

# Type of Occurrence Classification System

Third Edition

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## FOREWORD

The National Occupational Health and Safety Commission (NOHSC) is a tripartite body established by the Commonwealth Government to lead and coordinate national efforts to prevent or reduce the incidence and severity of occupational injury and disease by providing healthy and safe working environments.

On 24 May 2002, the Workplace Relations Minister's Council (WRMC) endorsed the release of the *National OHS Strategy 2002-2012*. The strategy is a landmark development signifying the commitment of all Australian governments, the Australian Chamber of Commerce and Industry (ACCI) and the Australian Council of Trade Unions (ACTU), to work co-operatively on national priorities for improving OHS and to achieve minimum national targets for reducing the incidence of workplace deaths and injuries.

One of the nine areas for national action under the strategy is the development of comprehensive OHS data collections. The main data collection for NOHSC is the National Data Set (NDS) which comprises workers' compensation data from each jurisdiction. This data set is the main statistical input for the *Comparative Performance Monitoring Report* (CPM), and are vital in highlighting major sources of injury and diseases to be targeted for prevention efforts.

The *Type of Occurrence Classifications System, Version 3.0* (TOOCS3.0) will improve the quality of the NDS data by enabling jurisdictions to code more consistently and reduce the use of dump codes. This improvement in data quality will enhance the efficacy of all reports that rely on this data.

## ACKNOWLEDGEMENTS

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- The consortium from ELMATOM Pty Ltd, Flinders University and Monash University, comprising Dr Tim Driscoll, Dr James Harrison, Dr Malcolm Sim and Dr Caroline Finch, who undertook a review of TOOCS2.1 and provided a major overhaul of the *nature of injury/disease* classification and minor reviews of the remaining codes.
- Victorian Workcover Authority, for the use of their work in developing the V-Codes classification system;
- NSW Workcover, for the use of their extended Agency of Injury/Disease codes; and
- Coders from various jurisdictions who offered their professional expertise.

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## A. INTRODUCTION

The *Type of Occurrence Classification System* (TOOCS1.0) was developed for use in coding details of workers' compensation cases reported to workers' compensation agencies. The third edition of TOOCS (TOOCS3.0) has been revised and updated taking into account feedback received from users. Revision has been part of a program of work associated with the review of the *National Data Set for Compensation-based Statistics* (NDS)<sup>1</sup>. The first year for which reporting against the third edition of the NDS will occur will be 1 July 2005 to 30 June 2006. This revised coding system has been incorporated into the third edition of the NDS<sup>2</sup>.

TOOCS1.0 was developed because of the perceived inadequacies of the classifications used for the coding of workers' compensation claims, including: an inability to fully code disease processes; a lack of comprehensive coding guidelines and rules; a lack of comprehensive alphabetical indexes; and an over use of dump codes, especially to describe the Agency of Incident. It replaced the existing Australian Bureau of Statistics classifications for: Nature of Injury; Bodily Location of Injury; Type of Accident; and Agency of Accident. In addition, the system incorporated an aggregated version of the ninth revision of the International Classification of Diseases (ICD9), which was formerly used in Australia to code the type of occupational disease.

The development of TOOCS3.0 involved a major review of the *nature of injury/disease* codes to align them, where possible, with the International Classification of Diseases - Australian Modification (ICD10-AM). The review also provided comprehensive descriptions of injuries/diseases and more detailed 'includes' and 'excludes' statements, which will allow more accurate coding and further minimise the use of dump codes.

A minor review was undertaken for *bodily location of injury/disease* with the inclusion of a separate code for teeth; and there was a change in the coding of mechanism where the mechanism of the incident is to be recorded, rather than the mechanism of injury. Changes to the *agency of injury/disease* codes included the addition of a 4th digit identifier.

TOOCS3.0 is designed primarily for use in the coding of workers' compensation claims, but it can also be used by employers in the workplace. It continues to allow for the addition of more detailed and specific codes where so desired by the use of an additional digit to the classification. Employers may wish to avail themselves of this option to ensure that the more common hazards and hazardous occurrences are adequately covered in their coded data. For example, the *mechanism of incident* '01 Falls from a Height' could be further broken down to '011 Falls from a height less than 3m' and '012 Falls from a height greater than 3m'.

The TOOCS3.0 Coding Manual includes the following chapters:

- Coding Guidelines - it is important for these guidelines to be examined closely and followed by coding staff to ensure consistency of treatment of occurrences within an organisation, a State/Territory and nationally;
- Selected Examples of Injury and Disease Occurrences - this demonstrates the application of the step-by-step coding method and associated rules specified in the coding guidelines;

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<sup>1</sup> National Occupational Health and Safety Commission, *National Data Set for Compensation-based Statistics*, Australian Government Publishing Service, Canberra, First Edition, 1987.

<sup>2</sup> National Occupational Health and Safety Commission, *National Data Set for Compensation-based Statistics*, Australian Government Publishing Service, Canberra, Third Edition, 2003.

- Nature of Injury/Disease Classification;
- Bodily Location of Injury/Disease Classification;
- Mechanism of Incident Classification; and
- Agency Classification.

Each classification includes a summary of the classification and a detailed listing that incorporates inclusions and exclusions for many of the codes. For the Nature, Bodily Location and Agency classifications, a detailed alphabetical index is included.

Not all reported cases of injury or disease will involve straightforward coding. In instances where there is some uncertainty as to the most appropriate code to assign, advice should be sought either by telephone (02) 6279 1052, in writing to NOHSC, Statistics and CPM Support Team, GPO Box 1577, CANBERRA ACT 2601, or via email to [statistics@nohsc.gov.au](mailto:statistics@nohsc.gov.au). The inquiry should include all details of the circumstances surrounding the case so that all information necessary to make a decision is available. A direct notification of a decision will be sent to the enquirer, along with the decision being placed on the TOOCS Decision Register which can be found at the following link, [www.nohsc.gov.au/Statistics/ndstocscis.htm](http://www.nohsc.gov.au/Statistics/ndstocscis.htm)

Updates to the *Type of Occurrence Classification System* will be produced when it is considered that there are sufficient additions to the coding guidelines and alphabetical indexes to warrant an update. These updates will also be available on the NOHSC web site.

Further information about the revised *Type of Occurrence Classification System* can be obtained by writing to the Team Leader, National Data Team, NOHSC, GPO Box 1577, CANBERRA ACT 2601.

## B. CODING GUIDELINES

The following coding guidelines are designed to assist in coding the description of occurrence by:

- explaining the inter-relationship between the various occurrence classifications;
- outlining the steps to follow in the coding process; and
- specifying the various rules that should be applied in specific circumstances.

The guidelines should be considered in conjunction with the selected examples described in Chapter C.

The following four classifications are used to describe the type of injury or disease sustained by the worker and the way in which it was inflicted:

- Nature of Injury/Disease;
- Bodily Location of Injury/Disease;
- Mechanism of Incident; and
- Agency.

The correct application of the system depends on the accurate determination of the most serious injury or disease sustained by the worker. It is therefore important to apply the classifications in the order shown above.

These coding guidelines have been structured using a step-by-step method to ensure the relationship between the classifications is maintained. There are five steps. Each step includes a number of coding rules that should be applied to each occurrence of injury and disease to minimise the possibility of inconsistent coding.

The system relies on sufficient detail being available to allow the allocation of appropriate codes. Where the description given on the medical certificate or claim form is inadequate, coders should use any other information on the claim (for example, the occupation of the worker) to deduce the necessary detail, or examine other source documents such as medical reports, or (if appropriate) directly query the injured worker to obtain the desired information.

## STEP 1 - CODING THE NATURE OF INJURY/DISEASE

*Step 1 - Identify the most serious injury or disease reported on the initial claim for workers' compensation and allocate an appropriate code from the Nature of Injury/Disease Classification.*

1. The *nature of injury/disease* classification is intended to identify the type of hurt or harm that occurred to the worker. The hurt or harm is generally physical, although the classification also includes categories for mental illness.
2. The system is designed to code both injuries and diseases. A work-related injury is the result of a single traumatic event where the harm or hurt is immediately apparent - for example, a cut resulting from an incident with a knife or burns resulting from an acid splash. A work-related *disease*, on the other hand, usually results from repeated or long term exposure to an agent or event - for example, loss of hearing as a result of long term exposure to noise; from a single exposure to an infectious agent; or from multiple or uncertain causes.
3. Since the nature classification identifies the harm that occurred to a worker rather than the way it came about, the allocation of the correct *nature of injury/disease* code should not normally require a decision on whether an occurrence is an injury or disease. However, information on the circumstances of the occurrence may assist in coding nature when the other available information is inadequate.
4. Determination of the most serious injury or disease is important because such identification is crucial to the whole coding process and three of the four classifications rely on this element of the occurrence being correctly determined. In most cases, only one injury or disease will be reported on the claim and no decision will be required.
5. The best source of information regarding the *nature of the injury/disease* is usually the medical certificate, and this should be used whenever available. If a medical certificate is not available or inadequate, other sources of information should be sought.

### UNSPECIFIED LOCATIONS

6. Each section of the *nature of injury/disease* classification includes a code for unspecified locations. These codes should only be used when all efforts to obtain the required detail have failed.

## MORE THAN ONE INJURY OR DISEASE

7. Where more than one injury or disease has been reported on the workers' compensation claim or medical certificate, the most serious should be determined by applying Rule 1.

**Rule 1** If more than one injury or disease is reported, select as the most serious the injury or disease that is likely to have the most serious effect on the worker's life.

**This decision should be based firstly in terms of reducing life expectancy, and then in terms of the degree and length of interference with normal activities and lifestyle.**

8. If, after the application of Rule 1, the selection of the most serious injury or disease is not clear, the following two criteria can be applied:
- **Secondary conditions - that is, those conditions that would disappear or be reduced if other conditions were treated - should be considered as less serious.** For example, headaches and nausea caused by stress are secondary to the stress.
  - **The relative seriousness of non-secondary conditions can be determined by using the following Ranking of Injuries Table.**

### Ranking of Injuries Table

<b>1</b>	<b>Brain injury Fracture of skull Broken neck Spinal cord injury or lesion</b>
<b>2</b>	<b>Internal injury of abdomen, chest or pelvis</b>
<b>3</b>	<b>Other head injury Open wound of neck or chest Traumatic amputation of limbs</b>
<b>4</b>	<b>Fracture of limb</b>
<b>5</b>	<b>Burn</b>
<b>6</b>	<b>Other injuries</b>

9. **The Ranking of Injuries Table should only be referred to where there is uncertainty over the most serious injury.** For example, burns that result in permanent disfigurement should be considered more serious than a minor limb fracture. In occurrences of this type, applying Rule 1 will result in identification of the burns as the most serious injury whereas initial reference to the Ranking of Injuries Table would have resulted in the incorrect identification of the fracture as the most serious injury.

10. The *nature of injury/disease* classification includes a detailed alphabetical index of most of the conditions likely to be reported on a workers' compensation claim. **The alphabetical index should be the first point of reference where there is some doubt as to the appropriate code or relevant area of the classification.**
  
11. **The classification includes a code for multiple injuries. This code should only be used as a last resort, where it is impossible to determine the most serious injury, such as where a person has suffered a number of different, serious injuries.** Examples of occurrences where such injuries do occur are serious motor vehicle incidents and severe crushings. The multiple injuries code should not be used for occurrences where there were several different types of minor injuries.

### **RSI or OOS**

12. Rule 2 applies to those cases where the description provided on the workers' compensation claim or medical certificate is simply stated as 'repetitive strain injury' (RSI) or 'occupational overuse syndrome' (OOS).

**Rule 2** Where an injury or disease is described as repetitive strain injury (RSI) or occupational overuse syndrome (OOS) and there is no other information to assist in determining the appropriate code, the *nature of injury/disease* code 542 should be allocated.

### **BACK INJURY**

13. Rule 3 applies to those cases where the description provided on the workers' compensation claim form or medical certificate is stated simply as 'back injury'.

**Rule 3** Where an injury or disease is described as 'back injury' and there is no other information to assist in determining the appropriate code, the *nature of injury/disease* code 239 should be allocated.

### **SOFT TISSUES**

14. Rule 4 applies to cases where the condition is recorded as involving 'soft tissues' (or similar) but the source documents provide insufficient detail that would allow the disorder to be allocated to another specific category.

**Rule 4** Where a condition is recorded as 'soft tissue injuries' (or similar - i.e. due to trauma) but the source documents provide insufficient detail that would allow the injury to be allocated to another specific category, the *nature of injury/disease* code 239 should be allocated.

**Where a condition is recorded as involving soft tissues but the source documents provide insufficient detail that would allow the condition to be allocated to another specific category AND the source documents provide insufficient detail to determine whether the condition was**

due to trauma or not, the *nature of injury/disease* code 239 should be allocated.

Where a condition is recorded as involving 'soft tissue disorders' (or similar - i.e. NOT due to trauma) but the source documents provide insufficient detail that would allow the disorder to be allocated to any of the following categories:

- H3 Diseases involving the synovium and related tissue
- H4 Diseases of the muscle, tendon and related tissue
- H5 Other soft tissue diseases

the *nature of injury/disease* code 579 should be allocated.

## STEP 2 - CODING THE BODILY LOCATION OF INJURY/DISEASE

*Step 2 - Identify the part of the body affected by the most serious injury or disease identified in Step 1 and allocate an appropriate code from the Bodily Location of Injury/Disease Classification.*

15. The *bodily location of injury/disease* classification is intended to identify the part of the body affected by the injury or disease. For certain types of diseases, the bodily location is necessary to provide more precise information on the nature of the disease - for example, most types of cancer can only be precisely identified through a combination of the nature and bodily location codes.
16. **The *bodily location injury/disease* code should only be allocated to the part of the body affected by the most serious injury or disease.** Parts of the body affected by other injuries or diseases should be ignored for coding purposes.
17. The classification includes an alphabetical index that lists many of the technical and common usage terms that will be encountered for most of the bodily locations described. **As for the nature of injury/disease classification, the alphabetical index should be the first point of reference where there is some doubt about the code or area of the classification that is relevant.** Coders will find the alphabetical index of most use when searching for a code for body parts described in technical anatomical terms.

### MORE THAN ONE PART OF THE BODY

18. Generally the description of bodily location will state only one body part that was affected and coding should be relatively straightforward. **Where more than one part of the body can be coded to the most serious injury or disease, the appropriate multiple bodily location code should be allocated.** This principle is different to the *nature of injury/disease* classification, where the multiple injuries code is only used as a last resort. Rule 5 applies to cases involving multiple locations.

**Rule 5** If more than one specific part of the body can be coded to the most serious injury or disease, the appropriate multiple location code should be allocated.

### AMPUTATIONS

19. Care needs to be taken with the coding of bodily location where the most serious injury is an amputation. Rule 6 applies to cases involving amputations.

**Rule 6** Amputations are to be coded to the site of amputation, not to the parts of the body amputated.

**Exceptions are: ears, eyes, nose, fingers and toes, which should be coded to the part lost.**

## INSUFFICIENT INFORMATION

20. Where the description of bodily location does not provide sufficient information to allocate a precise *bodily location injury/disease* code, an attempt should be made to deduce the necessary detail from other information provided on the occurrence description, or from other sources, including medical reports, or (where appropriate) by directly querying the injured worker.

## UNSPECIFIED LOCATIONS

21. **Each section of the *bodily location of injury/disease* classification includes codes for unspecified locations. These codes should only be used when all efforts to obtain the required detail have failed.** Coders should avoid generalised assumptions about the 'normal' location for specific types of injury. For example, an injury described as 'broken arm' should, in the absence of other information, be allocated code 490 for 'Upper limb unspecified locations' rather than making a possibly invalid assumption that it was the lower arm that was broken.

### STEP 3 - CODING THE MECHANISM OF INCIDENT

*Step 3 - Identify the action, exposure or event that best describes the circumstances that resulted in the most serious injury/disease, as identified in Step 1, and allocate an appropriate code from the Mechanism of Incident Classification.*

22. The *mechanism of incident* classification is intended to identify the mechanism or process that best describes the circumstances in which the injury/disease occurred. Thus, the code is allocated on the basis of the overall circumstances of the incident, rather than on the specific direct cause of the injury/disease.
23. The *mechanism of incident* is most easily thought of in terms of an action, exposure or event. Some types of mechanisms are actions, such as being struck by, or striking against, an object, or lifting, handling or carrying objects. Other mechanisms can be exposures, such as to a virus, environmental factors, mental stress or specific events such as motor vehicle incidents and cave-ins. **The mechanism that should be identified is that which best describes the circumstances that resulted in the injury/disease identified in Step 1.**
24. **The *mechanism of incident* classification does not include an alphabetical index.** The development of an alphabetical index was considered impractical because of the variation in the way in which an individual action, exposure or event could be described and interpreted. In addition, it was considered that an index containing specific keywords could, in some cases, be misleading and result in incorrect coding decisions.
25. **In view of the lack of such a coding aid, the individual code descriptions incorporate detailed specifications on the types of occurrences that can be included or excluded.**

### EXPOSURE TO SOUND, CHEMICALS AND SUBSTANCES

26. Care needs to be taken with the coding of occurrences that involve exposure to sound, chemicals or substances. Rule 7 applies in these cases.

**Rule 7** In occurrences involving sound, chemicals or substances where the damage was the result of more than a single exposure to the same hazard, the *mechanism of incident* should relate to the repeated exposure and not a single event.

### RSI or OOS

27. Rule 8 applies to those cases where the description provided on the workers' compensation form or medical certificate is stated simply as 'repetitive strain injury' (RSI) or 'occupational overuse syndrome' (OOS).

**Rule 8** Where an injury or disease is described as ‘repetitive strain injury’ (RSI) or ‘occupational overuse syndrome’ (OOS) and the *nature of injury/disease* code 542 was allocated in Step 1, the *mechanism of incident* code 44 is usually appropriate.

## VEHICLE INCIDENTS

28. Where occurrences involve vehicle incidents, there is a specific code to allow identification of these as the main *mechanism of incident*. Vehicle incidents include all occurrences in which the main mechanism involves a moving vehicle (rail, road, water, or air) crashing, colliding, or running out of control, EXCEPT where the worker was injured as a result of being struck by a vehicle, or striking against a vehicle, when not travelling in one.

29. Rule 9 applies to those occurrences where the description given on the workers’ compensation claim indicates that the incident involved someone not in a vehicle being struck by the vehicle (rail or road).

**Rule 9** In occurrences where the claimant is a pedestrian who was struck by (or struck against) a vehicle (rail or road), code 28 should be allocated as the *mechanism of incident*.

30. Some injuries may be sustained when the occupant is within a vehicle but no collision occurs. In some of these incidents, the movement of the vehicle contributes to the incident, either due to the action of external forces (e.g. heavy seas or a bumpy road) or the action of the operator (e.g. the driver turns a corner too quickly or brakes suddenly). In others, the incident is unrelated to the vehicle’s movement.

31. Examples of this related to the movement of the vehicle include a sailor hitting his head on a bulwark when a ship rolls in heavy seas, a flight attendant hit by a falling bag when the plane encounters turbulence; and a bus inspector being thrown forward when the driver slams on the brakes. Examples where the vehicle movement has little or nothing to do with incident include a guard bending over in a train to pick up a bag and striking her head against a chair, or an engineer being burnt when steam pipes on a ship rupture.

32. All these incidents could be appropriately coded as vehicle incidents, but this limits the amount of useful information obtainable regarding the incident.

33. Where the incident involves the collision of the vehicle in which the injured person is travelling, the mechanism should be coded as ‘92: Vehicle incident’. Rule 10 applies in incidents where the injured person is within a vehicle, but there is no collision. In these incidents, the aim of the rule is to distinguish between incidents in which the vehicle is stationary; incidents in which the vehicle is moving and external forces cause sudden movement that leads to the incident occurring; and incidents in which the vehicle is moving and the actions of the vehicle operator cause sudden movement that leads to the incident occurring (note that the actions of the driver do

not need to be improper - the driver could be braking appropriately to avoid a collision).

34. Where there is no collision and the movement of the vehicle does NOT contribute to the incident (e.g. a fire in a stationary car or a fall in a smoothly flying plane), the mechanism should be coded to the relevant mechanism other than 'Vehicle incident' (code 92). Where there is no collision and the movement of the vehicle DOES contribute to the incident, the appropriate mechanism code depends on whether the movement was due to external forces (such as rough seas or a pothole in a road) or to the direct actions of the vehicle operator (such as sudden braking). Where there is no collision, the movement of the vehicle DOES contribute to the incident AND the contributing movement is NOT due to the actions of the vehicle operator (e.g. jamming a finger in a hatch door which slams shut due to rough seas), then the mechanism should be coded to the relevant mechanism other than 'Vehicle incident'. Where there is no collision, the movement of the vehicle DOES contribute to the incident AND the contributing movement IS due to the actions of the vehicle operator (e.g. a forklift is driven fast around a curve and tips over), then the mechanism should be coded to 'Vehicle incident' (code 92). The approach to coding is shown in the flow diagram on page 13.
35. Note that in incidents where there is no collision, the movement of the vehicle does contribute to the incident and the contributing movement is not due to the actions of the vehicle operator, the breakdown agent would usually be the external factor that caused the contributing movement (e.g. rough seas or a pothole).

**Rule 10** Where there is no collision and the movement of the vehicle does NOT contribute to the incident, the mechanism should be coded to the relevant mechanism other than 'Vehicle incident' (code 92).

**Where there is no collision, the movement of the vehicle DOES contribute to the incident AND the contributing movement is NOT due to the actions of the vehicle operator, then the mechanism should be coded to the relevant mechanism other than 'Vehicle incident' (code 92).**

**Where there is no collision, the movement of the vehicle DOES contribute to the incident AND the contributing movement IS due to the actions of the vehicle operator, then the mechanism should be coded to 'Vehicle incident' (code 92).**

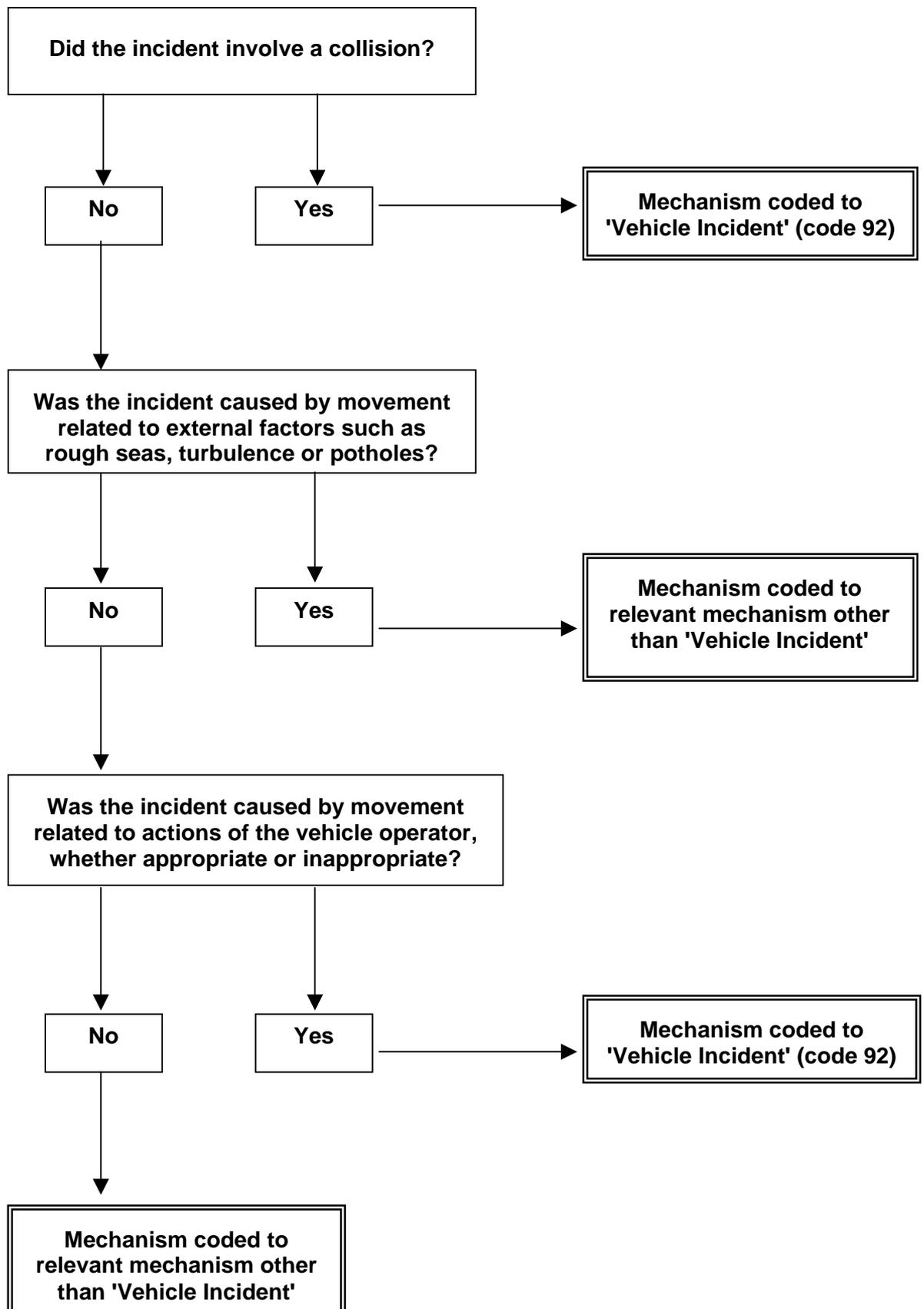
Example: Guard on moving train slips on a banana skin and falls over: code to 'Falls on the same level' (code 02).

Example: Sailor burns hand when hot tea spills because his ship rolls in heavy weather: code to 'Contact with hot objects' (code 51)

Example: Driver hits head on roof of cabin when truck runs over a pothole: code to 'Hitting stationary objects' (code 11).

Example: Bus conductor is thrown to the floor when the driver brakes suddenly: code to 'Vehicle incident' (code 92).

### Flow Diagram for Coding Mechanism in Vehicle Incidents



## ROLLOVERS

36. A specific code has been allocated to identify incidents in which mobile mechanical equipment such as tractors, forklifts and construction vehicles are involved in a vehicle rollover. (A rollover is defined as an incident where the vehicle tips in any direction through at least 90 degrees.) The code only applies to mobile mechanical equipment. Normal vehicles such as cars, trucks and buses are excluded (rollovers involving these should be coded to 92).

**Rule 11** In occurrences where mobile mechanical equipment rolls over, code 93 should be allocated as the *mechanism of incident*.

## MULTIPLE MECHANISMS

37. In some circumstances, there will be more than one significant mechanism that usefully describes the circumstances of the incident. For example, someone slipping or tripping, which subsequently causes them to be burnt when they come into contact with acid or hot liquid. In such a situation, the main mechanism is hard to identify, and preventive action could reasonably focus on either or both of preventing the slip/trip or ensuring acid and hot liquid are not stored or carried in such a way that workers can easily be exposed to them. There is no easy solution to this situation when there is only one mechanism variable, as it is not practical to specifically describe every such set of events. **Wherever possible, the mechanism that best describes the circumstances of the incident should be identified and coded.** However, if it is not possible to identify the most significant mechanism, the mechanism that occurred when things started to go wrong should be coded. This code should be consistent with the one assigned as the *breakdown agency*.

**Rule 12** In occurrences where there is more than one important mechanism, and no main mechanism can be identified, the event that occurred when things started to go wrong should be coded.

Example: Slipped on floor and hit head on table: code to 'Falls on the same level' (code 02).

Example: Slipped on greasy floor and spilt hot tea being carried, causing a burn: code to 'Falls on the same level' (code 02).

Example: Received an electric shock, causing the worker to fall from a ladder: code to 'Contact with electricity' (code 57).

