not attributed to a specific event or exposure are classified in major group 25.

- 210** **Bodily reaction, unspecified**
- 211** **Bending, climbing, crawling, reaching, twisting**
- 212** **Sudden reaction when surprised, frightened, startled**
- 213** **Running--without other incident**
- 214** **Sitting**
- 215** **Slip, trip, loss of balance--without fall**
- 216** **Standing**
- 217** **Walking--without other incident**
- 219** **Bodily reaction, n.e.c.**

22* **Overexertion**

Overexertion 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/illness.

Free bodily motions that do not involve an outside source of injury or illness are classified either in major group 21, Bodily reaction, or in major group 23, Repetitive motion. Use code 220 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 code 223.

- 220** **Overexertion, unspecified**
- 221** **Overexertion in lifting**
- 222** **Overexertion in pulling or pushing objects**
- 223** **Overexertion in holding, carrying, turning, or wielding objects**
- 224** **Overexertion in throwing objects**
- 229** **Overexertion, n.e.c.**

23* **Repetitive motion**

Repetitive motion applies when an injury or illness resulted from bodily motion which imposed stress or strain upon some part of the body due to a task's *repetitive nature.*

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Instances of carpal tunnel syndrome (CTS) from typing or any type of keyentry, including the use of calculators or nonscanning cash registers are coded 231. CTS resulting from cutting with a knife, repeated use of a power tool should be coded **Repetitive use of tool** (232).

If an injury or illness resulted from prolonged vibration in long distance driving, the event should be coded in event group 061, Rubbed, abraded, or jarred by vehicle or mobile equipment vibration.

230 Repetitive motion, unspecified

231 Typing or keyentry

232 Repetitive use of tools

233 Repetitive placing, grasping, or moving objects, except tools

239 Repetitive motion, n.e.c.

24 Sustained viewing

Eyestrain resulting from sustained focus on terminal screens should be classified in this major group.

25 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.

29 Bodily reaction and exertion, n.e.c.

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

3* EXPOSURE TO HARMFUL SUBSTANCES OR ENVIRONMENTS

Codes in this division apply to cases in which the injury or illness resulted from *contact with, or exposure to, a condition or substance* in the environment. Cases of burns, heat stress, smoke inhalation, or oxygen deficiency resulting from an uncontrolled or unintentional fire are generally coded in Division 5*, unless a transportation incident or assault or violent act was involved.

30 Exposure to harmful substances or environments, unspecified**31* Contact with electric current**

Contact with electric current 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 or indirectly, such as when a pipe being held contacts a power line.

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 Fall from ladder.

Electric shocks should be classified by the energized source of power. If a worker receives an electric shock when a power tool falls into a pool of water in which he is standing, code 311 applies. Electrocutions resulting from contact with a tool or appliance, including its wiring and cords, are included in code 311. Electrocutions occurring when a ladder or other piece of equipment contacts overhead power lines are coded 313. If a worker is injured when he drilled into a wall and cut through interior building wiring, code 312 would apply.

- 310 Contact with electric current, unspecified**
- 311 Contact with electric current of machine, tool, appliance, or light fixture**
- 312 Contact with wiring, transformers, or other electrical components**
- 313 Contact with overhead power lines**
- 314 Contact with underground, buried power lines**
- 315 Struck by lightning**
- 319 Contact with electric current, n.e.c.**

32* Contact with temperature extremes

Contact with temperature extremes applies to cases in which the injury or illness resulted from contact with, or exposure to, *either hot or cold objects or substances, or general heat or cold* in the environment. Injuries or illness in this major group include thermal burns which resulted from contact with controlled or intentional heat sources (such as stoves, welding torches, or heated fluids), heat exhaustion, heat stroke, freezing, frostbite, hypothermia, etc. Contact with fire and flames from controlled sources (stoves, campfires, torches, cigarettes, furnaces, etc.) should be coded 323, **Contact with hot objects or substances**. Also included in that category are burns resulting from radiant heat emitted from such sources.

Cases of burns from contact with the sun's rays or other radiations are included in major group 36, **Exposure to radiation**. Cases of chemical burns are included in major group 34, **Exposure to caustic, noxious or allergenic substances**.