## STEP 4 - CODING THE BREAKDOWN AGENCY

*Step 4 - Identify the object, substance, or circumstance that was principally involved in, or most closely associated with, the breakdown event and allocate an appropriate code from the Agency Classification.*

## STEP 5 - CODING THE AGENCY OF INJURY OR DISEASE

*Step 5 - Identify the object, substance, or circumstance which was the direct cause of the most serious injury or disease, as identified in Step 1, and allocate an appropriate code from the Agency Classification.*

38. The agency classification has been developed to identify the chemicals, products, processes or pieces of equipment that were involved in an injury or disease occurrence. The System uses the agency classification to: (i) identify the chemical, product, process or equipment that was most closely associated with the breakdown event - this is known as the *breakdown agency*; and (ii) identify the chemical, product, process or equipment that was the direct cause of the most serious injury or disease. This is known as the *agency of injury/disease*.
39. **The 'breakdown event' is defined as the point at which things started to go wrong and which ultimately led to the most serious injury or disease.**
40. In determining the breakdown event, the point at which things started to go wrong may not be obvious or may not be included in the description. **In these cases, coders should select the first event in the chain of events leading to the injury or disease as the breakdown event.** Example: Fell off ladder and then hit by forklift truck. The ladder would be selected as the *breakdown agency* in this case while the forklift truck would be selected as the *agency of injury/disease*.
41. **Where difficulty is encountered in selecting an agency because there was more than one agency associated with the breakdown event, coders should select the agency that would be more likely to be acted upon to prevent a recurrence of the breakdown event.** For example, if a truck hits a pothole and veers out of control resulting in an injury to the driver, the truck and pothole are agencies associated with the breakdown event of hitting the pothole. The pothole should be selected as the *breakdown agency* because it is the factor most likely to be acted upon to prevent a similar incident occurring on that stretch of road.
42. The agency classification allows coding to the four-digit level. Previous versions of TOOCS coded only to a three-digit level. The classification is the same at the three-digit level as previous versions of TOOCS, with some minor exceptions due to correction of errors and the addition of extra agency choices.

43. The agency classification includes an alphabetical index that lists most of the chemicals, products, processes or pieces of equipment likely to be encountered in work injury and disease occurrences. **The agency classification is quite detailed and is difficult to use without reference to the alphabetical index.** If a perusal of the alphabetical index does not locate an exact match, coders should look for a listing of a similar agency and then refer to the detailed classification to determine a precise code.

#### WHOLE OR PART OF THE AGENCY

44. Wherever possible, an occurrence should be classified according to the whole of an agency and not to just part of the agency. There are some notable exceptions to this principle - for example, vehicle batteries and cranes on ships. A commonsense approach needs to be adopted when determining whether agencies should be classified to the complete unit or individual component. To help reach a decision, it is useful to consider whether it would be the whole unit or the individual component that would be more likely to be acted upon to prevent a recurrence of the breakdown event.
45. Rule 13 applies to those cases where the description given on the workers' compensation claim indicates that the likely agency is part of a larger unit.

**Rule 13 For all occurrences the whole of the agency should be coded and not just the component part.**

Example: Stumbled on steps when entering truck - select the truck.

The exception is where the part can be readily identified as a separate object that alone was responsible for things starting to go wrong.

Example: Opened bonnet of truck and radiator spurted hot water over claimant - select the radiator.

#### RSI or OOS

46. The selection of the appropriate agency in occurrences where the *nature of injury/disease* was identified as 'repetitive strain injury' (RSI) or 'occupational overuse syndrome' (OOS) will depend on the description provided on the workers' compensation claim. If, for example, the description of the occurrence indicates that a computer or keyboard was involved, 'Computers and keyboard' should be identified as the object most closely associated with the breakdown event and not other possible contributory factors such as 'Furniture and fittings' or other 'Non-physical agencies' such as work stress. Rule 14 should be applied in these occurrences.

**Rule 14 In cases where the *nature of injury/disease* was identified as 'repetitive strain injury' (RSI) or 'occupational overuse syndrome' (OOS) and the *nature of injury/disease* code 542 was allocated, the equipment or machinery that had been used should be identified as the *breakdown agency* and not other possible contributory factors.**

## FASTENING, PACKING AND PACKAGING EQUIPMENT

47. In occurrences involving fastening, packing and packaging equipment, the appropriate coding for *breakdown agency* should be the type of packaging and not the contents that will be described in the *agency of injury/disease* code (Step 5). For example, in the description 'worker lifted a box of books which resulted in a strained back', the *breakdown agency* should be coded to the container (the box).

**Rule 15** In cases involving fastening, packing and packaging equipment, the *breakdown agency* should be coded to the type of fastening equipment or container (codes 4310 to 4390). The *agency of injury/disease* should be coded to the product fastened or contained in the package.

## HUMANS AS AN AGENCY

48. In many, if not most cases, the action of the injured worker is central to the breakdown event. In such cases, it is possible to identify the injured worker as the *breakdown agency*. However, since the primary objective of the classification is to identify the chemical, product, process or equipment that was involved when things started to go wrong, and for which preventive action can be taken, it is necessary to ignore the 'human' element when coding the *breakdown agency*.
49. There will, of course, be cases where it is entirely appropriate to code 'Humans' as the agency. For example, where a nurse is injured while lifting a patient, it is the patient who should be considered the agency. In addition, where a person is physically assaulted by another person, 'Humans' should be considered to be the *breakdown agency*. In cases of assault involving a 'weapon' (broadly speaking - for example a gun or hammer), the *agency of injury/disease* should be coded to the 'weapon'.

## OBJECTS ON SURFACES

50. In a number of occurrences, it is possible to consider objects on indoor or outdoor traffic and floor or ground surfaces as the *breakdown agency*. Where the object or substance caused the worker to sustain an injury through falling, tripping, slipping or stepping, the objects should be considered part of that surface and the surface considered the agency. For example, if a worker steps on broken glass on the floor and cuts his or her foot, it is the floor with the hazardous object that should be considered the agency (i.e. code to 'Traffic and ground surfaces with hazardous objects' - code 7140). If, however, the *mechanism of incident* was not a fall, trip, slip or step, the object or substance itself should be considered the agency. For example, if a worker was injured attempting to pick up the broken glass, it is the broken glass itself that is the agency (i.e. code to: 'Broken glass' - code 6260). Rule 16 should be applied in these cases.

**Rule 16** In occurrences involving objects on indoor or outdoor traffic and floor or ground surfaces, where the *mechanism of incident* involved the worker falling, tripping, slipping or stepping, the object(s) should be considered part of that surface.



## C. SELECTED EXAMPLES OF INJURY/DISEASE OCCURRENCES

The following examples of injury and disease occurrences have been selected to illustrate:

- the inter-relationship between the various occurrence classifications and the sequence in which they should be applied;
- the way in which the coding rules specified in the coding guidelines should be applied; and
- the rationale behind the treatment of other types of occurrences.

### Example 1

***A forklift truck ran into a stack of wooden crates causing them to fall onto a worker resulting in severe lacerations to the worker's face and chest and a minor fracture to the forearm.***

The first step in the coding process requires the identification of the most serious injury or disease. Following Rule 1, it is clear that in the above example the 'severe lacerations to the face and chest', although not life threatening or capable of reducing life expectancy, carries the potential of permanent facial disfigurement and would therefore interfere to a greater degree with the worker's normal lifestyle than the minor fracture. Therefore, it is the 'lacerations' that should be identified as the most serious injury, indicating that the *nature of injury* should be 'Laceration or open wound not involving traumatic amputation' (code 149).

The *bodily location of injury* code should be determined by the most serious injury. Applying Rule 5, therefore, identifies the *bodily location of injury* as 'Head and other' (code 630).

The *mechanism of incident* is also related to the circumstances leading to the most serious injury sustained. From the information contained in the description, the injury was sustained through the crates falling on the worker, but the crates fell because they were hit by a forklift truck. Therefore, the incident had two important mechanisms - the collision of the forklift with the crates, and the crates falling on the worker. Both are potentially amenable to preventive action, and it is difficult to identify which is the most important. From the description, it appears that it is the forklift running into the stack of crates that started things going wrong. Applying Rule 12, the *mechanism of incident* is coded as 'Vehicle incident' (code 92), as this is the event that occurred when things started to go wrong.

Determination of the *breakdown agency* is dependent on the identification of when things started to go wrong - that is, the breakdown event. In this case, the breakdown event is the striking of the crates by the forklift. The product, process or equipment that was most closely associated with this event was the forklift itself. Therefore, the *breakdown agency* should be identified as the forklift, which falls into the category 'Forklift trucks' (code 1580). (Note that several choices of forklift can be coded using the four-digit agency codes, but in this case there is no information on the type of forklift, so the general forklift code is selected.)

The *agency of injury/disease* is related to the most serious injury sustained. From the description wooden crates fell onto the workers causing lacerations. The *agency of injury* should be identified as the wooden crates which falls into the category 'Crates, cartons, boxes, cases, drums, kegs, barrels, cans' (code 4351).

This example illustrates that identification of the appropriate mechanism to code is sometimes not straightforward, and may be affected by the amount of information available. If this incident had instead involved an out of control forklift colliding at speed with crates stacked carefully and only two rows high, then the forklift collision could reasonably be coded as the main mechanism and Rule 12 would not be required. Alternatively, if the incident involved the forklift being properly driven and brushing past crates precariously stacked 10

rows high, then the falling crates might reasonably be coded as the main mechanism. If there is a lack of detail, or no indication as to which is the most important mechanism, then Rule 12 should be applied.

## Example 2

***A needle that had just been used to give an injection to a patient pricked a nurse in the hand, who contracted AIDS.***

The most serious injury or disease suffered by the nurse should obviously be identified as AIDS. Therefore, the *nature of injury/disease* category 'Human immunodeficiency virus (HIV) - AIDS' (code 835) should be allocated.

Since the most serious injury or disease, in this case AIDS, affects all systems in the body, the *bodily location injury/disease* should be identified as 'Other and multiple systemic conditions' (code 780).

Since the *mechanism of incident* relates to the circumstances that best describe how the most serious injury or disease was sustained, the mechanism must relate to how the AIDS was contracted, which in this case occurred through the needle-stick injury. Therefore, the *mechanism of incident* should be coded as 'Hitting stationary objects' (code 11) rather than the resulting exposure to the virus.

The pricking of the skin by the needle should be identified as the point at which things started to go wrong and therefore should be considered as the breakdown event. Since it is the needle alone that was responsible for the breakdown event, it is the needle (code 4911), which is included in the category 'Hypodermic syringes' (code 4910), that should be identified as the *breakdown agency*.

Since the *agency of injury/disease* relates to the most serious injury or disease suffered by the worker, the *agency of injury/disease* should be identified as 'Biological agencies' (code 8590).

Note that when the incident first occurred, the claim would probably be just for the needle stick, as there would not be any indication that the nurse had contracted HIV/AIDS. Therefore, the *nature of injury/disease* would be coded to 'Medical sharp/needle-stick puncture' (code 154) and the location code would be 'Hand, fingers and thumb - unspecified' (code 469). Once it was apparent that the nurse had contracted HIV/AIDS, the most serious injury/disease would have changed, so the nature and location codes should change. However, the mechanism code should not change, because the circumstances of the incident did not change.

## Example 3

***The continuous operation of a printing press led to the development of occupational overuse syndrome, resulting in pain in the right wrist and forearm.***

From the narrative description given, the most serious injury or disease sustained by the worker is obviously 'occupational overuse syndrome' (OOS). In addition, the bodily locations affected have been clearly identified as the wrist and forearm. Rule 2 dictates that the *nature of injury/disease* should be identified as 'Occupational overuse syndrome' (code 542).

Furthermore, applying Rule 5 identifies the *bodily location of injury* as 'Upper limb - multiple locations' (code 480).

Having allocated the *nature of injury/disease* code 542, Rule 8 applies to the determination of the *mechanism of incident*. Therefore, the mechanism category 'Repetitive movement, low muscle loading' (code 44) should be applied.

Similarly, the identification of the *breakdown agency* is dictated by Rule 14, which states that the equipment or machinery that had been used should be identified as the *breakdown agency* and not other possible contributory factors. Therefore, the *breakdown agency* 'Printing press' (code 1273), in the category 'Printing machinery' (code 1270), should be allocated.

The *agency of injury/disease* would also be identified as the 'Printing press' (code 1273).

#### Example 4

***While attempting to manoeuvre a domestic refrigerator onto a trolley, the employee lost grip on the cardboard packing box causing injury to the back.***

Since the only description given of the type of injury or disease sustained by the worker is 'injury to back', Rule 3 applies to the determination of the *nature of injury*. The *nature of injury* category 'Soft tissue injuries due to trauma or unknown mechanisms with insufficient information to code elsewhere' (code 239) should therefore be allocated.

The description given for the *bodily location of injury* is stated simply as 'back'. As the coding guidelines caution, generalised assumptions about usual locations for specific types of injuries should be avoided and, therefore, the *bodily location of injury* 'Back - unspecified' (code 319) should be allocated.

The *mechanism of incident* should be determined on the basis of what action or event best describes the circumstances leading to the most serious injury or disease. Therefore, since the mishandling of the object was directly responsible for the back injury being sustained, the *mechanism of incident* 'Muscular stress while handling objects other than lifting, carrying, or putting down' (code 42) should be allocated.

Determination of the *breakdown agency* will require the identification of the breakdown event, which in this case is the moment when the injured worker lost grip on the packing box containing the refrigerator. Since the occurrence involved fastening, packing and packaging equipment, reference to Rule 15 is necessary to help identify the correct *breakdown agency*. The *breakdown agency* should be identified as the cardboard packing box (code 4352), which falls into the category 'Crates, cartons, boxes, cases, drums, kegs, barrels, cans' (code 4350).

The *agency of injury/disease* is also determined by reference to Rule 15. Thus, the contents of the packing box - 'Domestic refrigerator' (code 3290) are allocated to the *agency of injury/disease*.

### Example 5

***Repeated exposure to detergents resulted in the worker contracting irritant dermatitis on the hands and fingers.***

The *nature of injury/disease*, as described, is 'Contact dermatitis' (code 741).

The *bodily location injury/disease* is 'Hands, fingers and thumb - other and multiple' (code 468).

Since the description of the occurrence indicates repeated exposure to a hazard, Rule 7 should be referred to in determining the *mechanism of incident*. The appropriate *mechanism of incident* is, therefore, 'Long term contact with chemicals or substances' (code 62).

The *breakdown agency* should be identified as 'Detergents' (code 5360). (Note that if the type of detergent was known, a more specific code may have been appropriate.)

The *agency of injury/disease* should be identified as 'Detergents' (code 5360).

### Example 6

***A delivery van struck a telephone pole, resulting in the driver's left leg being amputated at the knee.***

The *nature of injury/disease* is 'Traumatic amputation' (code 139).

Since an amputation is referred to in the description of occurrence, Rule 6 should be applied to determine the appropriate *bodily location of injury*. Therefore, the *bodily location of injury* should be identified as 'Knee' (code 530).

The description of the occurrence indicates that the worker was injured in a vehicle incident. Therefore, the *mechanism of incident* is 'Vehicle incident' (code 92).

The breakdown event should be identified as the loss of control of the vehicle, indicating that the appropriate category for the *breakdown agency* is 'Cars, station wagons, vans, utilities' (code 2430).

The *agency of injury/disease* should be identified as the direct cause of the most serious injury or disease. In this case the appropriate category is 'Cars, station wagons, vans, utilities' (code 2430).

**Example 7**

***An oncoming vehicle struck a worker placing witches' hats on a roadway, resulting in the worker suffering severe contusions to the upper legs and abdomen.***

The *nature of injury/disease* should be identified as 'Contusion, bruising and superficial crushing' (code 169).

The *bodily location of injury/disease* is 'Trunk and limbs' (code 640).

Although the narrative description indicates a vehicle was involved in the occurrence, Rule 9 dictates that the *mechanism of incident* should be identified as 'Being hit by moving objects' if the injured worker was not travelling in the vehicle. Since the worker was not in the vehicle at the time of the occurrence, the *mechanism of incident* should be identified as 'Being hit by moving objects' (code 28).

The *breakdown agency* is 'Cars, station wagons, vans, utilities' (code 2430).

The *agency of injury/disease* is 'Cars, station wagons, vans, utilities' (code 2430).

**Example 8**

***A worker tripped over a cable that was lying on the ground, causing the worker to fall to the ground and sustain a fractured arm.***

The *nature of injury* is clearly identified as a fractured arm, and is coded to 'Other fractures, not elsewhere classified' (code 118).

The *bodily location of injury* is 'Upper limb - unspecified locations' (code 490).

Although the worker sustained the most serious injury because he or she knocked an arm on the ground, the main circumstances clearly involved the worker tripping and falling. Therefore, the *mechanism of incident* should be identified as the fall, in this case, 'Falls on the same level' (code 02).

In determining the *breakdown agency* it is necessary to first identify the breakdown event. The breakdown event can be identified as the point at which the worker tripped over the cable. Since the cable that was involved in the occurrence was on the ground, Rule 16 should be referred to in determining the appropriate *breakdown agency*. The *breakdown agency*, therefore, should be identified as 'Traffic and ground surfaces with hazardous objects' (code 7140).

As the worker fractured his or her arm when hitting the ground, 'Traffic and ground surfaces with hazardous objects' should also be coded as the *agency of injury/disease* (code 7140).

### Example 9

**While a worker was replacing the circuit board in a television set, an electric shock was received.**

The *nature of injury/disease* should be identified as 'Electrocution, shock from electric current' (code 311).

The *bodily location of injury/disease* is 'Other and multiple systemic conditions' (code 780).

The *mechanism of incident* is 'Contact with electricity' (code 57).

The breakdown event can be identified as the point at which the worker came into contact with the electric current. Since the narrative description indicates that a component of a unit and the unit as a whole were both involved to some degree in the occurrence, there is potential for confusion over the identification of the appropriate *breakdown agency*.

In such occurrences Rule 13 should be applied. It is clear that the circuit board alone was not responsible for the worker coming into contact with the electric current. Rather, it was the *live* state of the whole unit (the television) that resulted in the contact with the electric current. Therefore, the *breakdown agency* should be identified as the television and classified to 'Entertainment electronics' (code 3330).

The *agency of injury/disease* should be coded to 'Entertainment electronics' (code 3330).

### Example 10

**Whilst a cook was preparing food in galley on board a ship, the ship rolled in rough seas, causing the cook to cut his middle finger with the knife he was using.**

The *nature of injury/disease* should be identified as 'Laceration or open wound not involving traumatic amputation' (code 149).

The *bodily location of injury* is 'Fingers' (code 461).

In this incident, the injured person is on a moving vehicle (the ship), and the incident occurred because of the movement of the ship. However, there was no collision and the contributing movement was due to external forces (the rough seas). Rule 10 should be applied, which states that 'Where there is no collision, the movement of the vehicle DOES contribute to the incident AND the contributing movement is NOT due to the actions of the vehicle operator, then the mechanism should be coded to the relevant mechanism other than 'Vehicle incident''. The relevant *mechanism of incident* is therefore clearly the contact with the knife, which should be coded to 'Hitting moving objects' (code 12).

The breakdown event can be identified as the point at which the ship rolled in the rough seas. The *breakdown agency* is therefore best coded as 'Weather and water' (code 7100).

The *agency of injury/disease* is the knife, although the type of knife is not specified, so the appropriate code is 'Knives and cutlery' (code 4110). If the type of knife had been specified, a more specific agency code may have been appropriate

## D. NATURE OF INJURY/DISEASE CLASSIFICATION

The *nature of injury/disease* classification is intended to identify the most serious injury or disease sustained or suffered by the worker. The injury or disease suffered is generally physical although the classification includes categories for mental illness.

The classification should be used for coding both injuries and diseases.

A work-related *injury* is the result of a single traumatic event where the harm or hurt is immediately apparent, for example, a cut resulting from an incident with a knife or burns resulting from an acid splash.

A work-related *disease* usually results from repeated or long-term exposure to an agent or event, for example, loss of hearing as a result of long-term exposure to noise; from a single exposure to an infectious agent; or from multiple or uncertain causes.

The classification is based on an aggregated version of the International Classification of Diseases (tenth revision) - Australian Modification (ICD-10-AM).

The classification consists of a summary classification and a detailed listing that incorporates inclusions and exclusions for many of the codes.

To further assist coders, an alphabetical listing containing many of the injury and disease descriptions likely to be reported is also included.

The classification has been structured hierarchically and consists of 18 divisions (identified by single letters) that are divided into a number of codes at the three-digit level. Due to a requirement not to re-use codes included in the previous versions of TOOCS or those in Victorian Workcover Authority's V-Codes, and to provide a capacity to expand on the number of codes available, some sequential numbers are not used. However, the numbering otherwise follows a logical hierarchical order.

The classification relies on sufficient detail being available to allow the allocation of appropriate codes. Where the description given on the medical certificate is inadequate, coders should use any other information that is available, such as the claim form or, where possible, by directly querying the injured worker to determine the required information.



## MAJOR GROUPS

### INJURIES

- A. INTRACRANIAL INJURIES
- B. FRACTURES
- C. WOUNDS, LACERATIONS, AMPUTATIONS AND INTERNAL ORGAN DAMAGE
- D. BURN
- E. INJURY TO NERVES AND SPINAL CORD
- F. TRAUMATIC JOINT/LIGAMENT AND MUSCLE/TENDON INJURY
  - F1. Trauma to joints and ligaments
  - F2. Trauma to muscles and tendons
  - F3. Residual soft tissue disorders due to trauma or unknown mechanisms
- G. OTHER INJURIES

### DISEASES AND CONDITIONS

- H. **Musculoskeletal and connective tissue diseases**
  - H1. Joint diseases (arthropathies) and other articular cartilage diseases
  - H2. Spinal vertebrae and intervertebral disc diseases - dorsopathies
  - H3. Diseases involving the synovium and related tissue
  - H4. Diseases of muscle, tendon and related tissue
  - H5. Other soft tissue diseases
  - H6. Other musculoskeletal and connective tissue diseases, not elsewhere classified
- I. MENTAL DISEASES
- J. DIGESTIVE SYSTEM DISEASES
- K. SKIN AND SUBCUTANEOUS TISSUE DISEASES
- L. NERVOUS SYSTEM AND SENSE ORGAN DISEASES
- M. RESPIRATORY SYSTEM DISEASES
- N. CIRCULATORY SYSTEM DISEASES
- O. INFECTIOUS AND PARASITIC DISEASES
- P. NEOPLASMS (CANCER)
- Q. OTHER DISEASES
- R. OTHER CLAIMS



## QUICK REFERENCE LIST

### INJURIES

#### A. INTRACRANIAL INJURIES

- 101 Brain injury
- 108 Other intracranial injury, not elsewhere classified
- 109 Intracranial injury, unspecified

#### B. FRACTURES

- 111 Fractured skull and facial bones
- 112 Fracture of vertebral column without mention of spinal cord lesion
- 118 Other fractures, not elsewhere classified
- 119 Fractures, unspecified

#### C. WOUNDS, LACERATIONS, AMPUTATIONS AND INTERNAL ORGAN DAMAGE

- 129 Internal injury of chest, abdomen and pelvis
- 139 Traumatic amputation
- 145 Injury to major blood vessel
- 149 Laceration or open wound not involving traumatic amputation
- 154 Medical sharp/needle-stick puncture
- 159 Superficial injury
- 169 Contusion, bruising and superficial crushing

#### D. BURN

- 171 Electrical burn
- 172 Chemical burn
- 173 Cold burn
- 174 Hot burn
- 175 Friction burn
- 178 Combination burn or burn not elsewhere classified
- 179 Burns, unspecified

#### E. INJURY TO NERVES AND SPINAL CORD

- 181 Quadriplegia involving spinal cord injury
- 182 Paraplegia involving spinal cord injury
- 188 Injuries to nerves and spinal cord, not elsewhere classified
- 189 Injuries to nerves and spinal cord, unspecified

#### F. TRAUMATIC JOINT/LIGAMENT AND MUSCLE/TENDON INJURY

##### F1. Trauma to joints and ligaments

- 201 Dislocation
- 218 Trauma to joints and ligaments, not elsewhere classified
- 219 Trauma to joints and ligaments, unspecified

##### F2. Trauma to muscles and tendons

- 222 Traumatic tearing away part of the muscle/tendon structure, avulsion
- 223 Trauma to muscles
- 224 Trauma to tendon
- 228 Trauma to muscles and tendons, not elsewhere classified
- 229 Trauma to muscles and tendons, unspecified

##### F3. Residual soft tissue disorders due to trauma or unknown mechanisms

- 239 Soft tissue injuries due to trauma or unknown mechanisms with insufficient information to code elsewhere

## **G. OTHER INJURIES**

- 301 Foreign body on external eye, in ear or nose or in respiratory, digestive or reproductive tract
- 302 Poisoning and toxic effects of substances
- 311 Electrocution, shock from electric current
- 312 Traumatic deafness from air pressure or explosion
- 313 Heat stress/heat stroke
- 314 Hypothermia and effects of reduced temperature
- 319 Effects of weather, exposure, air pressure and other external causes, not elsewhere classified
- 329 Multiple injuries
- 349 Other specified injuries, not elsewhere classified
- 399 Unspecified injuries

## **DISEASES AND CONDITIONS**

### **H. MUSCULOSKELETAL AND CONNECTIVE TISSUE DISEASES**

#### **H1. Joint diseases (arthropathies) and other articular cartilage diseases**

- 401 Osteoarthritis/osteoarthrosis
- 402 Inflammatory arthritis/arthropathies
- 403 Infectious arthritis/arthropathies
- 404 Arthropathies, not elsewhere classified
- 405 Arthropathies, unspecified
- 406 Meniscus degenerate/detached/retained/chronic tear
- 407 Acquired musculoskeletal deformities
- 409 Other chronic joint and ligament diseases
- 418 Joint and other articular cartilage diseases, not elsewhere classified
- 419 Joint and other articular cartilage diseases, unspecified

#### **H2. Spinal vertebrae and intervertebral disc diseases - dorsopathies**

- 422 Disc displacement, prolapse, degeneration or hernia
- 423 Infectious diseases involving the spine
- 459 Back pain, lumbago, and sciatica
- 479 Neck pain, cervicalgia
- 488 Spinal vertebrae and intervertebral discs diseases, not elsewhere classified
- 489 Spinal vertebrae and intervertebral discs diseases, unspecified

#### **H3. Diseases involving the synovium and related tissue**

- 501 Synovitis and tenosynovitis
- 503 Ganglion, trigger finger, Dupuytren's contracture
- 518 Diseases of synovium and related tissue, not elsewhere classified
- 519 Diseases of synovium and related tissue, unspecified

#### **H4. Diseases of muscle, tendon and related tissue**

- 526 Tendinitis
- 527 Epicondylitis
- 531 Frozen shoulder (adhesive capsulitis)
- 532 Fasciitis
- 533 Muscle/tendon strain (non-traumatic)
- 538 Diseases of muscle, tendon and related tissue, not elsewhere classified
- 539 Diseases of muscle, tendon and related tissue, unspecified

**H5. Other soft tissue diseases**

- 541 Bursitis
- 542 Occupational overuse syndrome
- 548 Fibromyalgia, fibrositis and myalgia
- 557 Complex regional pain syndrome
- 568 Other specified soft tissue diseases, not elsewhere classified

*There is no category for 'Other soft tissue diseases, unspecified' in this section because claims that fall into this category should be coded to '579 Soft tissue diseases due to non-traumatic causes with insufficient information to code in groups H3 to H5'.*

*In addition the inclusion of this category in this section would imply that the category only covers conditions included in H5, whereas it is designed to cover conditions that should be coded (if there was sufficient information) to any of H3, H4 or H5.*

**H6. Other musculoskeletal and connective tissue diseases, not elsewhere classified**

- 571 Osteopathies and chondropathies
- 579 Soft tissue diseases due to non-traumatic causes with insufficient information to code in groups H3 to H5
- 599 Musculoskeletal and connective tissue diseases, unspecified

**I. MENTAL DISEASES**

- 702 Post-traumatic stress disorder
- 703 Anxiety/stress disorder
- 704 Depression
- 705 Anxiety/depression combined
- 706 Short term shock from exposure to disturbing circumstances
- 707 Reaction to stressors - other, multiple or not specified
- 718 Other mental diseases, not elsewhere classified
- 719 Mental diseases unspecified

**J. DIGESTIVE SYSTEM DISEASES**

- 721 Hernias
- 722 Ulcers and gastritis
- 738 Diseases of the digestive system, not elsewhere classified.
- 739 Diseases of the digestive system, unspecified.

**K. SKIN AND SUBCUTANEOUS TISSUE DISEASES**

- 741 Contact dermatitis
- 742 Other and unspecified dermatitis or eczema
- 758 Other diseases of skin and subcutaneous tissue, not elsewhere classified
- 759 Diseases of skin and subcutaneous tissue, unspecified.