If burns result from a transportation accident, the event should be coded in Division 4. If burns result from an explosion or from an uncontrolled or unintended fire that didn't involve a transportation accident, the event should be coded in Division 5. Uncontrolled or unintended fires includes building fires and accidental ignition of objects or substances, for example: trash cans, furniture, cooking oil, frying fat or grease.

- 320 Contact with temperature extremes, unspecified**
- 321 Exposure to environmental heat**
- 322 Exposure to environmental cold**
- 323 Contact with hot objects or substances**
- 324 Contact with cold objects or substances**

* - Asterisks indicate division, major group, or group titles.

33* Exposure to air pressure changes

Use event group 33, Exposure to air pressure changes, for instances of deep-sea diving or airplane decompression. Cases in which the injury resulted from being struck by pressurized air being discharged from a hose or compressor are classified in code 0222, **Struck by discharged object or substance**.

330 Exposure to air pressure change, unspecified

331 Pressure changes underwater

332 Pressure changes in airplane, other aircraft

339 Exposure to air pressure change, n.e.c.

34* Exposure to caustic, noxious, or allergenic substances

Contact with caustic, noxious (harmful) or allergenic substances applies to cases in which the injury or illness resulted from the inhalation, absorption (skin contact), injection (needle sticks, venomous bites, stings) or ingestion (swallowing) of harmful substances. Codes in this major group should be used for instances of poisoning, allergic reactions, contagious diseases, reactions to insect or animal bites and stings, etc.

Codes 3411 and 3840 apply to confined spaces. Examples of confined spaces are storage tanks, vats, pits, sewers, boilers, crawl spaces, vaults, kilns, and ducts. To be considered a confined space, all three of the following criteria must apply. The space must: (1) be large enough that a worker can bodily enter and perform work, (2) have limited or restricted entry or egress, and (3) not be designed for continuous employee occupancy. Because vehicles, basements, and garages are designed for continuous occupancy, they are excluded from the definition. Mine roof falls and mine and trench cave-ins are also excluded.

340 Exposure to caustic, noxious, or allergenic substances, unspecified

This category includes injuries and illnesses resulting from an exposure to caustic, noxious, or allergenic substances in which the route of exposure (such as inhalation, skin absorption, ingestion) was unknown. Unspecified exposures to poor air quality are coded here.

341* Inhalation of substance

If the exposure occurred by inhaling a substance in a confined space as defined above, classify the event in code 3411.

3410 Inhalation of substance, unspecified

3411 Inhalation in confined space

3412 Inhalation in open or nonconfined space

342 Contact with skin or other exposed tissue

This group includes instances in which a substance was absorbed by the skin or eyes.

343* Injections, stings, venomous bites

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 piercing of the skin. Included in this event group are venomous bites and stings, and needle sticks that transmit an infectious agent.

Code 3431 only includes needle sticks 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/illness resulting from a needle stick, (that is, when the nature is coded as some sort of open wound), then use the appropriate event category in Division 0, **Contact with objects and equipment**. Diseases resulting from contacts with other infectious sharps, such as scalpels or tubing, and reactions to medicines and vaccines given intravenously are coded in 3439. Nonvenomous insect bites that transmit a disease, such as Lyme disease, West Nile virus, scabies, or rabies are also included in 3439.

Venomous snake bites and jellyfish stings are coded in 3433, **Other stings or venomous bites**.

* - Asterisks indicate division, major group, or group titles.

- 3430 Injections, stings, venomous bites, unspecified
- 3431 Needle sticks
- 3432 Bee, wasp, hornet sting
- 3433 Other stings or venomous bites
- 3439 Injections, stings, venomous bites, n.e.c.

- 344 Ingestion of substance
- 349 Exposure to caustic, noxious, or allergenic substances, n.e.c.

35* Exposure to noise

Codes in this major 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* over time are classified here.

If an explosion resulted in a hearing loss or impairment, select a code from major group 52, **Explosion**.

- 350 Exposure to noise, unspecified
- 351 Exposure to noise over time
- 352 Exposure to noise in single incident

36* Exposure to radiation

Contact with radiation applies to cases in which the injury or illness resulted from *exposure to any type of radiation* either ionizing or nonionizing. Common forms of nonionizing radiation include: ultraviolet, visible light, infrared, microwaves and radio waves, radars, lasers, and power frequencies. This major group is appropriate for burns from the sun's rays or other radiation as well as for general radiation sickness.