**L. NERVOUS SYSTEM AND SENSE ORGAN DISEASES**

- 761 Diseases of the brain, spinal cord and peripheral nervous system
- 762 Diseases of nerve roots, plexuses and single nerves
- 763 Carpal tunnel syndrome
- 764 Diseases of the conjunctiva and cornea
- 769 Other diseases of the eye
- 771 Deafness
- 772 Audio shock, audio shriek
- 777 Other diseases of the ear and mastoid process
- 778 Diseases of the nervous system and sense organs, not elsewhere classified
- 779 Diseases of the nervous system and sense organs, unspecified

**M. RESPIRATORY SYSTEM DISEASES**

- 781 Asthma
- 782 Legionnaires' disease
- 783 Asbestosis
- 784 Silicosis
- 785 Pneumoconiosis due to coal dust
- 786 Pneumoconiosis excluding asbestosis, silicosis and coal workers' pneumoconiosis
- 787 Other respiratory conditions due to substances
- 788 Chronic bronchitis, emphysema and allied conditions
- 798 Other diseases of the respiratory system, not elsewhere classified
- 799 Other diseases of the respiratory system, unspecified

**N. CIRCULATORY SYSTEM DISEASES**

- 801 Ischaemic heart disease
- 802 Other heart disease excluding ischaemic heart disease
- 803 Cerebrovascular disease
- 804 Arterial disease
- 805 Vibration white finger - secondary Raynaud's Disease
- 806 Hypertension
- 807 Venous thromboembolism
- 808 Venous disease, not elsewhere classified
- 818 Other diseases of the circulatory system, not elsewhere classified
- 819 Other diseases of the circulatory system, unspecified

**O. INFECTIOUS AND PARASITIC DISEASES**

- 821 Intestinal infectious diseases
- 822 Anthrax
- 823 Brucellosis
- 824 Q-fever
- 825 Leptospirosis
- 826 Other zoonoses, not elsewhere classified
- 827 Protozoal diseases
- 828 Specified sexually transmitted diseases excluding HIV/AIDS
- 831 Hepatitis A
- 832 Hepatitis B
- 833 Hepatitis C
- 834 Viral hepatitis, not elsewhere classified or unspecified
- 835 Human immunodeficiency virus (HIV)/AIDS
- 836 Viral diseases, not classified elsewhere.
- 837 Fungal conditions (mycoses)
- 838 Meningococcal disease
- 848 Infectious and parasitic diseases, not elsewhere classified
- 849 Infectious and parasitic diseases, unspecified

**P. NEOPLASMS (CANCER)**

- 861 Malignant neoplasm of mesothelium (mesothelioma)
- 862 Malignant melanoma of skin
- 863 Other malignant neoplasm of skin
- 864 Malignant neoplasm of lymphatic and haematopoietic tissue
- 865 Carcinoma in situ of skin
- 866 Other malignant neoplasms and carcinomas
- 867 Benign neoplasm of skin
- 868 Other benign neoplasms
- 879 Neoplasm, not specified as benign or malignant

**Q. OTHER DISEASES**

- 941 Other diseases, not elsewhere classified
- 949 Unspecified diseases

**R. OTHER CLAIMS**

- 951 Exposure to substances without current injury or disease apparent
- 961 Damage to artificial aid(s)
- 999 Not Known



## DETAILED CLASSIFICATION

### INJURIES

#### A. INTRACRANIAL INJURIES

##### 101 Brain injury

*Notes:*

This category covers all types of brain injury resulting from trauma. The bodily location code for this injury must be 111 (Brain).

*Includes:*

- Cerebral contusion
- Extra-dural haemorrhage/haematoma (traumatic)
- Sub-arachnoid haemorrhage (if traumatic)
- Sub-dural haemorrhage/haematoma (if traumatic)

*Excludes:*

- Concussion (code to 108)
- Fractured skull (code to 111)

##### 108 Other intracranial injury, not elsewhere classified

*Notes:*

This category covers specified intracranial categories not involving injury to the brain.

*Includes:*

- Concussion
- Headache from blow to the head

*Excludes:*

- Brain injury (code to 101)
- Fractured skull alone (code to 111)

##### 109 Intracranial injury, unspecified

*Notes:*

This category covers intracranial injuries for which there is insufficient information to code to a specific category.

*Excludes:*

- Specified intracranial injury (code to 101 or 108)

## **B. FRACTURES**

*Notes:*

Categories 111 to 119 cover all fractures, whether open or closed.  
The symbol '#' is often used to denote a fracture.

### **111 Fractured skull and facial bones**

*Notes:*

Fractured skull with brain damage is coded to 101.  
Broken tooth should have a Location code of 141 'Tooth'

*Includes:*

- Broken tooth

*Excludes:*

- Brain injury (code to 101)
- Concussion (code to 108)

### **112 Fracture of vertebral column without mention of spinal cord lesion**

*Notes:*

Vertebral fractures associated with spinal cord injuries are NOT coded to this category - use 181 to 189.

*Includes:*

- Fractured coccyx
- Fractured sacrum
- Fractured spine

*Excludes:*

- Spinal cord injury (code to 181 to 189)

### **118 Other fractures, not elsewhere classified**

*Notes:*

This category covers specified fractures not involving the skull, facial bones, teeth or vertebral column.

*Excludes:*

- Fracture from Paget's disease or osteoporosis (code to 571)
- Fractured skull (code to 111)
- Fractured vertebra with spinal cord injury (code to 181 to 189)
- Fractured vertebra without spinal cord injury (code to 112)

### **119 Fractures, unspecified**

*Notes:*

This category covers fractures for which there is insufficient information to code to a specific category.

*Excludes:*

- Specified fracture (code to 111, 112 or 118)

**C. WOUNDS, LACERATIONS, AMPUTATIONS AND INTERNAL ORGAN DAMAGE****129 Internal injury of chest, abdomen and pelvis***Includes:*

- Injury to any internal organ of the chest, abdomen or pelvis
- Penetrating injury to the chest, abdomen or pelvis
- Traumatic haemothorax (if no identifiable injury to major blood vessels)
- Traumatic pneumothorax (if no identifiable injury to major blood vessels)

*Excludes:*

- Fracture of the ribs, sternum, clavicle or pelvis (code to 118)
- Fracture of the thoracic or lumbar spine or sacrum with spinal cord injury (code to 181 - 189)
- Fracture of the thoracic or lumbar spine or sacrum without spinal cord injury (code to 112)
- Hernia - e.g. inguinal, femoral, hiatus (code to 721)
- Injury to major blood vessel (code to 145)

**139 Traumatic amputation***Notes:*

The bodily location code must be the site of amputation, not the part amputated (Rule 6). For example, code an amputated hand to the wrist. The specific exceptions to this are amputated fingers, toes, ears, eyes and nose

*Includes:*

- Decapitation
- Enucleation of eye (loss of eyeball)

*Excludes:*

- Haemorrhage without any identifiable injury to major blood vessels (code to 129 if in chest, abdomen or pelvis; or otherwise to 149)

**145 Injury to major blood vessel***Notes:*

This category covers damage to the major arteries and veins.

*Includes:*

- Injuries to the following blood vessels:
  - major vessels of the chest, abdomen or pelvis
  - carotid artery
  - jugular vein
  - axillary artery or vein
  - iliac artery/vein
  - femoral artery/vein
  - brachial artery/vein
  - radial artery/vein
  - ulna artery /vein
  - popliteal artery/vein
  - tibial artery/vein
  - peroneal vein
  - saphenous vein

**C. WOUNDS, LACERATIONS, AMPUTATIONS AND INTERNAL ORGAN DAMAGE (continued)**

**149 Laceration or open wound not involving traumatic amputation**

*Notes:*

If the wound involves damage to any important underlying structure (such as muscle, tendon, blood vessel or bone), this category should NOT be used. Instead, select the category that is appropriate for damage to the relevant structure.

*Includes:*

- Avulsion of fingernail
- Cuts, punctures
- Dog bites
- Human bites
- Non-venomous snake bite
- Penetrating wound of the eye
- Serious wounds containing glass, metal or other foreign body

*Excludes:*

- Chafing (code to 742)
- Friction burn or blister (code to 175)
- Hypodermic and other syringe wound (code to 154)
- Laceration involving a major blood vessel (code to 145)
- Laceration involving a severed nerve (code to 188)
- Laceration involving muscle or tendon (code to 222, 223 or 228)
- Lancet wound (code to 154)
- Needle-stick puncture (code to 154)
- Non-venomous spider/insect bite or sting (code to 159)
- Scalpel wound (code to 154)
- Venomous spider/insect bite or sting (code to 302)

**154 Medical sharp/needle-stick puncture**

*Notes:*

The bodily location code should identify the area of the body that is involved, rather than just being identified as 'skin'.

*Includes:*

- Hypodermic and other syringe wound
- Lancet wound
- Scalpel wound

**C. WOUNDS, LACERATIONS, AMPUTATIONS AND INTERNAL ORGAN DAMAGE (continued)**

**159 Superficial injury**

*Notes:*

This category is intended to cover MINOR injuries to the skin.

*Includes:*

- Abrasion
- Bite of non-venomous spider or insect
- Splinter or other superficial foreign body *except* in the eye

*Excludes:*

- Chafing (code to 742)
- Foreign body in eye (code to 301)
- Friction burn or blister (code to 175)
- Hypodermic and other syringe wound (code to 154)
- Lancet wound (code to 154)
- Needle-stick puncture (code to 154)
- Scalpel wound (code to 154)
- Scratch injury from a foreign body in the eye (code to 301)
- Venomous spider/insect bite or sting (code to 302)
- Welder's flash (code to 764)

**169 Contusion, bruising and superficial crushing**

*Notes:*

This category is not intended to cover SERIOUS crush injuries

*Includes:*

- Bruises, haematomas
- Epistaxis (blood nose) (traumatic)
- Hyphaema
- Sub-conjunctival haemorrhage (traumatic)
- Sub-ungual haematoma

*Excludes:*

- Serious crush injuries to the head, body or limbs (code to fracture, internal injuries or nerve damage where applicable)

**D. BURN**

*Notes:*

Bodily location codes for skin should be selected where applicable. Mechanism of incident codes relating to Group 5 - Heat, Radiation and Electricity or Group 6 - Chemicals and Other Substances should be selected where applicable.

**171 Electrical burn**

*Excludes:*

- Burn from lightning (code to 178)

**172 Chemical burn**

*Includes:*

- Acid burn
- Alkali burn

**173 Cold Burn**

*Includes:*

- Exposure to cold liquids e.g. Liquid Nitrogen

*Excludes:*

- Chilblain (code to 314)
- Frost bite (code to 314)

**174 Hot burn**

*Includes:*

- Burn due to fire/hot substances
- Scalds (all fluids)

*Excludes:*

- Burns due to caustic substances (code to 172)

**175 Friction burn**

**178 Combination burn or burn not elsewhere classified**

*Notes:*

This category covers specified burns not able to be classified to another category, and combination burns (e.g. very hot chemicals).

*Includes:*

- Burn from lightning
- Other flash burn
- Radiant heat

*Excludes:*

- Chafing (code to 742)
- Chemical burn (code to 172)
- Cold burn (code to 173)
- Electrical burn (code to 171)
- Friction burn (code to 175)
- Hot burn (code to 174)
- Welder's flash (code to 764)

**D. BURNS** (continued)

**179 Burns, unspecified**

*Notes:*

This category covers burns for which there is insufficient information to code to a specific category.

*Includes:*

- Burns from lasers and lamps

**E. INJURY TO NERVES AND SPINAL CORD**

*Notes:*

Significant spinal cord or spinal nerve root injuries should be coded here, regardless of whether there are associated fractures. Diseases of the spinal cord (761) and nerve root (762) NOT related to trauma should be coded elsewhere.

**181 Quadriplegia involving spinal cord injury**

*Excludes:*

- Quadriplegia arising from non-traumatic causes (code to 761)

**182 Paraplegia involving spinal cord injury**

*Excludes:*

- Paraplegia arising from non-traumatic causes (code to 761)

**188 Injuries to nerves and spinal cord, not elsewhere classified**

*Notes:*

This category covers specified injuries to nerves or the spinal cord not able to be classified to another category.

*Includes:*

- Brachial plexus injury
- Crushed nerves
- Severed nerves

*Excludes:*

- Nerve root diseases from non-traumatic causes (code to 762)
- Spinal cord diseases from non-traumatic causes (code to 761)

**189 Injuries to nerves and spinal cord, unspecified**

*Notes:*

This category covers injuries to nerves or the spinal cord for which there is insufficient information to code to a specific category.

*Excludes:*

- Specified injuries to nerves or the spinal cord (code to 181, 182 or 188)

**F. TRAUMATIC JOINT/LIGAMENT AND MUSCLE/TENDON INJURY****F1. Trauma to joints and ligaments***Notes:*

Categories 201 and 219 cover non-fracture injuries to the joints and associated bones and ligaments. They do NOT cover injuries to muscles or tendons.

**201 Dislocation***Includes:*

- Full (luxation) and partial (subluxation) dislocation
- Rupture of joint capsule
- Tearing away (avulsion) of part of the joint/ligament structure
- Torn meniscus (acute injury)

**218 Trauma to joints and ligaments, not elsewhere classified***Notes:*

This category covers specified injuries to joints and ligaments not able to be classified to another category.

*Includes:*

- Whiplash

*Excludes:*

- Acute tear of cartilage (meniscus) (code to 201)
- Bursitis (code to 541)
- Crushing injuries (code to 169)
- Disc, displacement or herniation (code to 422)
- Diseases of muscle, tendon and related tissue (code to 526 - 539)
- Diseases of the joints (code to 401 - 419)
- Diseases of the spinal vertebrae and intervertebral discs (code to 422 - 489)
- Epicondylitis (tennis elbow) (code to 527)
- Full or partial dislocation (code to 201)
- Non-specific pain in joint, muscles (code to 542)
- OOS and RSI (code to 542)
- Pinched nerve (762)
- Soft tissue diseases (code to 542 - 599)
- Sprains that have become chronic in nature or significantly exceeded expected recovery time (code to 401 - 599)
- Synovitis and tenosynovitis (501)

**219 Trauma to joints and ligaments, unspecified***Notes:*

This category covers injuries to joints and ligaments for which there is insufficient information to code to a specific category.

*Excludes:*

- Specified injuries to joints and ligaments (code to 201 or 218)

**F. TRAUMATIC JOINT/LIGAMENT AND MUSCLE/TENDON INJURY (continued)**

**F2. Trauma to muscles and tendons**

*Notes:*

Categories 222 to 229 cover injuries to the muscles and tendons. They do NOT cover injuries to the joints and associated bones and ligaments.

**222 Traumatic tearing away part of the muscle/tendon structure, avulsion**

**223 Trauma to muscles**

*Includes:*

- Lacerated muscle
- Ruptured muscle
- Strained muscle
- Torn muscle

**224 Trauma to tendon**

*Includes:*

- Lacerated tendon
- Mallet finger (acute)
- Ruptured tendon
- Strained tendon
- Torn tendon

**228 Trauma to muscles and tendons, not elsewhere classified**

*Notes:*

This category covers specified injuries to muscles and tendons not able to be classified to another category.

*Includes:*

- Specified injuries involving both muscles and tendons

*Excludes:*

- Bursitis (code to 541)
- Crushing injuries (code to 169)
- Disc, displacement or herniation (code to 422)
- Diseases of muscle (code to 526-539)
- Diseases of the joints (code to 401-419)
- Diseases of the spinal vertebrae and intervertebral discs (code to 422-489)
- Epicondylitis (tennis elbow) (code to 527)
- Full or partial dislocation (code to 201)
- Non-specific pain in limbs that is not related to acute trauma (code to 542)
- OOS and RSI (code to 543 and 544)
- Pinched nerve (762)
- Soft tissue diseases (code to 501-568 or 579)
- Sprains that have become chronic in nature or significantly exceeded expected recovery time (code to 401-599)
- Synovitis and tenosynovitis (501)

**F. TRAUMATIC JOINT/LIGAMENT AND MUSCLE/TENDON INJURY (continued)**

**F2. Trauma to muscles and tendons (continued)**

**229 Trauma to muscles and tendons, unspecified**

*Notes:*

This category covers injuries to muscles and tendons for which there is insufficient information to code to a specific category.

*Excludes:*

- Specified trauma to muscles and tendons (code to 222 - 228)

**F. TRAUMATIC JOINT/LIGAMENT AND MUSCLE/TENDON INJURY (continued)**

**F3. Residual soft tissue disorders due to trauma or unknown mechanisms**

**239 Soft tissue injuries due to trauma or unknown mechanisms with insufficient information to code elsewhere**

*Notes:*

This category should only be used when all other appropriate categories have been considered. Only claims with insufficient information are expected to be coded to this category, and further information should be sought for these claims whenever possible.

This category includes conditions recorded as 'soft tissue injuries' (or similar - i.e. due to trauma) but for which source documents provide insufficient detail that would allow the injury to be allocated to another specific category. These injuries may involve joints, ligaments, muscles or tendons. It also covers soft tissue conditions for which there is not enough information that would allow the condition to be allocated to another specific category AND for which the source documents don't provide enough information to determine whether the condition was due to trauma or not. A similar approach has been taken for non-traumatic soft tissue conditions without further information (to be allocated to code 579).

*Includes:*

- Acute soft tissue diseases without enough information to code to a specific injury category.
- Back injury (if no other information given)
- Back sprain/strain (if no other information given)
- Diseases identified as 'soft tissue' or similar but without enough information to identify whether they were due to acute trauma or not, and without enough information to code to a specific injury or disease category.

*Excludes:*

- Non-traumatic soft tissue conditions without other information that would allow the disease to be allocated to a specific category (code to 579).

**G. OTHER INJURIES****301 Foreign body on external eye, in ear or nose or in respiratory, digestive or reproductive tract***Includes:*

- Asphyxiation due to inhalation of food or foreign body (choking)
- Inflammation of eye due to liquid splash but not burn
- Perforated eardrum due to foreign body
- Scratch on the eye that results from a foreign body
- Strangulation

*Excludes:*

- Asphyxiation/poisoning due to carbon monoxide, other gases, fumes and vapours (code to 302)
- Asphyxiation due to external compression of airway (code to 319)
- Drowning/non-fatal submersion (code to 319)
- Foreign body in open wound (code to 149)
- Foreign body with superficial injury (code to 159)
- Perforated eardrum due to explosion or air pressure effects (code to 312)

**302 Poisoning and toxic effects of substances***Notes:*

The bodily location codes for toxic effects of carbon monoxide etc are throat, lung or respiratory system. For bee stings, spider and snake bites, code to the affected bodily location. If the whole body is affected by poison, use location code 780 (Other and multiple systemic conditions).

*Includes:*

- Asphyxiation/poisoning due to carbon monoxide, other gases, fumes and vapours
- Venomous spider/insect/scorpion bite or sting
- Venomous snake/sea creature bite or sting

*Excludes:*

- Asphyxiation due to external compression of airway (code to 319)
- Asphyxiation due to inhalation of food or foreign body (choking) (code to 301)
- Asthma (code to 781)
- Dermatitis (code to 741 or 742)
- Eczema (code to 741 or 742)

**311 Electrocutation, shock from electric current***Excludes:*

- Electrical burn (code to 171)
- Electric shock due to lightning (code to 319)

**312 Traumatic deafness from air pressure or explosion***Includes:*

- Burst eardrum due to explosions or other changes in pressure

**G. OTHER INJURIES (continued)**

**313 Heat stress/heat stroke**

*Notes:*

The bodily location code for heat stress is 710 (Circulatory system in general).

*Includes:*

- Dehydration due to exposure
- Sunburn, sunstroke

*Excludes:*

- Dehydration due to disease (code to 941)

**314 Hypothermia and effects of reduced temperature**

*Includes:*

- Frostbite
- Chilblains

**319 Effects of weather, exposure, air pressure and other external causes, not elsewhere classified**

*Notes:*

This category covers specified effects of weather, exposure, air pressure and other external causes not able to be classified to another category. The bodily location code for drowning is 720 (Respiratory system in general).

*Includes:*

- Asphyxiation due to external compression of airway
- Bends (the Caisson disease)
- Drowning and non-fatal submersion
- Electrocution or shock from lightning strike
- Fatigue from fighting bushfires
- High pressure jet injection
- Travel/motion sickness

*Excludes:*

- Electrical burn (code to 171)
- Electric shock (code to 311)
- Traumatic deafness (code to 312)
- Heat stress/heat stroke (code to 313)
- Hypothermia/frostbite (code to 314)

**329 Multiple injuries**

*Notes:*

This category should only be used where NO principal injury can be identified - use the Ranking of Injuries table if necessary.

**349 Other specified injuries, not elsewhere classified**

*Notes:*

This category covers specified injuries not able to be classified to another category.

**G. OTHER INJURIES** (continued)

**399 Unspecified injuries**

*Notes:*

This category is for injuries with insufficient information to allow them to be coded to any specific category.

*Includes:*

- Fatality without other information

## **DISEASES AND CONDITIONS**

### **H. MUSCULOSKELETAL AND CONNECTIVE TISSUE DISEASES**

#### **H1. Joint diseases (arthropathies) and other articular cartilage diseases**

##### **401 Osteoarthritis/osteoarthrosis**

*Includes:*

- 'OA' (shorthand for Osteo- arthrosis/arthritis)

*Excludes:*

- Ankylosing spondylitis (code to 402)
- Gout (code to 402)
- Rheumatoid arthritis (code to 402)

##### **402 Inflammatory arthritis/arthropathies**

*Includes:*

- Ankylosing spondylitis
- Gout
- Rheumatoid arthritis (RA)

*Excludes:*

- Osteoarthritis (code to 401)

##### **403 Infectious arthritis/arthropathies**

*Includes:*

- Septic arthritis

*Excludes:*

- Ankylosing spondylitis (code to 402)
- Gout (code to 402)
- Osteoarthritis (code to 401)
- Rheumatoid arthritis (RA) (code to 402)

##### **404 Arthropathies, not elsewhere classified**

*Includes:*

- Polyarthritis

*Excludes:*

- Ankylosing spondylitis (code to 402)
- Gout (code to 402)
- Osteoarthritis (code to 401)
- Rheumatoid arthritis (RA) (code to 402)
- Septic arthritis (code to 403)

##### **405 Arthropathies, unspecified**

*Includes:*

- Arthritis with no other information

*Excludes:*

- Specified arthropathies (code to 401-404)

**H. MUSCULOSKELETAL AND CONNECTIVE TISSUE DISEASES (continued)****406 Meniscus degenerate/detached/retained/chronic tear***Notes:*

Unless specifically noted as traumatic by the Doctor completing the medical certificate (or other information available regarding the claim), code any mention of degenerate, detached, retained or torn (or similar) meniscus to this classification.

*Excludes:*

- Cartilage torn due to trauma (code to 201)

**407 Acquired musculoskeletal deformities***Includes:*

- Bunion (hallux valgus)
- Flat feet (pes planus)
- Hammer toe
- Mallet finger (chronic)
- Pes planus

*Excludes:*

- Mallet finger (acute) (code to 224)

**409 Other chronic joint and ligament diseases***Includes:*

- Chronic instability of joint
- Laxity of ligament
- Loose body in joint
- Recurrent dislocation or subluxation of joint

*Excludes:*

- Carpal tunnel syndrome (code to 763)
- Joint disease, unspecified (code to 419)

**418 Joint and other articular cartilage diseases, not elsewhere classified***Notes:*

This category covers specified joint and other articular cartilage diseases not able to be classified to another category.

*Includes:*

- Chondromalacia patellae
- Fluid on the knee (recurring or constant)

*Excludes:*

- Acquired deformities of limbs (code to 407)
- Calcification of tendon (code to 526)
- Chondromalacia not involving patella or unspecified (code to 571)
- Contracture of tendon (sheath) without contracture of joint (code to 568)
- Dupuytren's contracture (code to 503)
- Musculoskeletal deformities (code to 571)
- Spinal vertebrae and intervertebral disc diseases (code to 422 - 489)

**H. MUSCULOSKELETAL AND CONNECTIVE TISSUE DISEASES (continued)**

**419 Joint and other articular cartilage diseases, unspecified**

*Notes:*

This category covers joint and other articular cartilage diseases for which there is insufficient information to code to a specific category.

*Includes:*

- Joint disease, unspecified

*Excludes:*

- Specified joint and other articular cartilage diseases (code to 401 - 418)

**H. MUSCULOSKELETAL AND CONNECTIVE TISSUE DISEASES (continued)****H2. Spinal vertebrae and intervertebral disc diseases - dorsopathies****422 Disc displacement, prolapse, degeneration or hernia***Includes:*

- Disc (intervertebral) displacement, disruption, herniation, injury, problem, prolapse, rupture or slipped
- Nerve compression (spine) due to disc pathology or unspecified
- Sciatica with objective neurological loss

*Excludes:*

- Sciatica without objective neurological loss or unspecified (code to 459)

**423 Infectious diseases involving the spine***Notes:*

It is a medical judgement whether an infection involving the spine should be included here or in the 'Infections and parasites' section (codes 821 to 849) of the classification. The final decision should be based on whether the infection primarily involves the spine or is more systemic.

*Includes:*

- Brucella spondylitis
- Tuberculosis of spine (Pott's curvature)

**459 Back pain, lumbago, and sciatica***Notes:*

The following terms might be used on the certificate to show the site of the back pain:

- 'T1', 'T2' up to 'T12' or 'thoracic' (top and middle of back);
- 'L1', 'L2' up to 'L5' or 'lumbar' (lower back)
- 'S1', 'S2' up to 'S5' or 'sacral' (fused part towards the bottom of the spine)
- 'Coccyx' (tail bone).

*Includes:*

- Back pain
- Back strain (non-traumatic)
- Coccydynia
- Lumbago
- Sciatica without objective neurological loss or unspecified
- Schmorl's nodes
- Spondylitis (except cervical spondylitis)
- Spondylolisthesis (acquired or unspecified)

*Excludes:*

- Ankylosing spondylitis (code to 402)
- Back injury (code to 239)
- Brucella spondylitis (code to 423)
- Disc displacement, prolapse or herniation (code to 422)
- Sciatica with objective neurological loss (code to 422)
- Tuberculosis of spine (Pott's curvature) (code to 423)

**H. MUSCULOSKELETAL AND CONNECTIVE TISSUE DISEASES (continued)**

**479 Neck pain, cervicalgia**

*Includes:*

- Cervicalgia
- Neck pain
- Spondylitis involving the neck
- Torticollis

*Excludes:*

- Brucella spondylitis (code to 423)
- Cervical disc displacement, disruption, herniation, injury, problem, prolapse, rupture or slipped (code to 422)
- Sciatica with objective neurological loss (code to 422)
- Tuberculosis of spine (Pott's curvature) (code to 423)

**488 Spinal vertebrae and intervertebral discs diseases, not elsewhere classified**

*Notes:*

This category covers specified diseases of the spinal vertebrae and intervertebral discs dorsopathies not able to be classified to another category.

*Includes:*

- Kyphosis, scoliosis and lordosis
- Spinal fusion/stenosis

*Excludes:*

- Cervicalgia (code to 479)
- Low back pain (code to 459)
- Lumbago (code to 459)
- Neck pain (code to 479)

**489 Spinal vertebrae and intervertebral discs diseases, unspecified**

*Notes:*

This category covers spinal vertebrae and intervertebral discs dorsopathies for which there is insufficient information to code to a specific category.

*Includes:*

- Unspecified spinal vertebrae and intervertebral discs dorsopathies

*Excludes:*

- Specified diseases of the spinal vertebrae and intervertebral discs dorsopathies (code to 422-488)

**H. MUSCULOSKELETAL AND CONNECTIVE TISSUE DISEASES (continued)****H3. Diseases involving the synovium and related tissue****501 Synovitis and tenosynovitis***Notes:*

This category does NOT cover synovitis due to arthritis.

*Includes:*

- Radial styloid tenosynovitis (de Quervain's disease)

*Excludes:*

- Synovitis due to arthritis (code to 401-405)

**503 Ganglion, trigger finger, Dupuytren's contracture***Includes:*

- Palmar fascial fibromatosis (Dupuytren's contracture)

**518 Diseases of synovium and related tissue, not elsewhere classified***Notes:*

This category covers specified diseases of synovium and related tissue not able to be classified to another category.

*Excludes:*

- Bursitis (code to 541)
- Epicondylitis (code to 527)
- OOS (code to 542)
- RSI (code to 542)
- Tendinitis (code to 526)

**519 Diseases of synovium and related tissue, unspecified***Notes:*

This category covers diseases of synovium and related tissue for which there is insufficient information to code to a specific category.

*Includes:*

- Unspecified diseases of synovium and related tissue

*Excludes:*

- Specified diseases of diseases of synovium and related tissue (code to 501 - 518)

**H. MUSCULOSKELETAL AND CONNECTIVE TISSUE DISEASES (continued)**

**H4. Diseases of muscle, tendon and related tissue**

**526 Tendinitis**

*Includes:*

- Calcific tendinitis of shoulder
- Calcification of tendon
- Enthesopathy
- Impingement syndrome/painful arc syndrome
- Rotator cuff syndrome/tendinitis/tear (non-traumatic)
- Supraspinatus syndrome/tear (non-traumatic)
- Tendinitis

*Excludes:*

- Bursitis (code to 541)

**527 Epicondylitis**

*Includes:*

- Golfers elbow
- Lateral epicondylitis
- Medial epicondylitis
- Tennis elbow

**531 Frozen shoulder (adhesive capsulitis)**

**532 Fasciitis**

*Includes:*

- Calcaneal (heel) spur
- Plantar fasciitis

**533 Muscle/tendon strain (non traumatic)**

*Includes:*

- Muscle rupture (non-traumatic)
- Tendon rupture (non-traumatic)

*Excludes:*

- Traumatic rupture of tendon (code to 224)
- Traumatic rupture/tear of muscle (code to 223)

**H. MUSCULOSKELETAL AND CONNECTIVE TISSUE DISEASES (continued)**

**538 Diseases of muscle, tendon and related tissue, not elsewhere classified**

*Notes:*

This category covers specified diseases of muscle and related tissue not able to be classified to another category.

*Includes:*

- Contracture of muscle
- Myositis
- Rheumatism

*Excludes:*

- Calcification of tendon (code to 526)
- Calcific tendinitis of shoulder (code to 526)
- Cramp and spasm (code to 568)

**539 Diseases of muscle, tendon and related tissue, unspecified**

*Notes:*

This category covers diseases of muscle and related tissue for which there is insufficient information to code to a specific category.

*Includes:*

- Unspecified diseases of muscle and related tissue

*Excludes:*

- Specified diseases of muscle and related tissue (code to 526 - 538)

## **H. MUSCULOSKELETAL AND CONNECTIVE TISSUE DISEASES (continued)**

### **H5. Other soft tissue diseases**

*Notes:*

There is no category for 'Other soft tissue diseases, not elsewhere classified' in this section because claims that fall into this category should be coded to '579 Soft tissue diseases due to non-traumatic causes with insufficient information to code in groups H3 to H5'.

In addition the inclusion of this category in this section would imply that the category only covers conditions included in H5, whereas it is designed to cover conditions that should be coded (if there was sufficient information) to any of H3, H4 or H5.

#### **541 Bursitis**

*Includes:*

- Baker's cyst
- Olecranon bursitis
- Pre-patellar bursitis

#### **542 Occupational overuse syndrome**

*Includes:*

- OOS (Occupational Overuse Syndrome)
- RSI (Repetitive Strain Injury)

*Excludes:*

- Conditions identified as 'soft tissue injuries' (code to 239) or 'soft tissue diseases' (code to 579)
- Conditions described only as 'pain in limb' (code to 579)
- Regional pain syndrome (code to 557)

#### **548 Fibromyalgia, fibrositis and myalgia**

#### **557 Complex regional pain syndrome**

*Includes:*

- Disuse atrophy, not elsewhere classified
- Muscle wasting and atrophy, not elsewhere classified
- Reflex sympathetic dystrophy

#### **568 Other specified soft tissue diseases not elsewhere classified**

*Includes:*

- Cramp and spasm
- Shin splints
- Volkmann's ischaemic contracture (traumatic ischaemia of muscle)

*Excludes:*

- OOS (Occupational Overuse Syndrome) (code to 542)
- RSI (Repetitive Strain Injury) (code to 542)

**H. MUSCULOSKELETAL AND CONNECTIVE TISSUE DISEASES** (continued)**H6. Other musculoskeletal and connective tissue diseases, not elsewhere classified****571 Osteopathies and chondropathies***Includes:*

- Avascular osteonecrosis
- Chondromalacia not involving patella or unspecified
- Osteoporosis
- Paget's disease

*Excludes:*

- Acquired musculoskeletal deformities (code to 407)
- Chondromalacia patellae (code to 418)

**579 Soft tissue diseases due to non-traumatic causes with insufficient information to code in groups H3 to H5***Notes:*

This category should only be used when all other appropriate categories have been considered. Only claims with insufficient information are expected to be coded to this category, and further information should be sought for these claims whenever possible.

This category includes conditions recorded as 'soft tissue diseases' (or similar - i.e. NOT due to trauma) but for which source documents provide insufficient detail that would allow the disease to be allocated to categories H3 to H5. These diseases may involve joints, ligaments, muscles or tendons. A similar approach has been taken for traumatic soft tissue conditions without further information (to be allocated to code 239).

*Includes:*

- Conditions described only as 'pain in limb'
- Non-traumatic soft tissue conditions without other information that would allow the disease to be allocated to a specific category

*Excludes:*

- Acute soft tissue diseases due to trauma without enough information to code to a specific injury category (code to 239)
- Back injury (if no other information given) (code to 239)
- Back sprain/strain (if no other information given) (code to 239)
- Diseases identified as 'soft tissue' or similar but without enough information to identify whether they were due to acute trauma or not, and without enough information to code to a specific injury or disease category (code to 239)

**599 Musculoskeletal and connective tissue diseases, unspecified***Notes:*

This category is for musculoskeletal and connective tissue diseases with insufficient information to allow them to be coded to any other specific category.

*Includes:*

- Unspecified disease of musculoskeletal and connective tissue

*Excludes:*

- Specified disease of musculoskeletal and connective tissue

## I. MENTAL DISEASES

### Notes:

Bodily location MUST be 800 (Psychological system in general).

### 702 Post-traumatic stress disorder

#### Notes:

This category covers conditions that arise as a delayed or protracted response to a stressful event or situation (of either brief or long duration) of an exceptionally threatening or catastrophic nature, which is likely to cause pervasive distress in almost anyone.

#### Excludes:

- Adjustment disorders (code to 707)
- Anxiety/stress (code to 703)
- Depression (code to 704)
- Anxiety/depression combined (code to 705)
- Hyperventilation (code to 706)

### 703 Anxiety/stress disorder

#### Excludes:

- Adjustment disorders (code to 707)
- Depression (code to 704)
- Anxiety/depression combined (code to 705)
- Hyperventilation (code to 706)
- Post-traumatic stress disorder (code to 702)

### 704 Depression

#### Excludes:

- Adjustment disorders (code to 707)
- Anxiety/stress (code to 703)
- Anxiety/depression combined (code to 705)
- Hyperventilation (code to 706)
- Post-traumatic stress disorder (code to 702)

### 705 Anxiety/depression combined

#### Notes:

This category should be used for cases where both anxiety and depression are included in the diagnosis. If only one of the two is included, the case should be coded to the appropriate category.

#### Excludes:

- Adjustment disorders (code to 707)
- Anxiety/stress only (code to 703)
- Depression only (code to 704)
- Hyperventilation (code to 706)
- Post-traumatic stress disorder (code to 702)

**I. MENTAL DISEASES (continued)****706 Short term shock from exposure to disturbing circumstances***Includes:*

- Mild shock (short term), no other injury
- Hyperventilation

*Excludes:*

- Adjustment disorders (code to 707)
- Anxiety/stress (code to 703)
- Depression (code to 704)
- Anxiety/depression combined (code to 705)
- Post-traumatic stress disorder (code to 702)

**707 Reaction to stressors - other, multiple or not specified***Includes:*

- Adjustment disorders

*Excludes:*

- Anorexia and bulimia (code to 718)
- Anxiety/stress (code to 703)
- Anxiety/depression combined (code to 705)
- Conduct disorders (code to 718)
- Depression (code to 704)
- Hyperventilation (code to 706)
- Other neurotic disorders (code to 718)
- Post-traumatic stress disorder (code to 702)
- Psychotic conditions (code to 718)
- Schizophrenia (code to 718)

**718 Other mental diseases, not elsewhere classified***Notes:*

This category covers specified mental diseases not able to be classified to another category.

*Includes:*

- Anorexia and bulimia (eating disorders)
- Conduct disorders
- Other neurotic disorders
- Psychotic conditions
- Schizophrenia

*Excludes:*

- Adjustment disorders (code to 707)
- Anxiety/stress (code to 703)
- Anxiety/depression combined (code to 705)
- Depression (code to 704)
- Hyperventilation (code to 706)
- Post-traumatic stress disorder (code to 702)

**I. MENTAL DISEASES (continued)**

**719 Mental diseases unspecified**

*Notes:*

This category covers mental diseases for which there is insufficient information to code to a specific category.

*Includes:*

- Unspecified mental diseases

*Excludes:*

- Specified mental diseases (code to 702 to 718)

**J. DIGESTIVE SYSTEM DISEASES****721 Hernias***Notes:*

The bodily location must be 340 (Abdominal muscles and tendons) except hiatus hernia where 334 (Lung, trachea and bronchus), which includes the diaphragm, is more appropriate. Bodily location codes 341 (Stomach) and 346 (Pelvic bones, muscles and tendons) are not applicable.

*Includes:*

- Femoral hernia
- Hiatus hernia
- Inguinal hernia

*Excludes:*

- Disc, displacement or herniation (code to 422)
- Hernias involving muscles not contained in the abdominal region (code to 568)
- Hernia of brain (code to 761)
- Hernia of eye (code to 769)

**722 Ulcers and gastritis***Includes:*

- Dyspepsia
- Gastric/duodenal/peptic ulcer
- Indigestion

*Excludes:*

- Skin ulcers (code to 758)

**738 Diseases of the digestive system, not elsewhere classified.***Notes:*

This category covers specified diseases of the digestive system not able to be classified to another category.

*Includes:*

- Cholecystitis (gall bladder inflammation)
- Diverticulitis
- Gastroenteritis, non-infectious
- Irritable bowel syndrome
- Stomatitis
- Tooth decay

*Excludes:*

- Gastroenteritis, infectious or unspecified (code to 821)

**739 Diseases of the digestive system, unspecified.***Notes:*

This category covers diseases of the digestive system for which there is insufficient information to code to a specific category.

*Includes:*

- Unspecified diseases of the digestive system

*Excludes:*

- Specified diseases of the digestive system (code to 721 - 738)

## **K. SKIN AND SUBCUTANEOUS TISSUE DISEASES**

### **741 Contact dermatitis**

*Includes:*

- Dermatitis arising from contact with:
  - oils and greases;
  - detergent or chemicals; and
  - plants

*Excludes:*

- Stevens-Johnson Syndrome (code to 758)

### **742 Other and unspecified dermatitis or eczema**

*Includes:*

- Allergic rash
- Chafing

*Excludes:*

- Stevens-Johnson Syndrome (code to 758)

### **758 Other diseases of skin and subcutaneous tissue, not elsewhere classified**

*Notes:*

This category covers specified diseases of skin and subcutaneous tissue not able to be classified to another category.

*Includes:*

- Blister: non-traumatic
- Cellulitis
- Chrome ulcer
- Corns and callosities
- Crayfish barb with or without localised infection
- Infections from cuts, ingrown toenails, skin ulcers and abscesses
- Ingrown toenails
- Keratosis
- Pilonidal sinus or cyst
- Stevens-Johnson Syndrome

*Excludes:*

- Septicaemia (specified cause) from skin puncture (code to 848)
- Septicaemia (unspecified cause) from skin puncture (code to 849)
- Skin cancers (code to 863)
- Skin growths (code to 865)
- Tinea (code to 837)

### **759 Diseases of skin and subcutaneous tissue, unspecified.**

*Notes:*

This category covers diseases of skin and subcutaneous tissue for which there is insufficient information to code to a specific category.

*Includes:*

- Unspecified diseases of skin and subcutaneous tissue

*Excludes:*

- Specified diseases of skin and subcutaneous tissue (code to 741, 742 or 758)

**L. NERVOUS SYSTEM AND SENSE ORGAN DISEASES****761 Diseases of the brain, spinal cord and peripheral nervous system***Notes:*

If the primary cause of the condition is disc prolapse or a related condition, code to 422

*Includes:*

- Chronic fatigue syndrome
- Encephalitis
- Meningitis (except meningococcal)
- Migraine
- Muscular dystrophy
- Paraplegia and quadriplegia not due to trauma
- Parkinsonism

*Excludes:*

- Bell's palsy (code to 762)
- Meningococcal meningitis (code to 838)
- Paraplegia and quadriplegia due to trauma (code to 181 to 182)
- Pinched nerve in spine/nerve compression (spine) NOT due to disc pathology (code to 762)

**762 Diseases of nerve roots, plexuses and single nerves***Notes:*

If the primary cause of the condition is disc prolapse or a related condition, code to 422

*Includes:*

- Bell's palsy
- Brachial neuralgia
- Brachial plexus disease
- Mononeuritis (not carpal tunnel syndrome)
- Pinched nerve in spine/nerve compression (spine) NOT due to disc pathology

*Excludes:*

- Carpal tunnel syndrome (code to 763)

**763 Carpal tunnel syndrome***Excludes:*

- Bell's palsy (code to 762)
- Brachial neuralgia (code to 762)
- Mononeuritis (not carpal tunnel syndrome) (code to 762)

**764 Diseases of the conjunctiva and cornea***Includes:*

- Conjunctivitis
- Keratitis
- Other flash burn to eye
- Pterygium
- Sub-conjunctival haemorrhage (non-traumatic)
- Welder's flash

*Excludes:*

- Traumatic corneal ulceration (code to 301)

**L. NERVOUS SYSTEM AND SENSE ORGAN DISEASES (continued)**

**769 Other diseases of the eye**

*Includes:*

- Cataracts
- Detached retina
- Eyestrain and visual disturbances
- Glaucoma

*Excludes:*

- Other flash burn to eye (code to 764)
- Traumatic corneal ulceration (code to 301)
- Welder's flash (code to 764)

**771 Deafness**

*Includes:*

- Noise-induced hearing loss

*Excludes:*

- Audio shock/shriek (code to 772)
- Traumatic deafness (code to 312)

**772 Audio shock, audio shriek**

**777 Other diseases of the ear and mastoid process**

*Includes:*

- Earache
- Meniere's disease
- Otitis media
- Perforated eardrum (non-traumatic)
- Tinnitus
- Vertigo

*Excludes:*

- Perforated eardrum from explosion or pressure (312), foreign body (301) or unspecified (312)

**778 Diseases of the nervous system and sense organs, not elsewhere classified**

*Notes:*

This category covers specified diseases of the nervous system and sense organs not able to be classified to another category.

**779 Diseases of the nervous system and sense organs, unspecified**

*Notes:*

This category covers diseases of the nervous system and sense organs for which there is insufficient information to code to a specific category.

*Includes:*

- Unspecified diseases of the nervous system and sense organs

*Excludes:*

- Specified diseases of the nervous system and sense organs (code to 761-778)

**M. RESPIRATORY SYSTEM DISEASES***Notes:*

Bodily locations codes for this group are 334 (Lung) or 720 (Respiratory system) EXCEPT code 680 which also includes Bodily location codes for nose and throat

**781 Asthma***Includes:*

- Allergic bronchitis
- Asthmatic bronchitis

**782 Legionnaires' disease****783 Asbestosis***Excludes:*

- Coal workers' pneumoconiosis (code to 785)
- Mesothelioma (code to 861)
- Silicosis (code to 784)

**784 Silicosis***Excludes:*

- Asbestosis (code to 783)
- Coal workers' pneumoconiosis (code to 785)

**785 Pneumoconiosis due to coal dust***Excludes:*

- Asbestosis (code to 783)
- Silicosis (code to 784)

**786 Pneumoconiosis excluding asbestosis, silicosis and coal workers' pneumoconiosis***Excludes:*

- Asbestosis (code to 783)
- Coal workers' pneumoconiosis (code to 785)
- Silicosis (code to 784)

**787 Other respiratory conditions due to substances***Includes:*

- Bird fancier's lung
- Conditions due to organic substances, such as extrinsic allergic alveolitis
- Farmer's lung

*Excludes:*

- Asbestosis (code to 783)
- Asthma (code to 781)
- Coal workers' pneumoconiosis (code to 785)
- Silicosis (code to 784)
- Acute bronchitis (code to 798)
- Chronic bronchitis (code to 788)
- Emphysema (code to 788)

**M. RESPIRATORY SYSTEM DISEASES (continued)**

**788 Chronic bronchitis, emphysema and allied conditions**

*Includes:*

- Bronchiectasis

*Excludes:*

- Acute bronchitis (code to 798)

**798 Other diseases of the respiratory system, not elsewhere classified**

*Notes:*

This category covers specified diseases of the respiratory system not able to be classified to another category.

*Includes:*

- Acute bronchitis
- Allergic rhinitis
- Common cold
- Hay fever
- Inflamed throat
- Influenza
- Nodules on throat/vocal chords
- Pneumonia
- Upper respiratory tract infection (URTI)

**799 Other diseases of the respiratory system, unspecified**

*Notes:*

This category covers diseases of the respiratory system for which there is insufficient information to code to a specific category.

*Includes:*

- Unspecified respiratory diseases

*Excludes:*

- Specified respiratory diseases (code to 781-798)

**N. CIRCULATORY SYSTEM DISEASES**

**801 Ischaemic heart disease**

*Includes:*

- Angina
- Coronary occlusion
- Heart attack
- Myocardial infarction

**802 Other heart disease excluding ischaemic heart disease**

*Includes:*

- Cardiac (heart) failure
- Myocarditis
- Pericarditis
- Rheumatic fever

*Excludes:*

- Hypertensive heart disease (code to 806)

**803 Cerebrovascular disease**

*Includes:*

- Cerebral aneurysm
- Cerebral haemorrhage
- Cerebrovascular accident (CVA)
- Stroke

**804 Arterial disease**

*Includes:*

- Aortic aneurysm
- Atherosclerosis
- Hardening of the arteries
- Peripheral vascular disease
- Raynaud's disease

*Excludes:*

- Cerebral artery disease (code to 803)
- Coronary artery disease (code to 801)
- Vibration white finger (secondary Raynaud's disease) (code to 805)

**805 Vibration white finger - secondary Raynaud's Disease**

*Excludes:*

- Atherosclerosis (code to 804)
- Cerebral artery disease (code to 803)
- Coronary artery disease (code to 801)
- Hardening of the arteries (code to 804)
- Peripheral vascular disease (code to 804)

**806 Hypertension**

*Includes:*

- Hypertensive heart disease
- Hypertensive kidney disease

**N. CIRCULATORY SYSTEM DISEASES (continued)**

**807 Venous thromboembolism**

*Includes:*

- Deep venous thrombosis (DVT)
- Pulmonary embolism (PE)
- Pulmonary thromboembolism

*Excludes:*

- Haemorrhoids (piles) (code to 808)
- Varicose thrombosis (code to 808)
- Varicose ulcer (code to 808)

**808 Venous disease, not elsewhere classified**

*Includes:*

- Haemorrhoids (piles)
- Oesophageal varicoes
- Varicose thrombosis
- Varicose ulcer

**818 Other diseases of the circulatory system, not elsewhere classified**

*Notes:*

This category covers specified diseases of the circulatory system not able to be classified to another category.

*Includes:*

- Hypotension (low blood pressure)

**819 Other diseases of the circulatory system, unspecified**

*Notes:*

This category covers diseases of the circulatory system for which there is insufficient information to code to a specific category.

*Includes:*

- Unspecified circulatory diseases

*Excludes:*

- Specified circulatory diseases (codes 801-818)

**O. INFECTIOUS AND PARASITIC DISEASES****821 Intestinal infectious diseases***Notes:*

This group is only valid with mechanism of incident code 71 (Biological factors).

*Includes:*

- Cholera
- Dysentery
- Gastroenteritis, infectious or unspecified
- Salmonella
- Typhoid

*Excludes:*

- Specified zoonoses (code to 822-825)

**822 Anthrax****823 Brucellosis****824 Q-fever****825 Leptospirosis****826 Other zoonoses, not elsewhere classified***Includes:*

- Melioidosis
- Psittacosis (ornithosis)

*Excludes:*

- Anthrax (code to 822)
- Brucellosis (code to 823)
- Leptospirosis (code to 825)
- Q-fever (code to 824)

**827 Protozoal diseases***Includes:*

- Malaria
- Trichomonas
- Toxoplasmosis

**828 Specified sexually transmitted diseases excluding HIV/AIDS***Includes:*

- Genital herpes
- Gonorrhoea
- Non-specific urethritis
- Syphilis

*Excludes:*

- HIV/AIDS (code to 835)

**O. INFECTIOUS AND PARASITIC DISEASES (continued)**

**831 Hepatitis A**

**832 Hepatitis B**

**833 Hepatitis C**

**834 Viral hepatitis, not elsewhere classified or unspecified**

**835 Human immunodeficiency virus (HIV)/AIDS**

**836 Viral diseases, not classified elsewhere.**

*Includes:*

- Cold sores
- Cowpox
- Dengue
- Foot and mouth disease
- Glandular fever
- Mumps
- Orf
- Ross River fever
- Rubella

*Excludes:*

- All defined sexually transmitted diseases (code to 828)
- HIV/AIDS (code to 835)
- Viral hepatitis (code to 831 - 834)

**837 Fungal conditions (mycoses)**

*Includes:*

- Monilia
- Ringworm
- Tinea

**838 Meningococcal disease**

*Includes:*

- Meningococcal meningitis/septicaemia

**O. INFECTIOUS AND PARASITIC DISEASES (continued)**

**848 Infectious and parasitic diseases, not elsewhere classified**

*Notes:*

This category covers specified infectious and parasitic diseases not able to be classified to another category.

*Includes:*

- Septicaemia (specified cause)
- Head lice
- Leprosy
- MRSA (methicillin-resistant staph aureus)
- Scabies

*Excludes:*

- Skin infections (code to 758)

**849 Infectious and parasitic diseases, unspecified**

*Notes:*

This category covers infectious and parasitic diseases for which there is insufficient information to code to a specific category.

*Includes:*

- Septicaemia (unspecified cause)
- Unspecified infectious and parasitic diseases

*Excludes:*

- Septicaemia (specified cause) (code to 848)
- Specified infectious and parasitic diseases (code to 821-848)

**P. NEOPLASMS (CANCER)**

*Notes:*

For all skin neoplasms, bodily location codes for skin should be selected where applicable, and the mechanism of incident must be 55 (exposure to non-ionising radiation).

**861 Malignant neoplasm of mesothelium (mesothelioma)**

**862 Malignant melanoma of skin**

**863 Other malignant neoplasm of skin**

*Includes:*

- Skin cancer, if no other information available
- Basal cell carcinoma

**864 Malignant neoplasm of lymphatic and haematopoietic tissue**

*Includes:*

- Hodgkin's disease
- Leukaemia
- Lymphoma

**865 Carcinoma in situ of skin**

**866 Other malignant neoplasms and carcinomas**

*Includes:*

- Brain tumour (if malignant)
- Sarcoma
- Lung cancer

**867 Benign neoplasm of skin**

**868 Other benign neoplasms**

*Includes:*

- Brain tumour (if benign)

**879 Neoplasm, not specified as benign or malignant**

*Notes:*

This category is to be used when the word 'neoplasm' or something similar is used, but without any indication as to whether the condition is benign or malignant. If the word 'cancer' is used, the condition should be coded to one of the malignant disease categories (861 - 866).

**Q. OTHER DISEASES**

**941 Other diseases, not elsewhere classified**

*Includes:*

- Certain conditions originating in the perinatal period
- Complications of pregnancy, childbirth and the puerperium
- Congenital anomalies
- Diseases of blood and blood-forming organs
- Diseases of the genitourinary system
- Endocrine, nutritional and metabolic diseases and immunity diseases
- Epistaxis (nose bleed)
- Headache, if no other information
- Hydrocele, orchitis or epididymitis
- Hyperventilation (tetany)
- Loss of smell or taste
- Miscarriage
- Prolapse of uterus
- Symptoms, signs and ill-defined conditions

**949 Unspecified diseases**

*Notes:*

This category is for diseases with insufficient information to allow them to be coded to any other specific category.

**R. OTHER CLAIMS**

**951 Exposure to substances without current injury or disease apparent**

*Notes:*

This category is used to cover claims where the worker has been exposed to substances that are thought might result in injury or disease, but where that injury or disease is not yet apparent.

*Includes:*

- Exposure to blood, saliva etc (no other injury or disease) and waiting for blood tests
- Exposure to asbestos

**961 Damage to artificial aid(s)**

*Notes:*

The bodily location code must be 900 (Unspecified locations) as there is no bodily injury.

*Includes:*

- Broken spectacles
- Broken dentures
- Damaged artificial limbs
- Damaged clothing

**999 Not Known**

*Notes:*

This category is for claims with insufficient information to allow them to be coded to any other category.

*Excludes:*

- Known injuries or diseases

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836	Chicken pox (varicella)
941	Childbirth complications (maternal)
314	Chillblains
828	Chlamydia urethritis
302	Chlorinated hydrocarbon toxicity and poisoning
738	Cholecystitis (gall bladder inflammation)
821	Cholera
571	Chondromalacia not involving patella or unspecified
418	Chondromalacia patellae
758	Chrome ulcer
788	Chronic airways disease
788	Chronic bronchitis
761	Chronic fatigue syndrome
804	Claudication - intermittent
804	Clots - in any artery
459	Coccydynia
173	Cold burn
836	Cold sores (herpes simplex infection of lips)
314	Cold temperature effects
836	Colds - viral
738	Colitis

	108	Concussion
	941	Congenital abnormality
	941	Congenital malformation
	764	Conjunctivitis
	741	Contact dermatitis
	944	Contact with blood or saliva etc - no injury
	169	Contusion
	302	Copper toxicity and poisoning
	764	Corneal ulcer - non-traumatic
	758	Corns
	801	Coronary artery thrombosis
	801	Coronary occlusion
	172	Corrosive burn
	571	Costochondritis
	836	Cow pox
	568	Cramp and spasm (of joints and muscles)
	169	Crush injury - superficial
	758	Crayfish barb with or without localised infection
	149	Cut
	803	CVA (cerebrovascular accident)
	941	Cystitis
<b>D</b>	961	Damage to an artificial aid, hearing aid, clothes, glasses, artificial leg, etc
	501	De Quervain's disease/tenosynovitis
	312	Deafness - due to effects of air pressure, explosions (barotrauma)
	771	Deafness - noise-induced
	139	Decapitation
	422	Degenerative disc disease
	941	Dehydration - due to disease
	313	Dehydration - due to exposure or unspecified
	761	Dementia
	738	Dental caries (tooth decay)
	704	Depression
	741	Dermatitis (eczema) - contact, allergic or irritant
	742	Dermatitis (eczema) - unspecified
	769	Detached retina
	781	Di-isocyanate asthma

941	Diabetes
721	Diaphragmatic hernia
821	Diarrhoea - infectious
738	Diarrhoea - non-infective
848	Diphtheria
422	Disc (intervertebral) - displacement, disruption, herniation, injury, problem, prolapse, rupture or slipped
803	Disease - cerebrovascular
201	Dislocation (includes luxation and subluxation)
761	Disseminated sclerosis (MS)
738	Diverticulitis
319	Drowning
718	Drug addiction
722	Duodenal ulcer
503	Dupuytren's contracture
319	Dysbarism (pressure differences)
821	Dysentery
941	Dysfunctional uterine bleeding
722	Dyspepsia
761	Dystrophy - muscular
557	Dystrophy - sympathetic

**E**

777	Earache
941	Eclampsia
741	Eczema (dermatitis) - contact, allergic or irritant
742	Eczema (dermatitis) - unspecified
311	Electric shock - electrocution from electric currents
319	Electric shock - due to lightning
171	Electrical burn
818	Embolism - air, fat
788	Emphysema
761	Encephalitis (including viral)
802	Endocarditis
139	Enucleation (of the eyeball)
527	Epicondylitis
941	Epididymitis
761	Epilepsy
941	Epistaxis (blood nose) - non-traumatic or unspecified

169	Epistaxis (blood nose) - traumatic
861	Epithelioma
179	Erythema - exposure to radiation (other than the sun)
758	Erythema - multiforme
758	Erythema - nodosum
319	Exertion - excessive, effects of
314	Exposure - effects of cold weather
313	Exposure - effects of hot weather
944	Exposure to substances without current injury or disease apparent
101	Extra-dural haemorrhage/haematoma - traumatic
802	Extrasystoles
319	Extremely low frequency radiation effects
787	Extrinsic allergic alveolitis
769	Eyestrain

**F**

407	Fallen arches (pes planus)
787	Farmer's lung
532	Fasciitis - plantar
721	Femoral hernia
548	Fibro myalgia
868	Fibroids - of uterus
548	Fibrositis
149	Finger nail - avulsion
169	Finger nail - blood collected underneath
174	Flame burn
764	Flash burn to eye
407	Flat feet (pes planus)
798	Flu (influenza)
418	Fluid on the knee - recurring or constant
302	Fluorocarbon toxicity
821	Food poisoning
836	Foot and mouth disease
301	Foreign body - no further specification
159	Foreign body - superficial (splinter)
119	Fracture - no other information
111	Fracture (traumatic) - skull, face or tooth
112	Fracture (traumatic) - back/spine/vertebral column