Flash burns from viewing ultraviolet (UV) light from an unspecified source are coded in 360. Eye injuries from laser beams or electrical sparks are coded in 369. Radiant heat burns are classified in 323, **Contact with hot objects or substances**.

- 360 Exposure to radiation, unspecified
- 361 Exposure to sun
- 362 Exposure to welding light
- 363 Exposure to radioactive material
- 369 Exposure to radiation, n.e.c.

37 Exposure to traumatic or stressful event, n.e.c.

Exposure to traumatic or stressful event, n.e.c., includes instances where 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 included as a victim of an assault or violent act, transportation incident, or fire or explosion.

38* Oxygen deficiency, n.e.c.

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*. Generally cases of suffocation or unintentional strangulation will be classified in this major group. Cases involving lack of oxygen in combination with inhalation of other substances such as smoke or sewer gas are classified in 341, **Inhalation of substance**. Intentional strangulations are classified in Division 6, **Assaults and violent acts**.

Depletion of oxygen (codes 383, 384) applies only to cases in which the injured was harmed by an insufficient air supply, not because of crushing injuries or any physical restriction of breathing. Code 384 is restricted to cases of oxygen depletion in confined spaces. Refer to the definition of confined space in the description for Division 3. Engulfments are classified in 049, **Caught in or crushed in collapsing materials, n.e.c.**, and cave-ins that result in crushing injuries or physical restriction of breathing are classified in either 041 or 042, depending on the type of structure involved.

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Drowning is coded in event group 381, unless the drowning resulted from a transportation accident, in which case a code in Division 4 should be used.

- 381 Drowning, submersion**
- 382 Choking on object or substance**
- 383 Depletion of oxygen from cave-in or collapsed materials**
- 384 Depletion of oxygen in confined space**
- 389 Other oxygen deficiency, n.e.c.**

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

4* TRANSPORTATION ACCIDENTS

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

References to "vehicles" in this Division should be interpreted to include powered industrial vehicles and powered mobile industrial equipment unless otherwise noted.

Cases classified in this division include pedestrians, roadway workers, or other nonpassengers struck by vehicles, powered industrial equipment on or off the roadway (including indoor locations) when the accident meets these criteria:

*At least one vehicle was in regular operation, and
The impact was caused by a traffic accident or forward/backward travel of the vehicle.*

Excluded 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 02 **Struck by object** unless the impact was also due to the travel of the vehicle.

Events due to **loss of control or the 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 upon stopping.

Events not involving **normal operation** of a vehicle or which do not involve traffic accidents, loss of control, or sudden stop/start are **excluded** from Transportation Accidents. For example, drivers or passengers hurt by vibration of 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 accidents, loss of control or sudden stop/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. In general, an occupant of the vehicle must be driving it as a vehicle (that is, not just raising the bucket of a loader) to be considered under normal operation. Therefore, injuries occurring while standing beside the tractor trying to jumpstart it are generally not considered transportation incidents. Falls from vehicles not in motion generally go into the "Falls" division.

Transportation vehicles, powered industrial vehicles, and powered mobile industrial equipment include--

Highway vehicles:

Autos, buses, trucks, motorcycles, RVs, bicycles, horse-drawn carriages, other nonpowered highway vehicles

Air, rail, or water vehicles (including parachutes)

Offroad powered vehicles:

ATVs, golf carts, snowmobiles

Plant and industrial powered vehicles and tractors:

Forklifts, tractors, other powered carriers

Powered mobile industrial or construction equipment:

Loaders, bulldozers, backhoes, etc.

Powered mobile agricultural equipment:

Harvesters, combines, mobile planters, etc.

Excluded are:

Nonpowered industrial vehicles: Dollies, carts, wheel barrows

Nonindustrial, nonhighway mobile equipment

Wheelchairs: motorized and nonmotorized, stretchers, wagons

Horses and other animals being ridden

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Transportation Accidents take precedence over all other event codes except Assaults and Violent Acts. For example, if the injury was inflicted from an explosion which resulted from an accident to a vehicle it should be coded to this section, not Explosions.