	118	Fracture (traumatic) - specified and not involving skull, face, tooth or vertebral column
	571	Fracture due to Paget's disease or osteoporosis
	302	Freon toxicity and poisoning
	175	Friction burn and friction blister
	314	Frost bite
	531	Frozen shoulder
	302	Fumigation gas toxicity and poisoning
	837	Fungal disease
	407	Fusion of joint
	488	Fusion of spine
<b>G</b>	319	G force, effect of
	179	Gamma ray burn
	319	Gamma ray effects other than burn
	503	Ganglion
	302	Gas toxicity and poisoning
	149	Gash
	722	Gastric ulcer
	722	Gastritis
	821	Gastroenteritis - infectious or unspecified
	738	Gastroenteritis - non-infectious
	836	German measles (rubella)
	821	Giardia
	738	Gingivitis (inflamed/sore gums)
	836	Glandular fever (infectious mononucleosis)
	769	Glaucoma
	738	Glossitis (sore tongue)
	828	Gonorrhoea
	402	Gout
	159	Gravel rash
	319	Gravitational force, effects of
	159	Graze
	118	Greenstick fracture (no other information)
	738	Gum disease
<b>H</b>	169	Haematoma - not extradural
	836	Haemorrhagic fevers

149	Haemorrhage - external
808	Haemorrhoids (piles)
407	Hallux valgus (bunion)
302	Halogenated hydrocarbon solvent toxicity and poisoning
407	Hammer toe
848	Hansen's disease (leprosy)
804	Hardening of the arteries (arteriosclerosis)
798	Hay fever
108	Head injury
108	Headache - from blow to head
941	Headache - no other information
312	Hearing loss - due to effects of air pressure, explosions (barotrauma)
771	Hearing loss - noise-induced (partial or complete)
801	Heart attack
806	Heart disease - hypertensive
313	Heat exhaustion
758	Heat rash
313	Heat stress
313	Heat stroke
831	Hepatitis A
832	Hepatitis B
833	Hepatitis C
834	Hepatitis - viral
721	Hernia
422	Herniated disc
836	Herpes simplex - cold sores
828	Herpes simplex - genital herpes
836	Herpes zoster (shingles)
721	Hiatus hernia
806	High blood pressure (hypertension)
319	High pressure jet injection
835	HIV
941	Hives
864	Hodgkin's disease
848	Hydatid disease
941	Hydrocoele
803	Hypertensive cerebral disease

806	Hypertensive heart disease
806	Hypertensive kidney disease
941	Hyperthyroidism
706	Hyperventilation (hysterical, psychogenic)
769	Hyphema - non-traumatic
169	Hyphema - traumatic
941	Hypoglycaemia
818	Hypotension
941	Hypothyroidism
705	Hysteria

**I**

319	Immersion, effects of
758	Impetigo
718	Impotence - mental condition
941	Impotence - physiological disease
849	Infection - no other information available
836	Infectious mononucleosis (glandular fever)
798	Influenza
179	Infra-red lamp burn
758	Ingrown toenails
721	Inguinal hernia
329	Injury - multiple
159	Injury - superficial, unspecified
399	Injury - unspecified
159	Insect bite - non-venomous
302	Insect bite - venomous or unspecified
804	Intermittent claudication
129	Internal injury
758	Intertrigo
422	Intervertebral disc displacement, disruption, herniation, injury, problem, prolapse, rupture or slipped
101	Intracranial injury
769	Iritis
738	Irritable bowel syndrome
801	Ischaemic heart disease
781	Isocyanate asthma

**J**

<b>K</b>	758	Keloid scar
	764	Keratitis/keratoconjunctivitis
	758	Keratosis
	806	Kidney disease - due to hypertension
	941	Kidney disease - not due to hypertension
<b>L</b>	422	L3 disc
	422	L4 disc
	422	L5 disc
	223	Lacerated muscle
	224	Lacerated tendon
	129	Laceration extending into or within the chest, abdomen or pelvis
	149	Laceration not going within the chest, abdomen or pelvis
	154	Lancet wound
	798	Laryngitis
	179	Laser burn to skin
	527	Lateral epicondylitis (tennis elbow)
	302	Lead toxicity and poisoning
	782	Legionnaire's disease
	827	Leishmaniasis
	848	Leprosy (Hansen's disease)
	825	Leptospirosis (Weil's disease)
	864	Leukaemia
	848	Lice infestation (pediculosis)
	178	Lightning - burn
	319	Lightning - electric shock
	848	Listeriosis
	769	Loss of - sight
	771	Loss of hearing
	459	Low back pain
	459	Lumbago
	422	Lumbar disc
798	Lung abscess	
866	Lung cancer	
864	Lymphoma	
<b>M</b>	827	Malaria
	862	Malignant melanoma

224	Mallet finger - cute
407	Mallet finger - chronic
718	Manic-depressive psychosis
941	Mastitis
777	Mastoid disease
836	Measles
154	Medical sharps injury
769	Meibomian cyst
862	Melanoma
826	Melioidosis (Nightcliff gardener's disease)
777	Meniere's disease
761	Meningitis
838	Meningococcal meningitis/septicaemia
406	Meniscus degenerate/detached/retained/chronic tear
941	Menstrual disease
302	Mercury toxicity and poisoning
861	Mesothelioma
302	Metal fume fever (zinc toxicity)
762	Metatarsalgia - mononeuritis - Morton's metatarsalgia
526	Metatarsalgia unspecified
848	MRSA (methicillin-resistant staph aureus)
302	Methyl bromide toxicity and poisoning
179	Microwave burn
319	Microwave effects other than burn
761	Migraine
941	Miscarriage
802	Mitral valve disease
837	Monilia (candida infection)
762	Mononeuritis - Morton's metatarsalgia
836	Mononucleosis
762	Morton's metatarsalgia - mononeuritis
319	Motion sickness
329	Multiple injuries
761	Multiple sclerosis
836	Mumps
569	Muscle cramps
761	Muscular dystrophy

599 Musculoskeletal pain  
548 Myalgia  
801 Myocardial infarction  
802 Myocarditis  
769 Myopia  
538 Myositis  
941 Myxoedema

**N**

798 Nasal polyps  
798 Nasopharyngitis  
479 Neck (cervical) - pain or dysfunction  
239 Neck (cervical) - sprain or strain (traumatic or unspecified)  
479 Neck pain  
479 Neck strain - non-traumatic  
154 Needle-stick injury  
941 Nephritis  
422 Nerve compression - spine, due to disc pathology  
762 Nerve root irritation - not due to disc pathology  
718 Nervous breakdown  
718 Neurosis  
826 Nightcliff gardener's disease (melioidosis)  
798 Nodules on throat  
771 Noise-induced hearing loss  
828 Non-specific urethritis  
159 Non-venomous creature bite or sting, superficial injury  
149 Non-venomous creature bite, open wound

**O**

941 Obesity  
718 Obsessional neurosis  
542 Occupational overuse syndrome (OOS)  
941 Oedema - angioneurotic  
738 Oesophageal disease  
808 Oesophageal varices  
722 Oesophagitis  
541 Olecranon bursitis  
542 OOS (occupational overuse syndrome)  
149 Open wound - not involving traumatic amputation  
941 Orchitis

836	Orf
826	Ornithosis
571	Osteitis deformans (Paget's disease)
401	Osteoarthritis
571	Osteochondritis
571	Osteomyelitis
571	Osteonecrosis - avascular
571	Osteoporosis
868	Other benign neoplasms
777	Otitis media
941	Ovarian cyst
319	Over exertion

**P**

571	Paget's disease of bone
542	Pain in limb
526	Painful arc syndrome
761	Paraplegia - non-traumatic
182	Paraplegia - traumatic
848	Parasitic disease of the skin
821	Paratyphoid fever
761	Parkinson's disease
758	Paronychia
802	Paroxysmal tachycardia
201	Partial dislocation
826	Pasteurellosis
571	Pathological fracture
848	Pediculosis (lice)
941	Pelvic inflammatory disease
722	Peptic ulcer
777	Perforated eardrum - non-traumatic
312	Perforated eardrum - traumatic from explosion or pressure, or unspecified
301	Perforated eardrum - traumatic from foreign body
802	Pericarditis
407	Pes planus (flat feet)
302	Pesticide toxicity
302	Petroleum fuel toxicity and poisoning
798	Pharyngitis

808	Phlebitis (inflammation, of veins)
808	Phlebothrombosis
718	Phobias
302	Phosphine toxicity and poisoning
302	Phosphorus toxicity and poisoning
808	Piles (haemorrhoids)
758	Pilonidal sinus
422	Pinched nerve - spine (due to disc displacement)
762	Pinched nerve - spine (not due to disc displacement)
532	Plantar fasciitis
798	Pleural effusion
798	Pleurisy
785	Pneumoconiosis - due to coal dust
786	Pneumoconiosis - excluding asbestosis, silicosis and coal workers' pneumoconiosis
798	Pneumonia
798	Pneumothorax - non-traumatic
129	Pneumothorax - traumatic
302	Poisoning and toxic effects of substances
804	Polyarteritis nodosa
404	Polyarthritis
798	Polyps - nasal
941	Post partum haemorrhage
702	Post traumatic stress disorder (PTSD)
423	Pott's curvature
941	Pregnancy - maternal complications
541	Pre-patellar bursitis
422	Prolapse of disc
941	Prolapse of uterus
941	Prostate disease or enlargement
826	Psittacosis
758	Psoriasis
718	Psychosis
764	Pterygium
702	PTSD (post traumatic stress disorder)
807	Pulmonary embolism
149	Puncture wound - without fracture
941	Purpura

	941	Pyelonephritis
<b>Q</b>	824	Q fever
	761	Quadriplegia - non-traumatic
	181	Quadriplegia - traumatic
<b>R</b>	836	Rabies
	179	Radiation burn
	319	Radiation effects other than burn
	742	Rash - unspecified
	804	Raynaud's disease
	557	Regional pain syndrome
	941	Renal abscess
	941	Renal colic
	542	Repetitive Strain Injury (RSI)
	848	Respiratory tuberculosis
	802	Rheumatic heart disease - chronic
	538	Rheumatism
	402	Rheumatoid arthritis
	798	Rhinitis - allergic
	848	Rickettsia
	837	Ringworm
	863	Rodent ulcer (basal cell carcinoma)
	836	Ross River fever
	526	Rotator cuff syndrome
	848	Roundworm
	542	RSI (Repetitive Strain Injury)
	836	Rubella (German measles)
	533	Rupture (spontaneous) of a muscle
	533	Rupture (spontaneous) of a tendon
	228	Rupture (traumatic) of a muscle or tendon unspecified
	422	Rupture of a disc
	201	Rupture of a joint capsule
129	Rupture of an organ	
<b>S</b>	422	S1 disc
	821	Salmonella

866	Sarcoma
848	Scabies
174	Scalds
154	Scalpel wound
848	Scarlet fever
718	Schizophrenia
459	Schmorl's nodes
459	Sciatica - without objective neurological loss or unspecified
422	Sciatica - with objective neurological loss
848	Scrub typhus
761	Senility
403	Septic arthritis
849	Septic poisoning
849	Septic throat
848	Septicaemia - known cause
849	Septicemia - unspecified cause
154	Sharps injury - medical
569	Shin splints
836	Shingles (zoster)
706	Shock due to emotional trauma
311	Shock (electric) - due to electrical current
319	Shock (electric) - due to lightning
772	Shriek (phone)
784	Silicosis
798	Sinusitis
863	Skin cancer (if no other information available)
149	Slash
422	Slipped disc
836	Smallpox
149	Snake bite - non-venomous
302	Snake bite - venomous or unspecified
579	Soft tissue diseases
239	Soft tissue injury
302	Solvent toxicity
159	Spider bite - non-venomous
302	Spider bite - venomous or unspecified
189	Spinal cord injury unspecified
129	Spleen injury

159	Splinter - superficial foreign body
459	Spondylitis
459	Spondylolisthesis - acquired or unspecified
941	Spondylolisthesis - congenital
219	Sprain - traumatic
532	Spur on foot
769	Squint (crooked gaze)
488	Stenosis of spine
758	Steven-Johnson syndrome
941	Stillbirth
302	Sting (insect)(wasp or bee) - venomous or unspecified
159	Sting (insect) - non-venomous
302	Sting (wasp or bee)
738	Stomatitis
229	Strain - traumatic
301	Strangulation
703	Stress - acute reaction to stress, episode only
313	Stress - heat
707	Stress - stress adjustment reaction
118	Stress fracture (traumatic) - of specified bones other than spine
112	Stress fracture of spine
803	Stroke - cerebrovascular accident
313	Stroke - heat stress
769	Stye
302	Styrene toxicity and poisoning
101	Sub-arachnoid haemorrhage - traumatic or unspecified
803	Sub-arachnoid haemorrhage - non-traumatic
101	Sub-arachnoid haemorrhage - traumatic
764	Sub-conjunctival haemorrhage - non-traumatic
169	Sub-conjunctival haemorrhage - traumatic or unspecified
101	Sub-dural haemorrhage/haematoma - traumatic
201	Subluxation (partial dislocation)
319	Submersion - non-fatal
169	Sub-ungual haematoma
313	Sunburn
313	Sunstroke (heat stroke)
159	Superficial wound - graze or abrasion

159	Superficial wound - splinter or other small superficial foreign body
159	Superficial wound - unspecified
175	Superficial wound - friction burn or blister
526	Supraspinatus tendinitis
557	Sympathetic dystrophy
501	Synovitis
828	Syphilis
154	Syringe wound

**T**

802	Tachycardia - paroxysmal
526	Tendinitis
527	Tennis elbow (lateral epicondylitis)
501	Tenosynovitis
848	Tetanus
181	Tetraplegia - traumatic
848	Threadworms
941	Thrombocytopenia
808	Thrombophlebitis
807	Thrombosis (veins)
804	Thrombosis of arteries other than coronary and cerebral
837	Thrush
941	Thyrotoxicosis
837	Tinea
777	Tinnitus
781	Toluene di-isocyanate asthma
302	Toluene toxicity and poisoning
798	Tonsillitis
738	Tooth decay
111	Tooth - broken
201	Torn joint, capsules, cartilage or ligaments
129	Torn internal organ
223	Torn muscle
224	Torn tendon
479	Torticollis
302	Toxicity and poisoning
827	Toxoplasmosis
319	Travel sickness (motion sickness)
827	Trichomonas

	503	Trigger finger
	848	Tuberculosis - not involving spine or unspecified
	423	Tuberculosis of spine
	821	Typhoid fever
	848	Typhus
<b>U</b>	722	Ulcer - abdominal organ
	758	Ulcer - chronic skin
	808	Ulcer - varicose
	179	Ultraviolet light (artificial source) - burn
	721	Umbilical hernia
	941	Urticaria
<b>V</b>	941	Vaginitis
	302	Vapour toxicity and poisoning
	836	Varicella (chicken pox)
	808	Varices - oesophageal (bleeding) see oesophagus
	808	Varicose ulcer
	808	Varicose veins
	302	Venomous creature bite/sting
	808	Venous diseases (except for thromboses)
	802	Ventricular fibrillation
	777	Vertigo
	777	Vestibular disease
	319	Vestibular disease - motion (travel) sickness
	805	Vibration white finger (secondary Raynaud's disease)
	836	Viral disease
	761	Viral encephalitis
	834	Viral hepatitis
	769	Visual loss - full or partial
	769	Vitreous opacity
	569	Volkman's ischaemic contracture
<b>W</b>	758	Warts
	302	Wasp sting
	825	Weil's disease (leptospirosis)
	764	Welder's flash burn
	781	Western red cedar asthma

	218	Whiplash injury to neck
	805	White finger disease (secondary Raynaud's disease)
	848	Whooping cough
	159	Wound - abrasion, graze
	149	Wound - containing glass, metal or other foreign body
	149	Wound - cut, laceration or non-venomous bite
	159	Wound - splinter
	129	Wound penetrating the chest, abdomen or pelvis
	239	Wrist injury
	579	Wrist pain - non-traumatic
	239	Wrist pain - traumatic
<b>X</b>	179	X-ray - burn
	319	X-ray - effects of x-rays other than burn
<b>Y</b>		
<b>Z</b>	836	Zoster - herpes zoster, shingles

## E. BODILY LOCATION OF INJURY/DISEASE CLASSIFICATION

The *bodily location of injury/disease* classification is intended to identify the part of the body affected by the most serious injury or disease.

The classification consists of a summary classification and a detailed listing which incorporates inclusions and exclusions for many of the codes.

To further assist coders, an alphabetic listing containing many of the technical and common usage terms that may be reported is also included.

The classification is not significantly different from the Australian Bureau of Statistics 'Bodily Location of Injury' classification on which it is based.

The classification has been structured hierarchically and consists of nine divisions (first digit level) divided into several major groups (two digit level) which in turn consist of a number of sub-group codes (three digit level).

The classification relies on sufficient detail being available to allow the allocation of appropriate codes. Where the description given on the report form is inadequate, coders should use any other information that is available, for example, medical certificates or other information given in the report, or, where possible, by directly querying the injured worker to determine the required information.



## **MAJOR GROUPS**

- 1 HEAD**
- 2 NECK**
- 3 TRUNK**
- 4 UPPER LIMBS**
- 5 LOWER LIMBS**
- 6 MULTIPLE LOCATIONS**
- 7 SYSTEMIC LOCATIONS**
- 8 NON-PHYSICAL LOCATIONS**
- 9 UNSPECIFIED LOCATIONS**



## MAJOR GROUPS AND SUB-GROUPS

### GROUP 1 HEAD

- 11 Cranium
- 12 Eye
- 13 Ear
- 14 Mouth
- 15 Nose
- 16 Face - not elsewhere classified
- 18 Head - multiple locations
- 19 Head - unspecified locations

### GROUP 2 NECK

- 21 Neck

### GROUP 3 TRUNK

- 31 Back - upper or lower
- 33 Chest (thorax)
- 34/35 Abdomen and pelvic region
- 38 Trunk - multiple locations
- 39 Trunk - unspecified locations

### GROUP 4 UPPER LIMBS

- 41 Shoulder
- 42 Upper arm
- 43 Elbow
- 44 Forearm
- 45 Wrist
- 46 Hand, fingers and thumb
- 48 Upper limb - multiple locations
- 49 Upper limb - unspecified locations

### GROUP 5 LOWER LIMBS

- 51 Hip
- 52 Upper leg
- 53 Knee
- 54 Lower leg
- 55 Ankle
- 56 Foot and toes
- 58 Lower limb - multiple locations
- 59 Lower limb - unspecified locations

**GROUP 6 MULTIPLE LOCATIONS**

- 61 Neck and trunk
- 62 Head and neck
- 63 Head and other
- 64 Trunk and limbs
- 65 Upper and lower limbs
- 66 Neck and shoulder
- 68 Other specified multiple locations
- 69 Unspecified multiple locations

**GROUP 7 SYSTEMIC LOCATIONS**

- 71 Circulatory system
- 72 Respiratory system
- 73 Digestive system
- 74 Genitourinary system
- 75 Nervous system
- 78 Other and multiple systemic conditions
- 79 Unspecified systemic conditions

**GROUP 8 NON-PHYSICAL LOCATIONS**

- 80 Psychological system

**GROUP 9 UNSPECIFIED LOCATIONS**

- 90 Unspecified locations

## QUICK REFERENCE LIST

### GROUP 1 HEAD

- 11 Cranium**
  - 110 Cranium
  - 111 Brain
  
- 12 Eye**
  - 120 Eyeball
  - 121 Ocular adnexa
  - 128 Eye - other and multiple
  - 129 Eye - unspecified
  
- 13 Ear**
  - 130 Ear
  
- 14 Mouth**
  - 140 Mouth
  - 141 Tooth
  
- 15 Nose**
  - 150 Nose
  
- 16 Face, not elsewhere classified**
  - 160 Face
  
- 18 Head - multiple locations**
  - 180 Head - multiple locations
  
- 19 Head - unspecified locations**
  - 190 Head - unspecified locations

### GROUP 2 NECK

- 21 Neck**
  - 210 Neck bones, muscles and tendons
  - 211 Neck - internal organs and glands
  - 218 Neck - other and multiple
  - 219 Neck - unspecified

### **GROUP 3 TRUNK**

#### **31 Back - upper or lower**

- 310 Upper back
- 311 Lower back
- 318 Back - other and multiple
- 319 Back - unspecified

#### **33 Chest (thorax)**

- 330 Ribs
- 331 Chest muscles
- 332 Breast
- 333 Heart
- 334 Lung, trachea and bronchus
- 335 Other internal chest organs
- 338 Chest - other and multiple
- 339 Chest - unspecified

#### **34/35 Abdomen and pelvic region**

- 340 Abdominal muscles and tendons
- 341 Stomach
- 342 Small intestine and duodenum
- 343 Liver and intrahepatic ducts
- 344 Gall bladder and extrahepatic bile ducts
- 345 Pancreas
- 346 Pelvic bones, muscles and tendons
- 347 Spleen
- 350 Bladder
- 351 Kidney
- 352 Abdominal ducts and glands
- 353 Large intestine
- 354 Genital (reproductive) organs
- 358 Abdomen - other and multiple
- 359 Abdomen - unspecified

#### **38 Trunk - multiple locations**

- 380 Trunk - multiple locations

#### **39 Trunk - unspecified locations**

- 390 Trunk - unspecified locations

### **GROUP 4 UPPER LIMBS**

#### **41 Shoulder**

- 410 Shoulder

#### **42 Upper arm**

- 420 Upper arm

#### **43 Elbow**

- 430 Elbow

- 44 Forearm**
  - 440 Forearm
- 45 Wrist**
  - 450 Wrist
- 46 Hand, fingers and thumb**
  - 460 Hand
  - 461 Fingers
  - 462 Thumb
  - 468 Hand, fingers and thumb - other and multiple
  - 469 Hand, fingers and thumb - unspecified
- 48 Upper limb - multiple locations**
  - 480 Upper limb - multiple locations
- 49 Upper limb - unspecified locations**
  - 490 Upper limb - unspecified locations

**GROUP 5 LOWER LIMBS**

- 51 Hip**
  - 510 Hip
- 52 Upper leg**
  - 520 Upper leg
- 53 Knee**
  - 530 Knee
- 54 Lower leg**
  - 540 Lower leg
- 55 Ankle**
  - 550 Ankle
- 56 Foot and toes**
  - 560 Foot
  - 561 Toes
  - 568 Foot and toes - other and multiple
  - 569 Foot and toes - unspecified
- 58 Lower limb - multiple locations**
  - 580 Lower limb - multiple locations
- 59 Lower limb - unspecified locations**
  - 590 Lower limb - unspecified locations

## **GROUP 6 MULTIPLE LOCATIONS**

- 61 Neck and Trunk**  
610 Neck and trunk
- 62 Head and Neck**  
620 Head and neck
- 63 Head and other**  
630 Head and other
- 64 Trunk and limbs**  
640 Trunk and limbs
- 65 Upper and lower limbs**  
650 Upper and lower limbs
- 66 Neck and shoulder**  
660 Neck and shoulder
- 68 Other specified multiple locations**  
680 Other specified multiple locations  
688 Major proportion of external surface of body
- 69 Unspecified multiple locations**  
690 Unspecified multiple locations

## **GROUP 7 SYSTEMIC LOCATIONS**

- 71 Circulatory system**  
710 Circulatory system in general
- 72 Respiratory system**  
720 Respiratory system in general
- 73 Digestive system**  
730 Digestive system in general
- 74 Genitourinary system**  
740 Genitourinary system in general
- 75 Nervous system**  
750 Nervous system in general
- 78 Other and multiple systemic conditions**  
780 Other and multiple systemic conditions
- 79 Unspecified systemic conditions**  
790 Unspecified systemic conditions

**GROUP 8 NON-PHYSICAL LOCATIONS**

**80 Psychological system**

800 Psychological system in general

**GROUP 9 UNSPECIFIED LOCATIONS**

**90 Unspecified locations**

900 Unspecified locations



**DETAILED CLASSIFICATION****GROUP 1 HEAD****11 Cranium****110 Cranium***Includes:*

- skull
- forehead
- temple
- scalp, including hair

*Excludes:*

- inner ear (code to 130)
- cheek bone (code to 160)
- brain (code to 111)
- nasal septum (code to 150)

**111 Brain****12 Eye****120 Eyeball***Includes:*

- eyeball
- eye muscles and ligaments
- detached retina
- damage to the cornea (for example, caused by flash burns).

**121 Ocular adnexa***Includes:*

- eyebrows
- eyelids
- eyelashes

**128 Eye - other and multiple***Notes:*

This category to be used only where both codes 120 and 121 can be given

*Includes:*

- conjunctivitis

**129 Eye - unspecified***Notes:*

This category covers only those cases where a specific location has not been given, nor is it possible to deduce a more specific code.

*Includes:*

- foreign body in eye

**GROUP 1 HEAD (continued)**

**13 Ear**

**130 Ear**

*Includes:*

- external ear (ear lobe)
- middle ear
- internal (inner) ear

**14 Mouth**

**140 Mouth**

*Includes:*

- lips
- tongue
- mouth - oral cavity
- tonsils and salivary glands

*Excludes:*

- facial muscles and tendons (code to 160)
- epiglottis (code to 211)
- teeth (code to 141)

**141 Tooth/Teeth**

**15 Nose**

**150 Nose**

*Includes:*

- nasal bones
- olfactory nerve
- nasal sinuses
- nasal cartilage, nasal septum
- external nose, including skin

*Excludes:*

- ethmoid cribriform plate (code to 110)

**16 Face - not elsewhere classified**

**160 Face**

*Includes:*

- ligaments and bones of the jaw, not elsewhere classified
- cheek bones
- facial muscles and tendons, not elsewhere classified
- chin
- facial hair, beards and moustaches

**GROUP 1 HEAD (continued)**

**18 Head - multiple locations**

**180 Head - multiple locations**

*Notes:*

This category is to be used only where different sub-group codes 110 to 160 can be given.

*Includes:*

- multiple facial injuries

**19 Head - unspecified locations**

**190 Head - unspecified locations**

*Notes:*

This category is to be used only where a specific location of the head has not been given, nor is it possible to deduce a more specific code.

*Excludes:*

- concussion (code to 111)

## **GROUP 2 NECK**

### **21 Neck**

#### **210 Neck bones, muscles and tendons**

*Includes:*

- cervical vertebrae and spinal cord
- atlas, axis and intervertebral discs
- cervical spine unspecified
- sternomastoid and trapezoid muscles

#### **211 Neck - internal organs and glands**

*Includes:*

- throat
- larynx, pharynx, trachea, oesophagus, vocal chords, epiglottis
- thyroid, cricoid
- carotid artery, jugular vein

*Excludes:*

- larynx in chest (code to 335)
- oesophagus in chest (code to 335)
- tonsils (code to 140)

#### **218 Neck - other and multiple**

*Notes:*

This category to be used where both codes 210 and 211 can be given.

*Includes:*

- skin - superficial injuries, cuts, bruises, burns and skin diseases

*Excludes:*

- larynx in chest (code to 335)
- oesophagus in chest (code to 335)
- tonsils (code to 140)

#### **219 Neck - unspecified**

*Notes:*

This category is to be used where a specific location of the neck has not been given, nor is it possible to deduce a more specific code.

**GROUP 3 TRUNK****31 Back - Upper or Lower****310 Upper back***Includes:*

- spinal vertebrae (thoracic)
- spinal discs (thoracic)
- upper back muscles and tendons

*Excludes:*

- cervical spine and discs (code to 210)
- lumbar spine and discs (code to 311)
- sacral and coccygeal vertebrae (code to 311)
- ribs (code to 330)
- cervical vertebrae, atlas and axis (code to 210)
- skin (code to 318)

**311 Lower back***Includes:*

- spinal vertebrae (lumbar)
- spinal discs (lumbar)
- lower back muscles and tendons
- sacrospinalis

*Excludes:*

- cervical spine and discs (code to 210)
- thoracic spine and discs (code to 310)
- ribs (code to 330)
- skin (code to 318)

**318 Back - other and multiple***Notes:*

This category to be used where both codes 310 and 311 can be given

*Includes:*

- skin - superficial injuries, burns and skin diseases

**319 Back - unspecified***Notes:*

This category is to be used only where a specific location of the back has not been given, nor is it possible to deduce a more specific code.

**33 Chest (thorax)****330 Ribs***Includes:*

- ribs (front and back)
- intercostal cartilage
- sternum, breast bones

**331 Chest muscles***Includes:*

- chest muscles, tendons and ligaments
- pectoralis major, serratus magnus

**GROUP 3 TRUNK (continued)**

**332 Breast**

*Includes:*

- mammary glands

**333 Heart**

*Includes:*

- atrium, ventricle

**334 Lung, trachea and bronchus**

*Includes:*

- pleura
- diaphragm

**335 Other internal chest organs**

*Includes:*

- thymus, oesophagus, larynx

*Excludes:*

- larynx in neck (code to 211)
- oesophagus in neck (code to 211)
- thyroid (code to 211)

**338 Chest - other and multiple**

*Notes:*

This category to be used where two or more codes 330-335 can be given.

*Includes:*

- skin - superficial injuries, cuts, bruises, burns and skin diseases

**339 Chest - unspecified**

*Notes:*

This category is to be used only where a specific location of the chest has not been given, nor is it possible to deduce a more specific code.

**34/35 Abdomen and pelvic region**

**340 Abdominal muscles and tendons**

*Includes:*

- abdominal tendons
- abdominal wall
- inguinal canal
- groin area but NOT skin
- umbilical hernia
- hernias with no other information

**341 Stomach**

*Notes:*

'Stomach' refers to a specific body organ not to the abdominal region.

*Excludes:*

- strains and sprains (code to 340)
- cuts, bruises, burns, etc to abdomen (code to 358)
- hernias (code to 340)

**GROUP 3 TRUNK (continued)****342 Small intestine and duodenum****343 Liver and intrahepatic ducts****344 Gall bladder and extrahepatic bile ducts****345 Pancreas****346 Pelvic bones, muscles and tendons***Includes:*

- innominate bones
- ilium
- ischium
- pubis
- pelvic floor
- pelvic diaphragm
- levator ani muscles

*Excludes:*

- hip joint (code to 510)
- sacro-iliac joint (code to 510)
- coccyx (code to 311)
- sacral and coccygeal vertebrae (code to 311)

**347 Spleen****350 Bladder****351 Kidney****352 Abdominal ducts and glands****353 Large intestine***Includes:*

- colon, rectum

**354 Genital (reproductive) organs***Includes:*

- uterus, ovary, testis, scrotum, prostate

**358 Abdomen - other and multiple***Includes:*

- skin - superficial injuries, burns and skin diseases
- those cases where two or more different three digit codes can be given
- skin in groin area, for example, rashes
- perineum

**359 Abdomen - unspecified***Notes:*

This category is to be used only where a specific location of the abdomen or pelvic region has not been given, nor is it possible to deduce a more specific code.

**GROUP 3 TRUNK (continued)**

**38 Trunk - multiple locations**

**380 Trunk - multiple locations**

*Notes:*

This category is to be used only where different two digit codes in the range 31-35 can be given.

**39 Trunk - unspecified locations**

**390 Trunk - unspecified locations**

*Notes:*

This category is to be used only where a specific location of the trunk has not been given, nor is it possible to deduce a more specific code.

**GROUP 4 UPPER LIMBS**

**41 Shoulder**

**410 Shoulder**

*Includes:*

- shoulder blade
- shoulder joint and ligaments
- collar bone
- deltoid
- other muscles of the shoulder joint
- skin - superficial injuries, burns and skin diseases

*Excludes:*

- trunk muscles moving the shoulder as below:
  - pectoralis major (code to 331)
  - latissimus dorsi (code to 318)
  - serratus magnus (code to 331)

**42 Upper arm**

**420 Upper arm**

*Includes:*

- humerus
- muscles, ligaments, and tendons of the upper arm
- skin - superficial injuries, burns and skin diseases

*Excludes:*

- shoulder joint (head of humerus) (code to 410)

**43 Elbow**

**430 Elbow**

*Includes:*

- elbow joint
- elbow cartilage
- medial and lateral epicondyles of humerus
- olecranon and coronoid processes of the radius and ulna
- head of radius
- skin - superficial injuries, burns and skin diseases

## **GROUP 4 UPPER LIMBS (continued)**

### **44 Forearm**

#### **440 Forearm**

*Includes:*

- bones of the forearm (radius and ulna)
- forearm muscles and tendons
- flexors, extensors of the wrist and fingers
- pronator muscles of the wrist
- skin - superficial injuries, burns and skin diseases

*Excludes:*

- olecranon and coronoid processes of the radius and ulna (code to 430)
- carpal bones (code to 450)
- head of radius (code to 430)
- styloid processes of radius and ulna (code to 450)
- short flexor of the thumb (code to 460)

### **45 Wrist**

#### **450 Wrist**

*Includes:*

- carpal bones
- scaphoid, lunate, triquetral, pisiform, trapezium, trapezoid, capitate, hamate
- styloid processes of radius and ulna
- supinators
- tendons of the wrist
- skin - superficial injuries, burns and skin diseases

*Excludes:*

- pronator muscles of the wrist (code to 440)
- flexors, extensors of the wrist (code to 440)
- bones of the hand (code to 460)
- metacarpal bones (code to 460)
- lower head of radius and ulna (code to 440)

### **46 Hand, fingers and thumb**

#### **460 Hand**

*Includes:*

- metacarpal bones
- knuckles
- muscles and tendons of the hand
- short flexor of the thumb
- thenar and hypothenar eminences
- skin - superficial injuries, burns and skin diseases

*Excludes:*

- fingers (code to 461) and thumb (code to 462)
- phalanges or bones of the finger (code to 461) and thumb (code to 462)

**GROUP 4 UPPER LIMBS (continued)****461 Fingers***Includes:*

- fingernails
- phalanges (bones) of the fingers
- muscles and tendons of the fingers
- skin - superficial injuries, burns and skin diseases

*Excludes:*

- thumb (code to 462)

**462 Thumb***Includes:*

- thumbnail
- phalanges (bones) of the thumb
- muscles and tendons of the thumb
- skin - superficial injuries, burns and skin diseases

*Excludes:*

- fingers (code to 461)
- short flexor of the thumb (code to 460)
- thenar and hypothenar eminences (code to 460)

**468 Hand, fingers and thumb - other and multiple***Notes:*

This category is to be used only where two or more different codes 460 to 462 can be given.

**469 Hand, fingers and thumb - unspecified***Notes:*

This category is to be used only where a specific location of the hand, fingers and thumb has not been given, nor is it possible to deduce a more specific code.

**48 Upper limb - multiple locations****480 Upper limb - multiple locations***Notes:*

This category is to be used only where two or more different codes 410-469 can be given.

**49 Upper limb - unspecified locations****490 Upper limb - unspecified locations***Notes:*

This category is to be used only where a specific location of the upper limbs has not been given, nor is it possible to deduce a more specific code.

**GROUP 5 LOWER LIMBS**

**51 Hip**

**510 Hip**

*Includes:*

- hip joint
- head and neck of femur
- sacro-iliac joint
- hip muscles and tendons
- buttocks
- gluteal muscles
- skin - superficial injuries, burns and skin diseases

*Excludes:*

- adductor and abductor of the hip (code to 520)

**52 Upper leg**

**520 Upper leg**

*Includes:*

- femur
- adductor and abductor of the hip
- hamstrings
- muscles, ligaments, and tendons of the upper leg
- skin - superficial injuries, burns and skin diseases

*Excludes:*

- head and neck of femur (code to 510)

**53 Knee**

**530 Knee**

*Includes:*

- articular cartilage and menisci
- capsule and synovial membrane
- muscles and tendons surrounding the knee
- patellar tendon
- skin - superficial injuries, burns and skin diseases

**54 Lower leg**

**540 Lower leg**

*Includes:*

- tibia (shin bone) and/or fibula
- calf muscles
- tibialis anticus
- achilles tendon
- skin - superficial injuries, burns and skin diseases

*Excludes:*

- lateral and medial malleolus (code to 550)

**GROUP 5 LOWER LIMBS (continued)**

**55 Ankle**

**550 Ankle**

*Includes:*

- talus, calcaneo-fibular ligament, deltoid ligament of ankle, tibio-fibular ligament, internal collateral ligament of ankle
- lateral and medial malleolus
- ankle muscles and tendons
- skin - superficial injuries, burns and skin diseases

**56 Foot and toes**

**560 Foot**

*Includes:*

- tarsal and metatarsal bones
- heel (calcaneus)
- navicular (scaphoid), cuboid, cuneiform bones
- muscles and tendons of the foot
- muscles of the toes
- short flexor of the toes
- skin - superficial injuries, burns and skin diseases

**561 Toes**

*Includes:*

- big (great) toe
- toenails
- phalanges (bones) of the toes
- muscles and tendons of the toes
- skin - superficial injuries, burns and skin diseases

**568 Foot and toes - other and multiple**

*Notes:*

This category is to be used only where both codes 560 and 561 can be given.

**569 Foot and toes - unspecified**

*Notes:*

This category is to be used only where a specific location of the foot and toes has not been given, nor is it possible to deduce a more specific code.

**58 Lower limb - multiple locations**

**580 Lower limb - multiple locations**

*Notes:*

This category is to be used only where two or more codes in the range 510-569 can be given.

**GROUP 5 LOWER LIMBS (continued)**

**59 Lower limb - unspecified locations**

**590 Lower limb - unspecified locations**

*Notes:*

This category is to be used only where a specific location of the lower limbs has not been given, nor is it possible to deduce a more specific code.

**GROUP 6 MULTIPLE LOCATIONS**

**61 Neck and trunk**

**610 Neck and trunk**

*Includes:*

- cervical and spinal vertebra
- neck and spine

*Excludes:*

- neck and shoulder (code to 660)

**62 Head and neck**

**620 Head and neck**

*Excludes:*

- head and neck pain OOS description (code to 660)

**63 Head and other**

**630 Head and other**

*Includes:*

- head and one or more limbs
- head and trunk

**64 Trunk and limbs**

**640 Trunk and limbs**

*Includes:*

- for example, back and arm

**65 Upper and lower limbs**

**650 Upper and lower limbs**

*Includes:*

- for example, forearm and thigh

**66 Neck and shoulder**

**660 Neck and shoulder**

**GROUP 6 MULTIPLE LOCATIONS (continued)**

**68 Other specified multiple locations**

**680 Other specified multiple locations**

*Includes:*

- Specified multiple locations not classifiable to codes 610 to 660.

**688 Major proportion of external surface of body**

*Notes:*

This code is designed to facilitate coding of injuries and diseases that sometimes afflict large areas of the external surface of the body, for example - scabies, or descriptions where burns cover the body.

**69 Unspecified multiple locations**

**690 Unspecified multiple locations**

*Notes:*

This category is to be used only where specific multiple locations have not been given, nor is it possible to deduce a more specific code.

**GROUP 7 SYSTEMIC LOCATIONS**

**71 Circulatory system**

**710 Circulatory system in general**

*Includes:*

- where nature is heat exhaustion
- where nature is sunstroke
- where nature is septicemia
- where nature is 'bends' (the Caisson disease)

**72 Respiratory system**

**720 Respiratory system in general**

*Includes:*

- where nature is drowning
- where nature is asphyxia
- where nature is asthma
- where nature is asbestosis
- where nature is bronchitis
- where nature is emphysema

**73 Digestive system**

**730 Digestive system in general**

*Includes:*

- food poisoning

**74 Genitourinary system**

**740 Genitourinary system in general**

*Includes:*

- nephritis or other kidney or bladder disorder

**75 Nervous system**

**750 Nervous system in general**

*Includes:*

- diseases of the nervous system

*Excludes:*

- nervous, mental conditions (code to 800)
- non-physical damage (code to 800)
- shock (code to 780)

**GROUP 7 SYSTEMIC LOCATIONS (continued)**

**78 Other and multiple systemic conditions**

**780 Other and multiple systemic conditions**

*Includes:*

- fevers
- electrocution
- shock

**79 Unspecified systemic conditions**

**790 Unspecified systemic conditions**

*Includes:*

- faint with no other information
- nausea

**GROUP 8 NON-PHYSICAL LOCATIONS**

**80 Psychological system**

**800 Psychological system in general**

*Includes:*

- nervous breakdown
- mental conditions
- stress anxiety
- neuroses

## **GROUP 9 UNSPECIFIED LOCATIONS**

### **90 Unspecified locations**

#### **900 Unspecified locations**

*Includes:*

- damage to artificial aids
- broken glasses
- torn clothing
- dentures

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	140	Oral cavity
	110	Orbit
	354	Ovary
<b>P</b>	345	Pancreas
	333	Papillary muscles
	211	Parathyroid glands
	110	Parietal bone
	140	Parotid gland, mouth
	530	Patella
	530	Patellar tendon
	331	Pectoralis major
	346	Pelvic bones
	346	Pelvic diaphragm
	346	Pelvic floor
	346	Pelvic muscles
	358	Pelvic region - multiple
	359	Pelvic region - unspecified
	346	Pelvic tendons
	461	Phalanges - fingers
	561	Phalanges - of the toes
	462	Phalanges - thumb
	211	Pharynx
	450	Pisiform, wrist
	111	Pituitary gland
	334	Pleura

	440	Pronator muscles of wrist
	354	Prostate gland
	461	Proximal phalanx - fingers
	462	Proximal phalanx - thumb
	800	Psychological system
	346	Pubis
<b>Q</b>	310	Quadratus lumborum
	520	Quadriceps
<b>R</b>	440	Radius
	430	Radius - head
	353	Rectum
	354	Reproductive organs
	720	Respiratory system
	330	Ribs
	410	Rotator cuff
<b>S</b>	311	Sacral vertebra
	510	Sacro-iliac joint
	311	Sacrospinalis
	140	Salivary glands
	520	Sartorius
	110	Scalp
	560	Scaphoid - foot
	450	Scaphoid - wrist
	410	Scapula
	354	Seminal vesicles
	310	Serratus magnus
	540	Shin bone
	460	Short flexor - of thumb
	560	Short flexor - of toes
	410	Shoulder blade
	410	Shoulder bones
	410	Shoulder joint
	410	Shoulder joint muscles
	410	Shoulder ligaments
	410	Shoulder - multiple
	410	Shoulder - tendons
	410	Shoulder - unspecified
	358	Skin - abdomen

318	Skin - back
338	Skin - chest
510	Skin - hip - buttocks
218	Skin - neck
	Skin - all others (code to body area)
110	Skull
342	Small intestine
540	Soleus
318	Spinal discs - back - general
311	Spinal discs - back - lower
310	Spinal discs - back - upper
318	Spinal vertebrae - general
311	Spinal vertebrae - lower
310	Spinal vertebrae - upper
610	Spine and neck
318	Spine, back - general
311	Spine, back - lower
310	Spine, back - upper
210	Spine, neck
347	Spleen
130	Stapes
210	Sternomastoid muscle
330	Sternum
341	Stomach
140	Sublingual gland
140	Submaxillary gland
410	Subscapularis
450	Supinators, wrist
	Synovial membrane (code to affected joint)
780	Systemic - multiple
790	Systemic - unspecified

**T**

550	Talus
560	Tarsal bones
141	Teeth
110	Temple
160	Temporalis
354	Testes
460	Thenar eminences
520	Thigh
211	Throat

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462	Thumb (alone)
462	Thumbnail
335	Thymus gland
211	Thyroid
211	Thyroid - cartilage
540	Tibia
540	Tibialis anticus
550	Tibio-fibular ligament
561	Toe bones
561	Toe muscles
561	Toe nails
561	Toes
561	Toes - flexors
140	Tongue
140	Tonsils
141	Tooth
334	Trachea - chest
211	Trachea - neck
450	Trapezium, wrist
210	Trapezoid - muscle
450	Trapezoid - wrist
420	Triceps
450	Triquetral - wrist
640	Trunk and limbs
610	Trunk and neck together
380	Trunk - multiple
390	Trunk - unspecified
130	Tympanic membrane
<b>U</b>	
440	Ulna
650	Upper and lower limbs
420	Upper arm
420	Upper arm ligaments
420	Upper arm muscles
420	Upper arm tendons
520	Upper leg
520	Upper leg ligaments
520	Upper leg muscles
520	Upper leg tendons
480	Upper limb - multiple
490	Upper limb - unspecified

	354	Uterus
	140	Uvula
<b>V</b>	354	Vagina
	354	Vas deferens
	111	Ventricle - brain
	333	Ventricle - heart
	211	Vocal chords
<b>W</b>	450	Wrist bones
	450	Wrist muscles
	450	Wrist tendons
	450	Wrist - multiple
	450	Wrist - unspecified
<b>X</b>	330	Xiphisternum
<b>Y</b>		
<b>Z</b>	160	Zygoma bone

## F. MECHANISM OF INCIDENT CLASSIFICATION

The *mechanism of incident* classification is intended to identify the overall action, exposure or event that best describes the circumstances that resulted in the most serious injury or disease.

The *mechanism of incident* classification consists of a summary classification and a detailed listing which incorporates a comprehensive set of inclusions and exclusions for all of the codes.

The classification has been structured hierarchically and consists of nine divisions (first digit level) which are divided into a number of groups (two digit level).

As mentioned earlier, the *mechanism of incident* classification does not include an alphabetical index because of the variation in the way in which an individual action, exposure or event could be described and interpreted. In addition, it was considered that an index containing specific keywords could, in some cases, be misleading and result in incorrect coding decisions.

The classification relies on sufficient detail being available to allow the allocation of appropriate codes. Where the description given on the report form is inadequate, coders should use any other information that is available, for example, other information given in the report, or, where possible, by directly querying the injured worker to determine the required information.



## **MAJOR GROUPS**

- 0 FALLS, TRIPS AND SLIPS OF A PERSON**
- 1 HITTING OBJECTS WITH A PART OF THE BODY**
- 2 BEING HIT BY MOVING OBJECTS**
- 3 SOUND AND PRESSURE**
- 4 BODY STRESSING**
- 5 HEAT, ELECTRICITY AND OTHER ENVIRONMENTAL FACTORS**
- 6 CHEMICALS AND OTHER SUBSTANCES**
- 7 BIOLOGICAL FACTORS**
- 8 MENTAL STRESS**
- 9 OTHER AND UNSPECIFIED MECHANISMS OF INCIDENT**



## **MAJOR GROUPS AND SUB-GROUPS**

### **GROUP 0 FALLS, TRIPS AND SLIPS OF A PERSON**

- 01 Falls from a height
- 02 Falls on the same level
- 03 Stepping, kneeling or sitting on objects

### **GROUP 1 HITTING OBJECTS WITH A PART OF THE BODY**

- 11 Hitting stationary objects
- 12 Hitting moving objects
- 13 Rubbing and chafing

### **GROUP 2 BEING HIT BY MOVING OBJECTS**

- 21 Being hit by falling objects
- 22 Being bitten by an animal
- 23 Being hit by an animal
- 24 Being hit by a person accidentally
- 25 Being trapped by moving machinery or equipment
- 26 Being trapped between stationary and moving objects
- 27 Exposure to mechanical vibration
- 28 Being hit by moving objects
- 29 Being assaulted by a person or persons

### **GROUP 3 SOUND AND PRESSURE**

- 31 Exposure to single, sudden sound
- 32 Long-term exposure to sounds
- 39 Other variations in pressure

**GROUP 4 BODY STRESSING**

- 41 Muscular stress while lifting, carrying, or putting down objects
- 42 Muscular stress while handling objects other than lifting, carrying or putting down
- 43 Muscular stress with no objects being handled
- 44 Repetitive movement, low muscle loading

**GROUP 5 HEAT, ELECTRICITY AND OTHER ENVIRONMENTAL FACTORS**

- 51 Contact with hot objects
- 52 Contact with cold objects
- 53 Exposure to environmental heat
- 54 Exposure to environmental cold
- 55 Exposure to non-ionising radiation
- 56 Exposure to ionising radiation
- 57 Contact with electricity
- 58 Drowning/immersion
- 59 Exposure to other environmental factors

**GROUP 6 CHEMICALS AND OTHER SUBSTANCES**

- 61 Single contact with chemical or substance
- 62 Long term contact with chemicals or substances
- 63 Insect and spider bites and stings
- 64 Contact with poisonous parts of plant or marine life
- 69 Other and unspecified contact with chemical or substance

**GROUP 7 BIOLOGICAL FACTORS**

- 71 Contact with, or exposure to, biological factors of non-human origin
- 72 Contact with, or exposure to, biological factors of human origin

**GROUP 8 MENTAL STRESS**

- 81 Exposure to a traumatic event
- 82 Exposure to workplace or occupational violence
- 84 Work pressure
- 85 Suicide or attempted suicide
- 86 Other mental stress factors
- 87 Work related harassment and/or workplace bullying
- 88 Other harassment

**GROUP 9 OTHER AND UNSPECIFIED MECHANISMS OF INCIDENT**

- 91 Slide or cave-in
- 92 Vehicle incident
- 98 Other and multiple mechanisms of incident
- 99 Unspecified mechanisms of incident



## DETAILED CLASSIFICATION

### GROUP 0 FALLS, TRIPS AND SLIPS OF A PERSON

Use this group when the injuries are a direct result of the action of falling, or in trying to recover from a fall. Include intentional jumps as well as unintentional falls.

#### 01 Falls from a height

*Includes:*

- a fall from ground level to below ground level
- landing awkwardly after a jump from a height
- falling off an animal
- fall down stairs, etc

*Excludes:*

- fall from a moving vehicle (code to 92)
- falling from a moving bicycle, motor cycle or similar (code to 92)

#### 02 Falls on the same level

*Includes:*

- all slips, trips, stumbles, steps and jumps where a fall does not follow
- falls of short distances, such as off a curb or into a gutter
- falls up stairs
- 'fall' with no further description

#### 03 Stepping, kneeling or sitting on objects

*Includes:*

- stepping on nails, drawing pins
- jumping onto objects
- striking the floor or an object on the floor when kneeling

*Excludes:*

- running into objects on the floor (code to 11)
- bumping into stationary objects (code to 11)
- stepping on poisonous plant or marine life (code to 64)
- constant pressure from kneeling (code to 98)

## **GROUP 1 HITTING OBJECTS WITH A PART OF THE BODY**

Use this group when the injuries result from the motion of the person when hitting, grasping or otherwise striking objects.

**Objects** can be:

machines, vehicles, appliances, equipment, tools, materials, substances, animals and other people

**Hitting** includes:

brushing, bumping, colliding, cutting, grabbing, grasping, leaning on, piercing, rubbing, slicing, stabbing, caught, striking and touching

### **11 Hitting stationary objects**

*Includes:*

- running or walking into objects
- picking up objects (including knives, needles, etc)
- bumping a head on a shelf
- caught in a stationary object (for example, grate, pipe etc)

*Excludes:*

- hitting an object while slipping or falling (code to 01 or 02)
- sitting, kneeling or treading on objects (code to 03)
- hitting oneself with an object (code to 12)
- treading on the poisonous parts of plant or marine life (code to 64)

### **12 Hitting moving objects**

*Includes:*

- hitting oneself with a tool
- cutting oneself while using a knife or other tool
- damage as a result of running or bumping into moving objects

*Excludes:*

- being struck by moving objects (code in Group 2)

### **13 Rubbing and chafing**

*Includes:*

- rubbing footwear or clothes
- chafing from using tools or handling objects (for example, rope burns)

*Excludes:*

- grazing or scraping as a result of a fall or slide (code to 01 or 02)
- friction burns from a moving object or a moving part of an object (code in Group 2)

## GROUP 2 BEING HIT BY MOVING OBJECTS

Use this group when the injury is a result of the action of an object hitting the person.

**Being hit** includes:

being brushed, bumped, collided with, cut, grabbed, grasped, leaned on, pierced, rubbed, sliced, stabbed, struck and touched

**Objects** include:

machines, vehicles, appliances, equipment, tools, materials, substances, dust particles, water under pressure, air under pressure.

### 21 Being hit by falling objects

*Notes:*

Objects can be machines, vehicles, appliances, equipment, tools, materials, other people

*Includes:*

- all falling objects except when due to a slide or cave-in
- being hit by a falling person

*Excludes:*

- when due to a slide or cave-in (code to 91)

### 22 Being bitten by an animal

*Includes:*

- dog bites
- shark bites
- all snake and other animal bites

*Excludes:*

- insect and spider bites and stings (code to 63)
- contact with poisonous parts of plant or marine life (code to 64)
- bites from another person (code to 29)

### 23 Being hit by an animal

*Includes:*

- bumps, butts and knocks by animals

*Excludes:*

- animal bites (code to 22)
- insect and spider bites and stings (code to 63)

### 24 Being hit by a person accidentally

*Includes:*

- all accidental pushes, knocks, bumps
- being accidentally struck by an object wielded by another person

*Excludes:*

- assault, deliberate kicks, bites etc (code to 29)
- being hit by a falling person (code to 21)
- being struck by an object wielded by another person (code to 29)
- being struck by a weapon wielded by another person (code to 29)

## **GROUP 2 BEING HIT BY MOVING OBJECTS (continued)**

### **25 Being trapped by moving machinery or equipment**

*Includes:*

- being caught in, or by, equipment in operation

*Excludes:*

- being caught between a moving and a stationary object (code to 26)
- when due to a cave-in (code to 91)

### **26 Being trapped between stationary and moving objects**

*Includes:*

- being caught or trapped between moving and stationary objects where the objects are not part of the same machine or equipment

*Excludes:*

- being caught between moving and stationary objects being part of the same machine or equipment, for example, filing cabinet (code to 25)
- when due to a cave-in (code to 91)

### **27 Exposure to mechanical vibration**

*Includes:*

- mechanical vibration from chainsaws, jackhammers
- vibration transmitted through the seat or other parts of vehicles

*Excludes:*

- ear damage from sound (code to 32)

### **28 Being hit by moving objects**

*Includes:*

- being hit by flying or projected objects such as splinters, metal fragments, bullets (accidentally), air under pressure, water under pressure
- moving vehicles
- moving parts of operating equipment
- being hit by objects or in ways not covered by codes 21 to 27 or 29
- insect, spider etc in eye

*Excludes:*

- striking oneself with a tool (code to 12)
- falling objects (code to 21)
- animal bites (code to 22 or in Group 6)
- animal bumps (code to 23)
- struck by a person (code to 24 or 29)
- entrapment (code to 25 or 26)
- exposure to vibration (code to 27)
- struck by chemicals where damage results from chemical activity (code in Group 6)
- handtools, objects or weapons wielded by another person (code to 29)
- insect and spider bites and stings (code to 63)
- being hit by a projectile during an assault (code to 29)

**GROUP 2 BEING HIT BY MOVING OBJECTS (continued)**

**29 Being assaulted by a person or persons**

*Includes:*

- deliberate kicks, bites, punches, pushes etc
- assault with or without a weapon
- being assaulted with handtools, objects or weapons wielded by another person

*Excludes:*

- all accidental knocks by a person (code to 24)
- being accidentally struck by an object wielded by another person (code to 24)
- where mental stress is more serious than physical injuries (code to 82)
- where mental stress is more serious than physical injuries resulting from repetitive work-related harassment and/or workplace bullying (code to 87)

### **GROUP 3    SOUND AND PRESSURE**

Use this group when injuries or disorders are a result of sound or changes in pressure.

**Sound** can be:

noise (unorganised sound), music, speech, sub-sonic sound

#### **31    Exposure to single, sudden sound**

*Includes:*

- deafness as a result of an explosion or implosion

*Excludes:*

- fright as a result of a sudden noise (code in Group 8)

#### **32    Long-term exposure to sounds**

*Includes:*

- long-term exposure to workshop or factory noise
- long-term exposure to sharp sudden sounds
- low frequency (sub-sonic pressure)

*Excludes:*

- long-term exposure to mechanical vibration (code to 27)

#### **39    Other variations in pressure**

*Includes:*

- mechanisms resulting in altitude or aviation sickness
- mechanisms resulting in decompression sickness, 'the bends'

**GROUP 4 BODY STRESSING**

Use this group when injuries or diseases result from stress placed on muscles, tendons, ligaments and bones.

**41 Muscular stress while lifting, carrying or putting down objects***Includes:*

- single or multiple events
- activities where lifting, carrying or putting down objects is clearly identified
- lifting or carrying resulting in stress fractures
- repetitive movement, high muscle loading

*Excludes:*

- cuts or bruises from carrying or lifting objects (code to 11, 12 or 28)

**42 Muscular stress while handling objects other than lifting, carrying or putting down***Includes:*

- single or multiple events
- activities where lifting, carrying or putting down is not clearly identified
- pushing or pulling objects
- handling objects where muscle power is required
- throwing or pressing objects
- stress fractures from handling objects
- continually shovelling
- climbing ladders causing upper and lower limb injuries

*Excludes:*

- cuts and bruises from handling objects (code to 11, 12 or 28)
- repetitive movement with low muscle loading (code to 44)
- activities where lifting, carrying or putting down is clearly identified (code to 41)

**43 Muscular stress with no objects being handled***Includes:*

- bending down, reaching, turning and twisting movements where no objects are being handled (for example, bending down to pick something up)
- stress fractures without objects being handled (for example, from running)
- working in cramped or unchanging positions
- prolonged standing causing varicose veins
- continually twisting neck with no object being handled

*Excludes:*

- occupational overuse or repetitive movement occurrences (code to 44)
- constant pressure from kneeling (code to 98)

**44 Repetitive movement, low muscle loading***Includes:*

- repetitive movements with low muscle loading
- occupational overuse or repetitive movement occurrences

*Excludes:*

- repetitive movements with high muscle loading (code to 41 or 42, for example, using a shovel all day code to 42)
- actions resulting in 'contact bursitis' (code in Groups 0, 1 or 2)

## **GROUP 5 HEAT, ELECTRICITY AND OTHER ENVIRONMENTAL FACTORS**

Use this group when injuries and diseases result from contact with or exposure to heat (or lack of heat), light, radiation, electricity or other environmental factors.