40 Transportation accident, unspecified

41* Highway accident

Highway accidents include accidents 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. Accidents occurring entirely off the highway, street, off road, or on industrial, commercial, or farm premises or parking lots are considered to be nonhighway accidents. Accidents that occur partly on a public roadway are considered highway accidents. 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 highway accident (code 413).

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 (4113) as the event. Similarly, a head-on collision that results in a passenger being ejected and struck by another vehicle, is coded in 4113.

If the injured person was a pedestrian or nonpassenger, use event group 43.

References to "vehicles" in this section should be interpreted to include the powered industrial vehicles and powered mobile industrial equipment unless otherwise noted.

410 Highway accident, unspecified

411* Collision between vehicles, mobile equipment

Codes in this event group apply to cases in which the injured person was an occupant of a vehicle involved in a highway collision in which both vehicles were in motion or between a moving vehicle and a stationary vehicle. If more than one event in this event group occurred, code the first event listed in the code sequence. For example, if the injured person is in a car that is hit by an oncoming car, then crashes into a parked car, use code 4113. Cars stopped at traffic lights, stop signs, etc, are considered standing vehicles.

Re-entrant collisions (4111) are limited to those in which one of the vehicles left the roadway (onto the shoulder, or other nonroadway area) and the collision occurred when that vehicle reenters the roadway. Instances involving normal access to a roadway from entrance ramps or side streets are not coded here.

Injuries to occupants of vehicles which strike stationary road repair equipment are coded in 4115 if the equipment is in the normal roadway area, including lanes under repair or blocked off to hold equipment.

- 4110 Collision between vehicles, mobile equipment, unspecified**
- 4111 Re-entrant collision**
- 4112 Moving in same direction**
- 4113 Moving in opposite directions, oncoming**
- 4114 Moving in intersection**
- 4115 Moving and standing vehicle, mobile equipment--in roadway**
- 4116 Moving and standing vehicle, mobile equipment--side of road**
- 4119 Collision between vehicles, mobile equipment, n.e.c.**

412 Vehicle struck object in roadway

Codes in this event group apply to cases in which the injured person was an occupant of a vehicle which struck an object, animal, or person *in the roadway*. For example, use this code for a vehicle collision with a concrete lane divider or a box lying in the road.

413 Vehicle struck object on side of road

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Codes in this event group apply to cases in which the injured person was an occupant of a vehicle which struck an object *on the side of the roadway*. Use this code if the vehicle runs off the road and hits a guardrail, telephone pole, or building.

414* Noncollision accident

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 highway accident*. 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 4141 if a vehicle overturned, even if the vehicle ran off the roadway.

Use Event Code 4141, **Jack-knifed or overturned--no collision** when the vehicle occupied by the injured person overturned or jack-knifed, either on or after leaving the roadway.

Event Code 4142, **Ran off highway--no collision**, should be used when the vehicle occupied by the injured person was out of control and ran off highway and did not overturn or collide with any object or vehicle. If the vehicle hits another vehicle or object, select event group 411, 412, or 413.

Event Code 4143, **Struck by shifting load**, should be used when collision is not involved and the movement of the 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 Event Code 4143.

Event Code 4144, **Sudden start or stop**, 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 when stopping suddenly for a stalled vehicle.

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 **Noncollision accident, n.e.c.** (4149). Falls from moving vehicles are coded in 4149, unless they result from another incident, such as a collision or jack-knifing.

Injuries or illnesses resulting from relatively routine movement of the vehicle are not included in Noncollision accidents. For example, a driver may sustain back injury or illness resulting from prolonged vibration involved in operating the vehicle. These types of cases would be coded in Division 0 Contact with Objects or Equipment.

- 4140 Noncollision accident, unspecified**
- 4141 Jack-knifed or overturned--no collision**
- 4142 Ran off highway--no collision**
- 4143 Struck by shifting load**
- 4144 Sudden start or stop, n.e.c.**
- 4149 Noncollision accident, n.e.c.**

419 Highway accident, n.e.c.

This category covers incidents occurring on public roadways that are not classifiable elsewhere. Examples of cases included here are injuries occurring to vehicle occupants resulting from a tire or rock flying through the windshield or a tree falling on the vehicle.

42* Nonhighway accident, except rail, air, water

Nonhighway accidents which injure the occupants are accidents that occur or originate entirely off the highway, such as on industrial, commercial, residential, farm premises. Parking lots accidents are included here if the injured was an occupant of a vehicle. Unpaved construction roadways, roads being built, and logging roads are included as nonhighway locations. Roads under repair which are still in partial use are considered highways (major group 41). Accidents involving land vehicles traveling over frozen ponds or lakes are also included here.

In general, 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 forklift driven by the injured person collided with another

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forklift then hit a stack of lumber, code the collision with the forklift (421) as the event. An exception to the general rule exists for certain codes for noncollision accidents (codes 4231-4233). See the specific instructions for use of these codes in the description for event group 423.

If the injured person was a pedestrian or nonpassenger, use event group 43.

References to "vehicles" in this section should be interpreted to include the powered industrial vehicles and powered mobile industrial equipment unless otherwise noted.

420 Nonhighway accident, unspecified

421 Collision between vehicles or mobile equipment

Codes in this event group apply to cases in which the injured person was an occupant of a vehicle involved in a nonhighway collision in which both vehicles were in motion or a collision between a moving vehicle and a stationary vehicle.

422 Vehicle, mobile equipment struck object

Codes in this event group apply to cases in which the injured person was an occupant of a vehicle which struck an object *in a nonhighway accident*. For example, use this code if the vehicle hit a concrete pole in parking garage or if a logging truck slid in the mud on a logging road and struck a tree injuring the occupant. This code is also used for cases in which the vehicle occupant is injured in a collision with an animal or pedestrian in a nonhighway location.

423* Noncollision accident

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 nonhighway accident*. These are incidents in which the vehicle that the injured person occupied did not make contact with a vehicle or object other than the driving surface.

Use code 4231 if the person was injured solely by falling from a vehicle (nonhighway). Falls from nonmoving vehicles are classified in code 118. Use code 4232 if the worker fell and then was hit by the vehicle that he/she fell from. For example, if a worker falls off the tractor, than gets run over by the tractor's trailer, use code 4232. Codes 4231 and 4232 exclude persons falling from the vehicle while the vehicle is overturning. Use code 4233 if a vehicle overturned, even when the vehicle was also out of control or the worker fell from the vehicle.

Event Code 4235, **Struck by shifting load**, should be used for nonhighway incidents when collision is not involved and the movement of the 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 Event Code 4235.

Event Code 4236, **Sudden start or stop**, should be used for nonhighway incidents when *collision is not involved* and an occupant is injured from striking against the steering wheel when the car stops suddenly.

Injuries incurred solely by the jolting of the vehicle when hitting a defect in the ground surface such as a hole or riding over a small obstruction in the pathway such as a piece of lumber are classified as **Noncollision accident**, n.e.c. (4239).

Injuries or illnesses resulting from relatively routine movement of the vehicle are not included in Noncollision accidents. For example, a driver may sustain back injury or illness resulting from prolonged vibration involved in operating mobile logging equipment. These types of cases would be coded in Division 0 Contact with Objects or Equipment.

- 4230 Noncollision accident, unspecified**
- 4231 Fall from moving vehicle, mobile equipment**
- 4232 Fell from and struck by vehicle, mobile equipment**
- 4233 Overturned**
- 4234 Loss of control**
- 4235 Struck by shifting load**
- 4236 Sudden start or stop, n.e.c.**

* - Asterisks indicate division, major group, or group titles.

4239 Noncollision accident, n.e.c.**429 Nonhighway accident, n.e.c.****43* Pedestrian, nonpassenger struck by vehicle, mobile equipment**

Codes in this major group apply to pedestrians and other nonoccupants who are hit by vehicles or other powered industrial mobile equipment whether on the highway, street, or road, or off the highway. Pedestrians struck by trains are also coded here.

Cases included in this section must meet the general criteria for Transportation Accidents noted at the beginning of this Division. Pedestrians, roadway workers, or other nonpassengers struck by vehicles, powered industrial equipment on or off the roadway (including indoor locations) are included here when the accident meets the these criteria:

At least one vehicle was in regular operation, and the impact was caused by a traffic accident or forward/backward travel of the vehicle.