### **51 Contact with hot objects**

*Notes:*

Objects can be substances or machines, vehicles, appliances, equipment, tools or parts of these.

*Includes:*

- direct contact with hot objects, fire and flame
- hot water and steam
- hot food and beverages

*Excludes:*

- exposure to ultra violet light (code to 55)

### **52 Contact with cold objects**

*Notes:*

Objects can be substances or machines, vehicles, appliances, equipment, tools or parts of these.

*Includes:*

- direct contact with cold objects, ice, snow and water
- direct contact with dry ice, liquefied gas

### **53 Exposure to environmental heat**

*Includes:*

- mechanisms producing sunstroke, heat exhaustion, dehydration

*Excludes:*

- physical contact with hot objects (code to 51)
- flashburn, welding flash (code to 55)
- sunburn (code to 55)

### **54 Exposure to environmental cold**

*Includes:*

- mechanisms producing frostbite, chilblains, hypothermia
- exposure to draught

*Excludes:*

- physical contact with cold objects (code to 52)

### **55 Exposure to non-ionising radiation**

*Includes:*

- sunburn
- welding flash, electric flash
- exposure to radiated heat
- exposure to bright light
- eye strain from VDU
- exposure to ultra-violet and infra-red radiation

*Excludes:*

- exposure to alpha, beta, gamma, cosmic, x-rays (code to 56)
- sunstroke (code to 53)

**GROUP 5 HEAT, ELECTRICITY AND OTHER ENVIRONMENTAL FACTORS**  
(continued)

**56 Exposure to ionising radiation**

*Includes:*

- alpha, beta, gamma, cosmic, x-rays
- radiation from x-ray machines, fluoroscopes, other radiation based equipment
- radiation from radioactive ores and substances

**57 Contact with electricity**

*Includes:*

- all forms of electric current
- all forms of static electricity

*Excludes:*

- eye damage from flashes or discharges (code to 55)
- struck by lightning (code to 59)

**58 Drowning/immersion**

*Excludes:*

- hypothermia due to immersion (code to 54)

**59 Exposure to other environmental factors**

*Includes:*

- struck by lightning

*Excludes:*

- contact with cold objects (code to 52)
- contact with hot objects (code to 51)
- contact with electricity (code to 57)
- drowning/immersion (code to 58)
- exposure to environmental heat (code to 53)
- exposure to environmental cold (code to 54)
- exposure to non-ionising radiation (code to 55)
- exposure to ionising radiation (code to 56)
- eye damage from flashes or discharges (code to 55)

## **GROUP 6    CHEMICALS AND OTHER SUBSTANCES**

Use this group when disorders result from a reaction when a worker comes in contact with a chemical or substance, no matter what type of reaction is involved, but exclude occurrences where the person is affected by biological factors such as bacteria, viruses and other micro-organisms. Code these in Group 7.

**Reactions** may be corrosive, toxic, allergic or carcinogenic  
**Contact** includes breathing, swallowing and contact with skin

### **61    Single contact with chemical or substance**

*Includes:*

- immediate allergic reactions to a substance
- splash with acid
- caustic or corrosive substances in the eyes
- contact dermatitis
- swallowing chemical substances
- exposure to smoke from bushfire, chemical fire, etc

*Excludes:*

- contact with micro-organisms (code in Group 7)
- foreign bodies in eyes (code in Group 2)
- insect and spider bites and stings (code to 63)
- swallowing objects (code to 98)
- contact with poisonous plant (code to 64)
- exposure to cigarette smoke (code to 62)

### **62    Long term contact with chemicals or substances**

*Includes:*

- acquired allergic reactions
- slow poisoning, as with lead or other heavy metals
- long term inhalation of dust or fibres, as with asbestos fibres
- exposure to cigarette smoke

*Excludes:*

- contact with micro-organisms (code in Group 7)

### **63    Insect and spider bites and stings**

*Includes:*

- all spiders and insects
- bee, wasp stings

*Excludes:*

- venomous snake bites, animal bites (code to 22)
- non-venomous bites (code to 22)

### **64    Contact with poisonous parts of plant or marine life**

*Includes:*

- marine life (for example, blue-ringed octopus, bluebottles, stonefish, etc)

*Excludes:*

- venomous snake bites, animal bites (code to 22)
- non-venomous bites (code to 22)

**GROUP 6    CHEMICALS AND OTHER SUBSTANCES** (continued)

**69    Other and unspecified contact with chemical or substance**

*Includes:*

- types not classifiable to 61, 62, 63 or 64

*Excludes:*

- biological factors (code in Group 7)

## **GROUP 7    BIOLOGICAL FACTORS**

Use this group when disorders result from contact with, or exposure to, germs, bacteria, and other micro-organisms.

**Contact** or **exposure** includes inhalation, ingestion, absorption, infestation and infection

### **71    Contact with, or exposure to, biological factors of non-human origin**

*Includes:*

- fungal invasions, for example, tinea
- viral, bacterial diseases
- infestations with ticks, lice, worms, tapeworms
- degenerative diseases, not elsewhere classified
- contact with, or exposure to, biological factors of unknown origin

*Excludes:*

- allergic reactions to substances (code in Group 6)
- disorders as a result of insect and spider bites and stings (code to 63)
- disorders as a result of poisonous plants or marine life (code to 64)
- disorders as a result of animal bites (code to 22)
- contact with, or exposure to, biological factors of human origin (code to 72)

### **72    Contact with, or exposure to, biological factors of human origin**

*Includes:*

- contact with human bodily matter that contains viral or bacterial diseases (for example, blood, saliva, urine, faeces, vomitus)

*Excludes:*

- contact with, or exposure to biological factors of non-human or unknown origin (code to 71)

## GROUP 8 MENTAL STRESS

Use this group when disorders result from the person experiencing mental stress or being exposed to mentally stressing situations.

The principal manifestations include excessive anxiety, hysterical symptoms, phobias, obsessional and compulsive symptoms and depression.

### 81 Exposure to a traumatic event

*Includes:*

- witnessing a fatal or other accident

*Excludes:*

- being a victim of, or witnessing bank robberies, hold-ups and other violent events (code to 82)
- shock as a result of damage to the body (code to the original mechanism)

### 82 Exposure to workplace or occupational violence

*Includes:*

- victim of assault or threatened assault by a person or persons other than work colleagues
- victim of single act of assault or threatened assault by work colleague or colleagues
- being a victim of, or witnessing bank robberies, hold-ups and other violent events
- verbal threats, abuse by a person or persons other than work colleagues

*Excludes:*

- victim of repetitive assault and/or threatened assault by a work colleague or colleagues (code to 87)
- repetitive verbal threats, abuse from work colleague or colleagues (code to 87)
- assault where physical injuries are more serious than stress (code to 29)
- witnessing a fatal or other accident (code to 81)

### 84 Work pressure

*Includes:*

- mental stress arising from work backlogs, deadlines, responsibilities, organisational restructure etc
- mental stress arising from interpersonal conflict with peers, supervisors
- mental stress arising from performance counselling, job disciplinary action, job promotion disappointment

*Excludes:*

- threatened assault at work by a person other than work colleagues (code to 82)
- single act of threatened assault by a work colleague or colleagues (code to 82)
- repetitive threatened assault, verbal threats or abuse from a work colleague or colleagues (code to 87)
- sexual or racial harassment (code to 88)

### 85 Suicide or attempted suicide

*Includes:*

- all suicides regardless of circumstances of death
- all attempted suicides

**GROUP 8 MENTAL STRESS (continued)**

**86 Other mental stress factors**

*Includes:*

- dietary or deficiency diseases (Bulimia, Anorexia)

**87 Work-related harassment and/or workplace bullying**

*Includes:*

- victim of repetitive assault and/or threatened assault by a work colleague or colleagues
- repetitive verbal harassment, threats, and abuse from a work colleague or colleagues

*Excludes:*

- victim of assault or threatened assault by a person or persons other than work colleagues (code to 82)
- victim of single act of assault or threatened assault by work colleague/s (code to 82)
- verbal threats, abuse by a person or persons other than work colleagues (code to 82)
- assault where physical injuries are more serious than stress (code to 29)
- sexual or racial harassment (code to 88)

**88 Other harassment**

*Includes:*

- victim of sexual or racial harassment by a person or persons including work colleague/s

*Excludes:*

- threatened assault by person or persons other than work colleagues (code to 82)
- single act of threatened assault by work colleagues (code to 82)
- repetitive threatened assault by work colleagues (code to 87)
- workplace bullying (code to 87)

## GROUP 9 OTHER AND UNSPECIFIED MECHANISMS OF INCIDENT

Use this group to code mechanisms not classifiable to other groups.

This group contains three 'special' codes for events (rather than mechanisms) that are to be used before other codes. These are codes 91, 92 and 93.

### 91 Slide or cave-in

*Includes:*

- earth, rock, stone or grain fall
- mining cave-ins
- mud slides, avalanches
- trench collapse

*Excludes:*

- person sliding down a bank (code in Group 0)

### 92 Vehicle incident

A vehicle is a means of transport by rail, road, water or air. Examples are trains, cars, trucks, boats, aircraft, bikes, forklifts, tractors, cranes etc

This code is to be used for any incident involving a vehicle where the most serious injury is sustained as a **DIRECT RESULT** of that incident and where the vehicle is likely to have been a significant contributory factor. See 'Vehicle Incidents' in Section B. Coding Guidelines for further information.

*Includes:*

- any incident on a private road, farm, mine site or footpath involving a vehicle where the most serious injury is sustained as a result of that incident
- vehicle catching on fire after incident
- any incident in a factory, mine or carpark involving a fall from a moving vehicle
- non-collision vehicle incidents caused by movement related to actions of the vehicle operator, whether appropriate or inappropriate

*Excludes:*

- pedestrian struck by a vehicle (code in Group 2)
- pedestrian striking against a vehicle (code to 11 or 12)
- non-collision vehicle incidents caused by movement related to external factors, or where the vehicle was not moving (code to other appropriate Mechanism)

### 93 Rollover

*Includes:*

- rollovers involving any piece of mobile, mechanical equipment such as tractors, forklifts and construction vehicles

*Excludes:*

- rollovers involving normal road vehicles such as cars, trucks and buses (code to 92)

**GROUP 9 OTHER AND UNSPECIFIED MECHANISMS OF INCIDENT** (continued)

**98 Other and multiple mechanisms of incident**

*Includes:*

- occurrences where more than one mechanism of incident code (including mental stress) is indicated, and the most serious personal damage code cannot be identified
- occurrences where the mechanism is not classifiable to other codes
- swallowing or choking on objects
- constant pressure from kneeling

*Excludes:*

- mechanisms preceded by cave-ins (code to 91) or vehicle incidents (code to 92)
- swallowing substances (code to 61)

**99 Unspecified mechanisms of incident**

*Includes:*

- occurrences where the mechanism of incident cannot be identified

*Excludes:*

- mechanisms preceded by cave-ins (code to 91) or vehicle incidents (code to 92)

## G. AGENCY OF INJURY/DISEASE CLASSIFICATION

The agency classification is to be used to code both *breakdown agency* and *agency of injury/disease*. The *breakdown agency* is intended to identify the object, substance or circumstance that was principally involved in, or most closely associated with, the point at which things started to go wrong and which ultimately led to the most serious injury or disease. The *agency of injury/disease* refers to the object, substance or circumstance directly involved in inflicting the injury or disease.

The classification consists of a summary classification and a detailed listing.

To further assist coders, an alphabetic listing containing the names of most of the chemicals, products, processes or pieces of equipment that are likely to be reported is also included.

The classification has been structured hierarchically and consists of nine major groups (one-digit level), which are then divided into a number of sub-groups (two-digit level), classes (three digit level) which in turn consist of a number of individual codes (four-digit level). The fourth digit level is to allow for further specific identification of agency. In jurisdictions where there is no provision to code at the 4th level, data will be coded at the three-digit level with a zero being added to the code when the data is supplied to NOHSC.

The classification relies on sufficient detail being available to allow the allocation of appropriate codes. Where the description given on the report form is inadequate, coders should use any other information that is available, for example, other information given in the report, or, where possible, by directly querying the injured worker to determine the required information.



## **MAJOR GROUPS**

- 1 MACHINERY AND (MAINLY) FIXED PLANT**
- 2 MOBILE PLANT AND TRANSPORT**
- 3 POWERED EQUIPMENT, TOOLS AND APPLIANCES**
- 4 NON-POWERED HANDTOOLS, APPLIANCES AND EQUIPMENT**
- 5 CHEMICALS AND CHEMICAL PRODUCTS**
- 6 MATERIALS AND SUBSTANCES**
- 7 ENVIRONMENTAL AGENCIES**
- 8 ANIMAL, HUMAN AND BIOLOGICAL AGENCIES**
- 9 OTHER AND UNSPECIFIED AGENCIES**



## MAJOR GROUPS AND SUB-GROUPS

### GROUP 1 MACHINERY AND (MAINLY) FIXED PLANT

- 11 Cutting, slicing, sawing machinery
- 12 Crushing, pressing, rolling machinery
- 13 Heating, cooking, baking equipment
- 14 Cooling, refrigeration plant and equipment
- 15 Conveyors and lifting plant
- 16 Electrical installation
- 17 Radiation-based equipment
- 18 Filling and bottling/packaging plant
- 19 Other plant and machinery

### GROUP 2 MOBILE PLANT AND TRANSPORT

- 21 Self-propelled plant
- 22 Semi-portable plant
- 23 Other mobile plant
- 24 Road transport
- 25 Rail transport
- 26 Air transport
- 27 Water transport
- 29 Other transport

**GROUP 3 POWERED EQUIPMENT, TOOLS AND APPLIANCES**

- 31 Workshop and worksite tools and equipment
- 32 Kitchen and domestic equipment
- 33 Office and electronic equipment
- 34 Garden and outdoor powered equipment
- 35 Pressure-based equipment not covered elsewhere
- 39 Other powered equipment, tools and appliances

**GROUP 4 NON-POWERED HANDTOOLS, APPLIANCES AND EQUIPMENT**

- 41 Handtools, non-powered, edged
- 42 Other handtools
- 43 Fastening, packing and packaging equipment
- 44 Furniture and fittings
- 45 Other utensils
- 46 Ladders, mobile ramps and stairways, and scaffolding
- 49 Other non-powered equipment

**GROUP 5 CHEMICALS AND CHEMICAL PRODUCTS**

- 51 Nominated chemicals
- 52 Other basic chemicals
- 53 Chemical products

**GROUP 6 MATERIALS AND SUBSTANCES**

- 61 Non-metallic minerals and substances
- 62 Other materials and objects
- 63 Other substances

**GROUP 7 ENVIRONMENTAL AGENCIES**

- 71 Outdoor environment
- 72 Indoor environment
- 73/74 Underground environment

**GROUP 8 ANIMAL, HUMAN AND BIOLOGICAL AGENCIES**

- 81 Live four-legged animals
- 82 Other live animals
- 83 Non-living animals
- 84 Human agencies
- 85 Biological agencies

**GROUP 9 OTHER AND UNSPECIFIED AGENCIES**

- 91 Non-physical agencies
- 99 Other and unspecified agencies



**DETAILED CLASSIFICATION****GROUP 1      MACHINERY AND (MAINLY) FIXED PLANT****1100    Cutting, slicing, sawing machinery****1110    Mechanical, shears, slicers, guillotines****1120    Circular saws***Excludes:*

- portable circular saws (code to 3110)

**1121    Metal circular saws****1122    Timber circular saws****1123    Masonry circular saws****1129    Other circular saws****1130    Other powered saws***Excludes:*

- portable jigsaws (code to 3110)

**1131    Band saws****1132    Reciprocating power saws****1133    Meat cutting saws - powered****1139    Other powered saws****1140    Planing machines****1141    Overhand planers***Includes:*

- buzzers

**1142    Thicknessers****1149    Other planing machines****1150    Log peeling machines****1160    Lathes***Includes:*

- turning, boring, drilling, reaming, milling, pipe threading machines

**1161    Timber lathes****1162    Metal lathes****1169    Other lathes****1170    Grinders***Includes:*

- fixed polishing, buffing and grinding machines

*Excludes:*

- hand-held angle grinders (code to 3110)
- hand-held polishing, buffing and grinding machines (code to 3110)

**1180    Cutting, slicing, mincing food preparation machines***Excludes:*

- portable powered kitchen appliances (code to 3210)

**GROUP 1 MACHINERY AND (MAINLY) FIXED PLANT (continued)**

**1190 Other cutting, slicing, sawing machinery**

*Includes:*

- Woodchipper (industrial) as used in sawmill

*Excludes:*

- Woodchipper, as used in council work (code to 2391)
- Mulcher, domestic (code to 3491)

**1200 Crushing, pressing, rolling machinery**

**1210 Power presses**

**1211 Metal bending and folding machines**

**1212 Metal crimping, punching, stamping machines**

**1213 Wool presses**

**1219 Other power presses**

**1220 Garbage compactors**

*Excludes:*

- mobile garbage compactors (code to 2180 series)

**1221 Fixed garbage compactors**

**1222 Transportable garbage compactors**

**1229 Other garbage compactors**

**1230 Ore or stone crushers**

*Includes:*

- pulverising, screening, dressing machine

**1240 Forging machines**

*Includes:*

- nail making, wire forming, pressure casting machines
- extruding machinery

**1250 Rolling mills**

**1251 Hot metal rolling mills**

**1252 Cold metal rolling mills**

**1259 Other rolling mills**

*Includes:*

- chipboard, craftwood, and hardiboard rolling mills

*Excludes:*

- paper mills (code to 1260)

**1260 Paper, paperboard mill machinery**

**1270 Printing machinery**

*Excludes:*

- computer typesetting (code to 3310)

**1271 Typesetting and typecasting printing machines**

**1272 Folding, collating, binding printing machines**

**1273 Printing presses**

**1279 Other printing machines**

**1290 Other crushing, pressing, rolling machinery**

**GROUP 1 MACHINERY AND (MAINLY) FIXED PLANT (continued)****1300 Heating, cooking, baking equipment****1310 Furnaces***Excludes:*

- Central heating and domestic furnaces (code to 3240)

**1311 Electric furnaces****1312 Gas furnaces****1313 Oil or other fuel furnaces****1314 Blast furnaces****1315 Refining furnaces****1316 Smelters****1317 Electrolytic refineries****1318 Forges****1319 Other furnaces****1320 Kilns and industrial ovens, not food***Excludes:*

- industrial microwave ovens (code 1720)
- portable electric ovens (code to 3220)
- food processing ovens (code to 1330 series)

**1321 Gas kilns****1322 Electric kilns****1323 Other kilns****1324 Gas ovens****1325 Electric ovens****1326 Other ovens****1327 Electric autoclaves****1328 Other autoclaves***Excludes:*

- steam autoclaves (code to 1355)

**1330 Food Processing Ovens***Includes:*

- bain marie
- bakers ovens
- char grill ovens
- commercial ovens
- continuous ovens
- deep fryers
- kebab ovens
- kitchen stoves
- restaurant cooking ovens

*Excludes:*

- portable electric ovens (code to 3220)
- microwave ovens (code to 1720)

**1331 Steam food processing ovens****1332 Gas food processing ovens****1333 Electric food processing ovens****1339 Other food processing ovens**

**GROUP 1 MACHINERY AND (MAINLY) FIXED PLANT (continued)**

**1340 Boilers**

*Includes:*

- tar boilers
- hot water cylinders, coppers, steam boilers
- vertical stationary boilers
- electrical or internally fired boilers
- piping being part of a boiler

*Excludes:*

- locomotive boilers (code to 2520)

**1341 Manual fire tube boilers**

**1342 Manual water tube boilers**

**1343 Fully automatic fire tube boilers**

**1344 Fully automatic water tube boilers**

**1345 Electric boilers**

*Includes:*

- cappuccino boilers

**1346 Solar boilers**

**1347 Waste heat boilers**

**1349 Other boilers**

**1350 Steam Equipment**

*Includes:*

- steam cleaning and blasting equipment
- steam autoclaves
- steam carpet cleaning equipment
- pasteurising equipment
- sterilisers

*Excludes:*

- steam irons (code to 3240)
- kettles, jugs and urns (code to 3230)
- other autoclaves (code to 1327 or 1328)

**1351 Steam equipment vessels**

**1352 Jacketed vessels**

**1353 Steam machinery**

**1354 Rolls on plattens**

**1355 Steam autoclaves**

**1359 Other steam equipment**

**1360 Vehicle radiators**

*Includes:*

- road vehicle radiators, whether attached or separate

**1390 Other heating, cooking, baking equipment**

**GROUP 1 MACHINERY AND (MAINLY) FIXED PLANT (continued)****1400 Cooling, refrigeration plant and equipment****1410 Refrigeration plant***Excludes:*

- portable fans (code to 3280)
- exhaust fans, ceiling fans (code to 3280)

**1411 Refrigeration equipment***Includes:*

- cold stores
- cool rooms
- refrigerators (not domestic)

**1412 Air conditioning****1413 Freezing equipment***Includes:*

- snap freezing equipment

**1414 Cryogenic equipment (less than -50 °C)****1419 Other refrigeration plant***Includes:*

- direct
- liquid CO<sup>2</sup>
- expansion

**1500 Conveyors and lifting plant****1510 Mechanical power transfer mechanisms****1511 Transmission shafts****1512 Cables and belts***Excludes:*

- manual lifting equipment (chains etc) (code to 4280)

**1519 Other mechanical power transfer mechanisms****1520 Conveyor belts and escalators***Excludes:*

- agricultural conveyors (code to 1530 series)
- cable-cars (code to 2910)
- conveyor belts driving machinery (code to 1510 series)

**1521 Escalators****1522 Moving walkways****1523 Belt conveyors****1524 Bucket conveyors****1525 Chain conveyors (drag, overhead etc)****1526 Screw conveyors****1529 Other conveyors****1530 Agricultural conveyors****1531 Caneloaders****1532 Haybale stackers****1539 Other agricultural conveyors****1540 Mining dredges, dragline excavators**

**GROUP 1 MACHINERY AND (MAINLY) FIXED PLANT (continued)**

**1550 Power hoists**

*Excludes:*

- lifts for people or goods (code to 1560 series)
- dumbwaiters (code to 1565)

**1551 Men and material hoists**

**1552 Material hoists (builders' hoists)**

**1553 Commercial hoists**

**1554 Platform hoists**

**1555 Hydraulic vehicle hoists**

*Includes:*

- powered car jacks

**1556 Elevating work platforms**

*Includes:*

- scissors and cherry pickers
- mast climbers

**1559 Other material handling hoists**

**1560 Lifts, dumbwaiters**

**1561 Passenger lifts**

**1562 Goods lifts**

**1563 Service lifts**

**1564 Inclined lifts**

**1565 Dumbwaiters**

**1569 Other lifts**

**1570 Cranes**

**1571 Derrick crane**

**1572 EOHT crane**

**1573 Stacking crane**

**1574 Mobile crane**

**1575 Tower crane**

**1576 Truck mounted crane**

**1578 Tow truck**

**1579 Other cranes**

**1580 Forklift trucks**

**1581 Rider operated/ride on forklift trucks**

**1582 Pedestrian operated forklift trucks**

**1583 Stock picker forklift trucks**

**1589 Other forklift trucks**

**1590 Other conveyors and lifting plant**

*Excludes:*

- manual lifting jacks, car jack pulleys, winches (code to 4280)

**1591 Pallet trucks**

**1592 Screw auger**

**1593 Lifting gear**

*Includes:*

- chains, grabs
- metallic slings
- non-metallic slings
- shackles

**GROUP 1 MACHINERY AND (MAINLY) FIXED PLANT (continued)**

- eye bolts
- forklift tynes

**1599 Other conveyors and lifting plant***Includes:*

- work box

**1600 Electrical Installation****1610 Turbines, generators****1611 Generators****1612 Electric motors****1619 Other turbines, generators****1620 Transformers****1630 Distribution lines: high tension***Excludes:*

- control equipment (code to 1660 series)

**1631 Overhead distribution lines: high tension****1632 Underground distribution lines: high tension****1639 Other distribution lines: high tension****1640 Distribution lines: low tension****1641 Overhead distribution lines: low tension****1642 Underground distribution lines: low tension****1643 Fixed wiring***Includes:*

- installation power points and outlets
- permanently wired apparatus

*Excludes:*

- fuse boxes (code to 1661)
- portable electric cables (code to 1645)

**1644 Temporary wiring***Includes:*

- construction wiring

**1645 Portable electric cables****1649 Other distribution lines: low tension****1650 Lighting equipment***Includes:*

- lights, light fittings, globes, bulbs, fluorescent tubes
- powered light rails

*Excludes:*

- lamp shades (code to 4490)
- laser lighting (code to 1750)

**GROUP 1    MACHINERY AND (MAINLY) FIXED PLANT (continued)**

**1660    Control apparatus**

**1661    Switchboards and fuse boxes**

*Excludes:*

- telephone switchboards (code to 3310)

**1662    Switchgear**

*Includes:*

- overload protection

**1663    Control circuits**

**1669    Other control apparatus**

**1670    Batteries**

*Includes:*

- industrial batteries
- transistor batteries, torch batteries, dry cells

*Excludes:*

- vehicle batteries (code to 1680)

**1680    Vehicle batteries**

*Includes:*

- forklift batteries
- car, truck batteries

**1690    Other electrical installation**

**1700    Radiation based equipment**

**1710    X-ray machines and ancillary equipment**

*Includes:*

- CT and PET scanners, cobalt therapy machines
- magnetic resonance imagers
- linear accelerators, cyclotrons

**1720    Microwave ovens**

*Excludes:*

- microwave transmission equipment (code to 1730)

**1730    Other microwave based equipment**

*Includes:*

- microwave transmission equipment

*Excludes:*

- microwave ovens (code to 1720)

**1740    Medical laser equipment**

*Includes:*

- laser welding
- laser knives

*Excludes:*

- laser lighting (code to 1750)
- non-medical laser equipment (code to 1750)

**GROUP 1 MACHINERY AND (MAINLY) FIXED PLANT (continued)****1750 Other laser equipment***Includes:*

- laser lights (entertainment)
- laser bar code readers (supermarkets)

*Excludes:*

- medical laser equipment (code to 1740)

**1760 Ultra-sound equipment****1790 Other radiation based equipment****1800 Filling and bottling/packaging plant****1810 Milk production and processing plant****1820 Soft drink or alcoholic beverage bottling plant****1890 Other integrated processing, packaging or bottling plant****1900 Other plant and equipment****1910 Textile, clothing and footwear machinery***Excludes:*

- domestic sewing or knitting machines (code to 3270)

**1911 Spinning machines****1912 Weaving machines****1913 Knitting machines****1914 Sewing machines****1915 Clothcutting machines****1916 Carpet making machines****1917 Footwear machines****1919 Other textile, clothing and footwear machinery****1920 Sheep shearing plant***Includes:*

- shearing hand-piece

**1930 Water mains, pipes, valves, hydrants, taps, and other water reticulation equipment****1940 Gas mains, pipes, valves, and other gas reticulation equipment****1950 Sewerage mains, pipes, installations, and other sewerage reticulation equipment***Excludes:*

- sewerage (code to 6370)

**GROUP 1    MACHINERY AND (MAINLY) FIXED PLANT (continued)**

**1990    Other and unspecified production line type of plant or stand alone machinery**

*Includes:*

- food mixing plant and machinery, not elsewhere classified
- automated car washing plant

**GROUP 2 MOBILE PLANT AND TRANSPORT****2100 Self-propelled plant****2110 Self-propelled harvesters***Includes:*

- combine harvesters
- tree harvesters
- pea-viners

**2120 Integrated mining plant****2130 Graders, dozers, snowploughs, other scraping plant****2140 Excavators, backhoes, other digging plant****2150 Front-end loaders, log handling plant, other loading plant****2160 Road rollers, compactors****2170 Integrated road sealing equipment****2180 Mobile garbage compactors***Excludes:*

- fixed garbage compactors (code to 1220 series)

**2181 Mobile garbage compactor, two person and driver operated****2182 Mobile garbage compactor, one person operated****2189 Other mobile garbage compactors****2190 Other self-propelled plant****2200 Semi-portable plant****2210 Roof bolting machines****2220 Pneumatic tools***Includes:*