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 major group 02 **Struck by object** unless the impact was also due to the travel of the vehicle. 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 or being ejected from a vehicle. Persons struck as they are getting out of vehicles should be considered outside the vehicle and coded in this section.

Use code 431 if the worker is struck on the roadway, even if the worker is in a lane blocked off for repair. Use code 432 if the accident occurs on the shoulder or side of road. Code 433 includes all areas defined as "nonhighway": industrial, commercial, residential, farm premises, parking lots, unpaved construction roadways, roads being built, and logging roads. Pedestrians hit by trains are generally classified in 433.

430 Pedestrian struck by vehicle, mobile equipment, unspecified**431 Pedestrian struck by vehicle, mobile equipment in roadway****432 Pedestrian struck by vehicle, mobile equipment on side of road****433 Pedestrian struck by vehicle, mobile equipment in parking lot or non-roadway area****44* Railway accident**

A railway accident is a transport accident involving a rail vehicle which meets the general criteria for a transport accident.

Railway accidents take precedence over highway and nonhighway accidents. Pedestrians struck by trains are coded in major group 43.

If more than one event in this major group occurred, code the first event listed in the code sequence.

Instances where the contents of a rail vehicle exploded or caught fire without a collision (such as from a leak in a rail tank), are coded 446 **Explosion, fire, n.e.c.** When cars, buses, and other roadway vehicles are hit by a train, code 442 is used regardless of whether the injured person was on the train or in the car, bus, etc.

440 Railway accident, unspecified**441 Collision between railway vehicles****442 Collision between railway vehicle and other vehicle****443 Collision between railway vehicle and other object****444 Fell from and struck by railway vehicle****445 Derailment****446 Explosion, fire, n.e.c.****447 Fall in, on, or from railway vehicle in motion, n.e.c.****449 Railway accident, n.e.c.****45* Water vehicle accident**

* - Asterisks indicate division, major group, or group titles.

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

- 450 Water vehicle accident, unspecified**
- 451 Collision**
- 452 Explosion, fire, n.e.c.**
- 453 Fall from ship, boat, n.e.c.**
- 454 Fall on ship, boat**
- 455 Sinking, capsized water vehicle**
- 459 Water vehicle accident, n.e.c.**

46* Aircraft accident

All incidents involving aircraft which are in use for transport are included in this major group. Incidents involving parachutes are included in this group.

- 460 Aircraft accident, unspecified**
- 461 During takeoff or landing**
- 469 Aircraft accident, n.e.c.**

49 Transportation accident, n.e.c.

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5* 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 injuries to firefighters resulting from lifting fire hoses and falls not related to the fire or explosion itself, such as falls in the parking lot of a burning building.

Explosions and Fires have precedence over all other events and exposures except Assaults and Violent Acts and Transportation Accidents.

50 Fire or explosion, unspecified**51* Fire--unintended or uncontrolled**

Codes in this major group apply only to cases in which the injury or illness resulted from the unintended ignition of an object/substance or from an uncontrolled fire which may have originated at an intentional heat source. Examples of unintended or uncontrolled fires include bedding, cooking oil, or trashcans catching fire as well as major conflagrations of buildings. For contact with controlled or intentional heat sources such as stove tops, hot cooking utensils, welding torches, pilot lights, hot motors or engines, use code 323 (**Contact with hot objects or substances**).

Fires resulting from explosions and fires which cause explosions are coded as fires since fires take precedence over explosions.

Ignition of clothing is coded separately (513) only when it is the only uncontrolled or unintended fire. For example, use code 513 if a person was burned because their shirt caught fire when it touched a stove burner. If a worker was burned when clothing ignited from a grease fire on the stove, code 511 should be used since the grease fire is the uncontrolled or unintended fire.

- 510 Fire, unspecified**
- 511 Fire in residence, building, or other structure**
- 512 Forest, brush, or other outdoor fire**
- 513 Ignition of clothing from controlled heat source**
- 519 Fire, n.e.c.**

52* Explosion

Codes in this major group apply only 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. Bombings that were set to intentionally injure are included in Division 6, **Assaults and violent acts**.

When an injury or illness results from an explosion resulting in a fire, the event should be coded in **Fires**. Explosion codes take precedence over other event codes, **except assaults, transportation accidents and fires**. For example, if an explosion of a hot water pressure system results in a person being burned, use code 522 rather than contact with temperature extremes. Similarly, if an explosion results in hearing loss, use the appropriate code from major group 52, **Explosions**, rather than exposure to noise. On the other hand, if a transportation accident results in an explosion that injures an employee, the event should be coded as transportation accident rather than explosion.

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Event group 522, **Explosion of pressure vessel or piping** includes explosions of aerosol cans and automobile tires. Incidents in which a nonpressurized container, such as a gasoline tank, explodes are coded in 529.

520 **Explosion, unspecified**
521 **Explosion of battery**
522 **Explosion of pressure vessel or piping**
529 **Explosion, n.e.c.**

6* ASSAULTS AND VIOLENT ACTS

Assaults and Violent Acts include cases in which a person was injured or made ill by intentional assaults or by violent, harmful actions of unknown intent. Included in this division are assaults by others, injuries to oneself, and assaults by animals. This category includes injuries occurring in a hostile environment even though the person injured was not the intended victim, such as a teacher hit while breaking up a fight.

60 Assaults and violent acts, unspecified

This major group includes unintentional shootings in a hostile situation. Examples include cases such as when a police officer shoots another officer mistaken for a suspect.

61* Assaults and violent acts by person(s)

Assaults and violent acts by persons include cases in which the worker was injured or made ill by intentional assaults by a person other than the injured person or by violent, harmful actions of unknown intent by a person. Self-inflicted injuries are classified in major group 62. Examples of harmful actions of unknown intent include:

Instances involving violent act (hitting, biting, kicking, scratching, etc.) of patients, not reported as accidental - such as "Nurse struck by patient."

Cases of gunshots where it is unknown whether the gun discharged accidentally.

Included in this major group are injuries received from the suspect resisting capture or restraint as well as post-traumatic stress resulting from witnessing a crime or from having been threatened. This division excludes cases in which the worker was purposely hit, but without malicious intent, such as during police, military, or martial arts training and during sports events and training, such as boxing and wrestling matches.

Generally, injuries involving the normal worksite tasks and actions of co-workers are considered accidental 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/her, use code 021 **Struck by falling object** unless there is information to indicate it was intentional. Cases of accidental release of a gun in a nonhostile environment should be coded as **Struck by discharged object or substance** (code 0222). Cases in which a police officer shoots another officer mistaken for the suspect are coded in 60.

Strangulations, bombings, and assaults with lasers are coded in 619. Multiple types of assaults are classified in 619 if the resulting injuries are of equal severity.

- 610 Assaults and violent acts by person(s), unspecified**
- 611 Biting**
- 612 Hitting, kicking, beating**
- 613 Shooting**
- 614 Squeezing, pinching, scratching, twisting**
- 615 Stabbing**
- 616 Rape**
- 617 Threats or verbal assaults**
- 619 Assaults and violent acts by person(s), n.e.c.**

62* Self-inflicted injury

This major group included cases where the worker was hurt by a self inflicted injury that was intentional or of unknown intent.

As with major group 61, 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 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. Accidental drug overdoses are classified in the appropriate event category under major group 34, **Exposure to caustic, noxious, or allergenic substances**. Use code 622 for cases in which it is uncertain whether the worker intended to injure him- or her-self.

* - Asterisks indicate division, major group, or group titles.

- 620 Self-inflicted injury, unspecified**
- 621 Suicide, attempted suicide**
- 622 Self-inflicted injury or fatality--intent unknown**

63* Assaults by animals

Codes in this major group apply when an injury or illness results from nonvenomous animal bites or other violent acts by animals: kicking, stomping, throwing a rider. Falls from horses are generally coded in division 1, **Falls**. Venomous bites and stings are coded in event group 343, **Injections, stings and venomous bites**.

- 630 Assaults by animals, unspecified**
- 631 Nonvenomous bites**
- 639 Assaults by animals, n.e.c.**

* - Asterisks indicate division, major group, or group titles.

9 OTHER EVENTS OR EXPOSURES

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

9999 Nonclassifiable