- jackhammers, shot blasters, air drills
- rotary, percussive rock drills

*Excludes:*

- compressors for pneumatic equipment (code to 2230)
- pneumatic hoists (code to 1550 series)

**2230 Compressors, pumps***Includes:*

- compressors and pumps on trailers
- concrete pumps
- truck-mounted compressors and pumps
- air compressors on boats
- portable air compressors for tyres

**GROUP 2 MOBILE PLANT AND TRANSPORT (continued)**

**2240 Cement mixers**

*Includes:*

- petrol or electric mixers
- truck-mounted cement mixers

**2250 Hydraulic equipment, not elsewhere classified**

**2290 Other semi-portable plant**

**2300 Other mobile plant**

**2310 Tractors, agricultural or otherwise**

**2320 Ploughs, harrows, cultivators**

*Includes:*

- tractor-drawn mowers and slashers
- rotary hoe, planter, seed drill

**2330 Oil, gas and water drilling rigs**

*Includes:*

- truck-mounted rigs
- powered post hole diggers
- sea-going rigs

**2340 Ride-on mowers**

*Excludes:*

- all powered mowers, whether electric or petrol, that cannot be ridden (code to 3430)
- tractor-drawn mowers (code to 2320)

**2350 Wheelbarrows**

**2360 Trolleys, handcarts**

**2361 Supermarket trolley and porter's trolley**

**2362 Baby's billy cart, stroller, pram**

**2369 Other trolleys, handcarts**

*Excludes:*

- pallet trucks (code to 1591)

**2370 Fairground equipment**

*Includes:*

- dodgems, merry-go-rounds, ferris wheels
- coin-operated rides

**2380 Trailers, caravans**

*Excludes:*

- where a trailer is an integral part of another unit, e.g. compressors

**GROUP 2 MOBILE PLANT AND TRANSPORT (continued)****2390 Other mobile plant***Includes:*

- woodchipper (council use)

*Excludes:*

- woodchipper (industrial) as used in sawmill (code to 1190)
- mulcher, domestic (code to 3491)

**2400 Road transport****2410 Trucks, semi-trailers, lorries***Excludes:*

- mechanical vehicle components (code to 6242)
- wheels and tyres (code to 4970)

**2411 Cabin of truck/semi-trailer****2412 Tray, loading board or table top of truck/semi-trailer****2413 Tailgate of truck/semi-trailer****2414 Fuel tank of truck/semi-trailer****2415 Non-metallic components of truck/semi-trailer****2420 Buses, trolleybuses, minibuses****2430 Cars, station wagons, vans, utilities***Excludes:*

- mechanical vehicle components (code to 6242)
- wheels and tyres (code to 4970)

**2431 Car body panels***Includes:*

- metal bumper

**2432 Non-metallic components of car/station wagon/van/utility***Includes:*

- steering wheel, seats, seat belts

**2440 Motorcycles and sidecars, scooters, trailbikes****2450 Pushbikes***Includes:*

- tricycles

**2490 Other road transport***Includes:*

- horse drawn carriages
- rickshaws

**GROUP 2 MOBILE PLANT AND TRANSPORT (continued)**

**2500 Rail transport**

**2510 Railway, tramway lines (track and other fixtures)**

*Includes:*

- sleepers, signals and railway line ancillaries in place
- railway or tramway in mines or tunnels

*Excludes:*

- sleepers not yet in place (code to 6232)

**2520 Locomotives**

*Note:*

use only if separately identified

*Includes:*

- locomotive boiler
- diesel, electric or steam powered

**2530 Rolling stock**

*Note:*

use only if separately identified

*Includes:*

- goods or passenger carriages

**2540 Trains**

*Note:*

locomotives and rolling stock where not differentiated

*Includes:*

- trams - light rail

*Excludes:*

- road trains (code to 2410)

**2590 Other rail transport**

*Includes:*

- hand-powered rail trolleys

**2600 Air transport**

**2610 Industrial aircraft**

*Includes:*

- non-passenger aircraft
- surveying, fish-spotting, fire-fighting, crop-dusting aircraft
- non-passenger helicopter

*Excludes:*

- passenger aircraft or passenger helicopters (code to 2620)

**2620 Passenger aircraft**

*Includes:*

- helicopters for commuting

**GROUP 2 MOBILE PLANT AND TRANSPORT (continued)****2690 Other air transport***Includes:*

- hot air, gas-filled balloons
- gliders

*Excludes:*

- hovercraft (code to 2710)

**2700 Water transport****2710 Motorised craft***Includes:*

- ships, tankers, passenger liners, tugs, fishing boats
- motor boats, motor yachts
- hovercraft

- barges, punts, manually propelled craft
- surfboards

**2720 Non-motorised craft***Includes:*

- yachts, sail-powered craft

**2730 Marine installations***Includes:*

- buoys, navigation beacons
- floating docks, pontoons

**2790 Other water transport***Includes:*

- submarines, other underwater craft

*Excludes:*

- caissons, diving bells (code to 3540)

**2900 Other transport****2910 Cable-car, ski tow****2990 Other transport***Includes:*

- motorised wheelchair

## **GROUP 3 POWERED EQUIPMENT, TOOLS AND APPLIANCES**

### **3100 Workshop and worksite tools and equipment**

#### **3110 Abrasive, planing, cutting powered tools**

*Includes:*

- angle grinders, jig saws, electric hand-held saws
- sanders, routers etc
- hand-held buffing, polishing machines

*Excludes:*

- fixed equipment of this type (code to Group 1)
- portable electric drills (code to 3120)
- drill attachments in use (code to 3120)

#### **3120 Electric drills**

*Includes:*

- drill attachments in use

*Excludes:*

- brace and bit, hand-powered drills (code to 4270)

#### **3130 Soldering irons**

*Includes:*

- electric or furnace-heated
- branding irons

#### **3140 Arc welding equipment**

*Excludes:*

- oxy-welders (code to 3150)

#### **3150 Oxy-acetylene equipment**

*Includes:*

- oxy-welding equipment
- blow torches

*Excludes:*

- gas tanks (code to 3530)

#### **3160 Industrial guns**

*Includes:*

- explosive cartridge guns, ramset guns
- staple, nail guns

*Excludes:*

- weapons, hunting guns and rifles (code to 3450)

#### **3190 Other and unspecified powered workshop and worksite equipment**

*Includes:*

- dental drills

**GROUP 3 POWERED EQUIPMENT, TOOLS AND APPLIANCES (continued)****3200 Kitchen and domestic equipment****3210 Kitchen food preparation appliances***Includes:*

- blenders, electric eggbeaters
- electric knives, carvers
- kitchen slicing, dicing, mincing machines

*Excludes:*

- toasters, grillers (code to 3220)
- jugs, kettles, urns (code to 3230)

**3220 Cooking appliances***Includes:*

- toasters, portable grillers and stoves
- electric frypans, crockpots

*Excludes:*

- installed stoves and ovens (code to 1330 series)
- microwave ovens (code to 1720)
- jugs, kettles and urns (code to 3230)

**3230 Jugs, kettles and urns***Includes:*

- coffee percolators, espresso machines
- electric or otherwise

**3240 Heating and heat-based equipment***Includes:*

- radiators, fan heaters
- hair dryers, clothes dryers, steam irons, flat irons
- clothes presses

*Excludes:*

- installed stoves and cooking equipment (code to 1330 series)
- portable cooking equipment (code to 3220)
- cooling fans (code to 3280)

**3250 Washing machines***Includes:*

- clothes washing machines
- dishwashing machines
- industrial clothes washing machines
- coin-operated car washing machines

*Excludes:*

- hot water cylinders (code to 1340 series)
- coppers (code to 1340 series)
- automated car washing plant (code to 1990)

**GROUP 3 POWERED EQUIPMENT, TOOLS AND APPLIANCES (continued)**

**3260 Cleaning equipment**

*Includes:*

- vacuum cleaners (back-mounted or stand-alone)
- floor polishers

*Excludes:*

- steam-based carpet cleaners (code to 1350 series)

**3270 Sewing machines**

*Includes:*

- sewing machines, knitting machines
- weaving machines

*Excludes:*

- industrial looms, carpet weaving machines
- large scale or automated textile machinery (code to 1910 series)

**3280 Portable fans, ceiling fans, exhaust fans**

**3290 Other powered kitchen and domestic equipment**

**3300 Office and electronic equipment**

**3310 Computers and keyboards**

*Includes:*

- computers, calculators, electronic typewriters
- telephone switchboards
- manual typewriters, adding machines

*Excludes:*

- televisions not part of a computer (code to 3330)

**3320 Other (mainly) electronic office equipment**

*Includes:*

- photocopiers, duplicating equipment, facsimile machines
- telephones
- overhead projectors, whiteboards
- cash registers, tills (manual or electric)

*Excludes:*

- office utensils such as staplers, hole punchers, tape dispensers (code to 6270)

**3330 Entertainment electronics**

*Includes:*

- televisions, video tape players, stereos, cassette tape players
- arcade games, pinball machines, juke boxes
- public address systems and components
- sound reinforcement equipment
- television and other powered cameras

**GROUP 3 POWERED EQUIPMENT, TOOLS AND APPLIANCES (continued)****3340 Communications equipment***Includes:*

- radios, transceivers, transmitters, radar, sonar equipment

*Excludes:*

- telephones (code to 3320)
- microwave transmission equipment (code to 1730)

**3350 Laboratory equipment***Includes:*

- oscilloscopes, testing apparatus, gieger counters, other scientific measuring devices

**3390 Other electronic equipment****3400 Garden and outdoor powered equipment****3410 Electric garden appliances***Includes:*

- electric hedge trimmers, lawn edgers

*Excludes:*

- electric lawn mowers (code to 3430)
- electric chainsaws (code to 3440)
- hand clippers (code to 4120)
- non-powered lawn edgers (code to 4170)

**3420 Brush cutters***Includes:*

- electric or petrol brush cutters

**3430 Lawn mowers***Includes:*

- electric or petrol lawn mowers

*Excludes:*

- hand-pushed lawn mowers (code to 4190)
- ride-on mowers (code to 2340)
- tractor-drawn mowers or slashers (code to 2320)

**3440 Chainsaws***Includes:*

- electric or petrol chainsaws

*Excludes:*

- chainsaws as part of integrated tree harvesting or cutting equipment (code to 2110)

**3450 Weapons***Includes:*

- guns, rifles, pistols
- starting pistols
- spear guns, cross bows, archery bows
- air rifles

**GROUP 3 POWERED EQUIPMENT, TOOLS AND APPLIANCES (continued)**

**3490 Other powered garden and outdoor equipment**

**3491 mulcher (domestic)**

*Excludes:*

- woodchipper, council use (code to 2391)
- woodchipper, as used in sawmill (code to 1190)

**3500 Pressure-based equipment not elsewhere covered**

**3510 Pressurised containers**

*Includes:*

- spray cans, aerosols, pressure packs

*Excludes:*

- boilers (code to 1340 series)
- other gas cylinders (code to 3530)

**3520 Pressurised piping**

*Excludes:*

- where piping is an integral part of a boiler (code to 1340 series)

**3530 Gas cylinders**

*Includes:*

- LPG cylinders, compressed air cylinders, welding gas bottles

*Excludes:*

- spray cans (code to 3510)

**3540 Caisson, diving bells**

**3590 Other pressure-based equipment**

*Excludes:*

- steam pressure equipment (code to 1350 series)

**3591 Heat exchangers**

**3592 Stills**

**3593 Reactors**

**3594 Columns**

**3599 Other pressure-based equipment**

**3900 Other powered equipment, tools and appliances**

**3910 Internal combustion engines**

*Includes:*

- all internal combustion engines where separated from vehicles or other equipment

**3920 Gas turbines**

*Includes:*

- all gas turbines or jet engines where separately identified

*Excludes:*

- electricity generation turbines (code to 1610 series)

**GROUP 3      POWERED EQUIPMENT, TOOLS AND APPLIANCES (continued)**

**3990      Other powered equipment, tools and appliances, not elsewhere classified**

*Includes:*

- bunsen burners

## **GROUP 4 NON-POWERED HANDTOOLS, APPLIANCES AND EQUIPMENT**

### **4100 Handtools, non-powered, edged**

#### **4110 Knives and cutlery**

*Excludes:*

- agricultural knives (code to 4160)

#### **4111 Meat processing knives**

*Includes:*

- knives for boning and filleting
- butcher's knives
- slaughterman's knives

#### **4112 Food preparation knives**

*Includes:*

- knives used by chefs, bakers and kitchen hands
- vegetable knives

#### **4113 Construction trade knives**

*Includes:*

- knives used by carpenters, carpet layers and other similar tradespersons

#### **4114 Scalpels and other medical knives**

#### **4115 Cutlery**

*Includes:*

- forks, spoons and table knives

#### **4119 Other knives**

#### **4120 Scissors**

*Includes:*

- secateurs, shears, clippers, nail clippers

#### **4130 Handsaws**

*Includes:*

- fretsaws, hacksaws

#### **4140 Chisels, awls, screwdrivers**

*Includes:*

- bodkins, sewing needles, knitting needles, pins, scribes, centre punches
- other pointed equipment

*Excludes:*

- syringes (code to 4910)
- hand drills, brace and bit (code to 4270)

#### **4150 Axes, adzes, hatches**

#### **4160 Scythes, slashers, sickles**

#### **4170 Shovels, spades, lawn edgers**

#### **4180 Hoes, pickaxes, mattocks**

**GROUP 4 NON-POWERED HANDTOOLS, APPLIANCES AND EQUIPMENT**  
(continued)**4190 Other edged equipment***Includes:*

- bales and hook implements
- hand-powered lawn mowers

**4200 Other handtools****4210 Hammers, mallets****4220 Pliers, pincers, tweezers, forceps****4230 Wrenches, spanners, sockets****4240 Files, rasps****4250 Brooms, mops***Includes:*

- paint brush

**4260 Crowbars, pinchbars, jemmies****4270 Hand drills, brace and bit, augers****4280 Manual lifting equipment***Includes:*

- block and tackle, non-powered engine hoists
- car jacks, pallet jacks

**4290 Other handtools****4300 Fastening, packing and packaging equipment****4310 Nails, screws, nut and bolts****4320 String, twine, rope****4330 Wire, wire rope, metal strapping****4340 Chains****4350 Crates, cartons, boxes, cases, drums, kegs, barrels****4351 Crates, cartons, boxes, cases etc - wood****4352 Crates, cartons, boxes, cases etc - cardboard****4353 Crates, cartons, boxes, cases etc - metal****4354 Crates, cartons, boxes, cases etc - plastic****4355 Drums, kegs, barrels, tubs etc - wood****4356 Drums, kegs, barrels, tubs etc - metal****4357 Drums, kegs, barrels, tubs etc - plastic**

**GROUP 4 NON-POWERED HANDTOOLS, APPLIANCES AND EQUIPMENT**  
(continued)

**4358 Tins and cans**

*Includes:*

- plastic and metal pails

**4359 Other crates, cartons, boxes, cases, drums, kegs, barrels**

**4360 Pallets**

**4370 Bags, bundles and bales**

**4371 Baggage and luggage**

*Includes:*

- bags used for travelling, education or employment e.g. suitcases, school bags, briefcases

**4372 Bags of mail**

**4373 Bags or bundles of laundry or linen**

*Includes:*

- bags or bundles of cloth and rags

**4379 Other bags, bundles and bales**

**4380 Rolls**

*Includes:*

- rolls of carpet
- rolls of paper, newsprint

**4390 Other packing and fastening equipment**

**4400 Furniture and fittings**

**4410 Doors and windows**

*Excludes:*

- vehicle doors and windows (code to the vehicle)

**4411 Doors**

*Includes:*

- sliding doors
- hinge doors

**4412 Roller doors**

*Includes:*

- tilter doors

**4413 Trapdoors, hatches, skylights**

**4414 Windows**

**4420 Work tops**

*Includes:*

- desks, tables, counters, workbenches, trestles, sawhorses

**4430 Sitting furniture**

*Includes:*

- chairs, stools, sofas

**4440 Beds, hospital beds**

**GROUP 4 NON-POWERED HANDTOOLS, APPLIANCES AND EQUIPMENT**  
(continued)**4450 Storage equipment****4451 Cabinets, cupboards, wardrobes***Includes:*

- filing cabinets
- dangerous goods cabinets
- clothes lockers

**4452 Shelves***Includes:*

- supermarket shelves

**4453 Racks***Includes:*

- pallet racks
- warehouse racks

**4454 Industrial garbage bins (dumpsters)****4455 Otto bins****4456 Domestic garbage bins****4457 Personal tool boxes****4458 Shipping containers***Includes:*

- dangerous goods shipping containers

**4459 Other storage equipment***Includes:*

- portable tanks
- cages
- portable wheat bins
- portable tool storage equipment

**4460 Baths, sinks, troughs, handbasins****4490 Other and unspecified furniture and fittings***Includes:*

- drapes, curtains, carpets on floor, lamp shades
- unpowered whiteboards
- paintings and other artworks

*Excludes:*

- rolls of carpet (code to 4380)
- bundles of linen, drapery (code to 4373)

**4500 Other utensils****4510 Glassware***Includes:*

- test tubes, mirrors, drinking glasses, bottles

*Excludes:*

- glazed doors (code to 4411)
- windows (code to 4414)
- spectacles, sunglasses (code to 4983)

**GROUP 4 NON-POWERED HANDTOOLS, APPLIANCES AND EQUIPMENT**  
(continued)

**4520 Crockery**

*Includes:*

- cups, saucers, plates, bowls, chinaware
- melamine, plastic tableware

*Excludes:*

- stoveware, ovenware, heat-resistant glass bowls (code to 4530)

**4530 Stoveware**

*Includes:*

- pots, pans (steel or aluminium)
- treated glass stove or ovenware

*Excludes:*

- electric frypans, crockpots (code to 3220)

**4540 Medical containers**

*Includes:*

- kidney bowls, instrument dishes
- sharps containers
- bed pans

**4590 Other utensils**

**4591 Baskets**

**4592 Trays**

**4599 Other utensils**

**4600 Ladders, mobile platforms, mobile stairways and scaffolding**

**4610 Ladders**

**4611 Step ladders**

**4612 Extension ladders or builders' ladders**

**4613 Trestle ladders**

**4619 Other ladders**

*Includes:*

- rope ladders

**4620 Mobile platforms and stairways**

**4621 Mobile ramps and stairways**

**4622 Mobile work platforms**

**4630 Scaffolding**

**4631 Formwork or falsework**

**4632 Systems or unit scaffolding**

**4633 Mobile or tower scaffolding**

**4634 Suspended scaffolding**

**4635 Twin rope access**

**4639 Other scaffolding**

**GROUP 4 NON-POWERED HANDTOOLS, APPLIANCES AND EQUIPMENT**  
(continued)**4900 Other non-powered equipment****4910 Hypodermic syringes****4911 Needles****4912 Other medical sharps***Includes:*

- broken instruments

*Excludes:*

- scalpels and other medical knives (code to 4114)

**4920 Other medical equipment****4921 Medical diagnostic instruments****4922 Stretcher, supports****4923 Wheelchair (manual)****4929 Other medical equipment***Excludes:*

- scalpels and other medical knives (code to 4114)
- pliers, pincers, tweezers, forceps (code to 4220)
- needles (code to 4911)
- other medical sharps (code to 4912)

**4930 Sporting equipment***Includes:*

- bats, balls
- gymnasium equipment, weights

**4940 Playground and sportsground equipment***Includes:*

- swings, slides, seesaws

**4970 Vehicle wheels and tyres***Includes:*

- all wheels and tyres, whether together or separated, or whether attached to the vehicle or not
- rim of tyre

**4980 Clothing and footwear****4981 Personal protective equipment***Includes:*

- safety footwear
- safety gloves
- eye protective equipment
- ear protective equipment
- respiratory protective equipment
- helmet or hard hat
- all other personal protective equipment

**4982 Jewellery****4983 Spectacles, sunglasses**

**GROUP 4 NON-POWERED HANDTOOLS, APPLIANCES AND EQUIPMENT**  
(continued)

**4984 Safety harness**

*Includes:*

- safety belt
- safety net
- safety lines

**4989 Other clothing and footwear**

**4990 Other equipment**

*Includes:*

- garden hoses
- musical instrument (non-powered)
- roller (non-powered), greenkeepers

**GROUP 5    CHEMICALS AND CHEMICAL PRODUCTS****5100    Nominated chemicals****5110    Chlorine**

- 5111    Chlorine gas
- 5112    Chlorine liquid
- 5113    Chlorine solid
- 5119    Other chlorine

**5120    Arsenic and arsenic compounds****5130    Lead and lead compounds****5140    Selenium and selenium compounds****5150    Mercury and mercury compounds****5160    Cyanide and cyanide compounds****5170    Benzene****5180    Chromium and chromium compounds****5190    Other nominated chemicals**

- 5192    Cadmium and cadmium compounds
- 5193    Nickel and nickel compounds
- 5194    PCB (polychlorinated bi-phenols)

**5200    Other basic chemicals****5210    Industrial gases, fumes**

*Includes:*

- argon
- nitrogen
- acetylene
- oxygen

*Excludes:*

- where the source is identified (code to the source)

**5211    Hydrogen sulphide****5212    Carbon dioxide**

*Excludes:*

- carbon dioxide in the form of dry ice (code to 5293)

**5213    Carbon monoxide****5219    Other industrial gases, fumes****5220    Acids**

*Includes:*

- battery acid, spirits of salt

**GROUP 5    CHEMICALS AND CHEMICAL PRODUCTS (continued)**

**5230    Bases and alkalis**

*Includes:*

- caustic soda, caustic potash
- sodium hydroxide

**5240    Non-bituminous hydrocarbon fuels**

**5241    Flashpoint < 61 C**

*Includes:*

- petrol
- toluene
- avgas
- kerosene
- turpentine

*Excludes:*

- benzene (code to 5170)

**5242    Flashpoint > 61 C**

*Includes:*

- diesel
- heating oils
- lubricating oils

*Excludes:*

- Diesel exhaust fumes (code to 5270)

**5249    Other non-bituminous hydrocarbon fuels**

**5250    Bitumen, asphalt, tar, pitch**

*Includes:*

- coke production products
- coal production products
- creosote

**5260    Radioactive materials**

*Includes:*

- radium, thorium, uranium, plutonium, pitchblende
- radioactive isotopes

**5270    Diesel exhaust fumes**

**5280    Nominated organic chemicals**

**5281    Styrene**

**5282    Acrylonitrile**

**5283    MOCA (4,4-methylene bis chloroaniline)**

**5284    Isocyanates**

**5285    Vinyl chloride**

**5286    Urethane**

**5290    Other basic and unspecified chemicals**

**5291    Oxidising agents**

*Includes:*

- Peroxides

**5292    Flammable solids**

**5293    Carbon dioxide in the form of dry ice**

**5299    Other basic and unspecified chemicals**

**GROUP 5 CHEMICALS AND CHEMICAL PRODUCTS (continued)****5300 Chemical products****5310 Plant treatment chemicals***Excludes:*

- fumigants (code to 5324)

**5311 Fungicides****5312 Weedkillers****5313 Fertilisers****5314 Plant insecticides/pesticides****5319 Other plant treatment chemicals****5320 Animal treatment chemicals***Includes:*

- animal drips and drenches
- snail bait
- fly sprays

**5321 Animal insecticides/pesticides****5322 Rodenticides****5323 Baits****5324 Fumigants****5329 Other animal treatment chemicals****5330 Pharmaceuticals***Includes:*

- cosmetics, creams
- medicines, drugs

*Excludes:*

- veterinary pharmaceuticals (code to 5329)

**5331 Cytotoxic drugs****5339 Other pharmaceuticals****5340 Paint, varnish***Includes:*

- rust and conversion treatments
- water or oil-based paints
- acrylic paints
- vehicle paints
- inks, printing inks

**5350 Organic solvents***Includes:*

- thinners, acetates

*Excludes:*

- turpentine, kerosene, petrol used as solvents (code to 5240 series)

**5351 Degreasers - solvent based****5359 Other organic solvents****5360 Detergents****5361 Domestic detergents****5362 Industrial cleaners****5363 Degreasers - detergent based****5369 Other detergents**

**GROUP 5    CHEMICALS AND CHEMICAL PRODUCTS (continued)**

**5370    Plastic materials, synthetic resins and rubbers**

*Includes:*

- molten plastic
- polyurethanes, foam plastic

*Excludes:*

- plastic objects (code to 6294)
- plastic containers (code to 4354, 4357 or 4358)

**5371    Polyurethanes**

**5372    PVC**

**5379    Other plastic materials, synthetic resin and rubbers**

**5380    Manufactured explosive substances**

*Includes:*

- gunpowder, fireworks, ammunition, percussion caps
- material manufactured for the purpose

*Excludes:*

- flammable or explosive substances not intended for that use (code to the substance)

**5390    Other chemical products**

**5391    Dyes and dyestuffs**

**5399    Other chemical products**

**GROUP 6 MATERIALS AND SUBSTANCES****6100 Non-metallic minerals and substances****6110 Abrasive powders***Includes:*

- grain, grit, jeweller's rouge

**6120 Cement and lime***Includes:*

- in powder form, in bags

*Excludes:*

- wet concrete (code to 6130)
- cement and concrete products (code to 6150)

**6130 Wet concrete***Includes:*

- just poured or just mixed

*Excludes:*

- dry concrete or concrete chips and fragments (code to 6250 or 6160)
- concrete products (code to 6150)

**6140 Rocks, stones, boulders***Includes:*

- blue metal
- road and railway ballast

*Excludes:*

- where source is identified (for example, a mine face)

**6150 Bricks and tiles and concrete, cement and clay products, not elsewhere classified****6151 Concrete and cement products****6152 Clay bricks and other clay products****6153 Tiles, porcelain and other ceramic products****6160 Dust, not elsewhere classified****6161 Sand or soil****6162 Sawdust****6163 Coal or cotton dust****6169 Other dust***Includes:*

- ash

**6170 Crystalline Silica****6180 Asbestos**

**GROUP 6 MATERIALS AND SUBSTANCES (continued)**

**6190 Other non-metallic minerals and substances**

**6192 Synthetic mineral fibres**

*Includes:*

- glass wool
- ceramic fibres
- fibreglass
- roofing bats

**6193 Organic fibres**

*Includes:*

- wool fibres

**6199 Other fibres**

*Includes:*

- polyester fibres

**6200 Other materials and objects**

**6210 Oil and fat (animal or vegetable)**

*Includes:*

- salad oil, cooking oil

*Excludes:*

- fuel oils (code to 5240 series)

**6220 Tree felled for processing or through clearing**

*Includes:*

- felled logs only

*Excludes:*

- sawn, dressed or other processed timber (code to 6230 series)
- tree in the process of being felled (code to 7180)

**6230 Sawn or dressed timber**

*Excludes:*

- wood fragments and splinters (code to 6253)

**6231 Sawn timber**

*Includes:*

- planks
- firewood

**6232 Dressed timber**

*Includes:*

- sleepers, rafters
- frames
- decking
- trusses
- posts and poles

**6233 Manufactured board**

*Includes:*

- plywood
- particle board
- chipboard
- medium density fibre board (MDF)

**6239 Other timber**

**GROUP 6 MATERIALS AND SUBSTANCES (continued)****6240 Ferrous and non-ferrous metal****6241 Machinery accessories and parts***Includes:*

- die, brace, mould
- handle, lever
- control wheel

**6242 Mechanical vehicle components***Includes:*

- clutch
- radiator (includes hoses and fanbelts)
- transmission
- differential
- gearbox
- outboard motor of boat

*Excludes:*

- Engine (code to 3910)

**6243 Pipes and tube steel****6244 Grates, brackets, frames****6245 Bars, rods, ingots, beams****6246 Sheet metal***Includes:*

- roofing iron, tinplate, aluminium roofing, cladding

**6247 Molten metal****6249 Other ferrous and non-ferrous metal****6250 Fragments****6251 Metal fragments****6252 Glass fragments****6253 Wood fragments and splinters****6259 Other fragments****6260 Broken glass***Includes:*

- broken glassware, crockery etc

**6270 Stationery and paper products***Includes:*

- newspapers and books
- stationery
- pens, staplers, tape dispensers

**6280 Detached machinery or equipment components****6290 Other materials and objects****6291 Coins****6292 Freight, cargo, stock unspecified****6293 Cloth, rag, duster**

**GROUP 6 MATERIALS AND SUBSTANCES (continued)**

**6294 Plastic objects**

*Includes:*

- PVC piping, guttering

*Excludes:*

- molten plastic (code to 5370)
- plastic containers (code to 4354, 4357 or 4358)

**6299 Other materials and objects**

**6300 Other substances**

**6310 Fire, flame and smoke**

*Includes:*

- fire, flame, smoke of unknown origin
- fire, flame and smoke from house fires or bushfires
- cigarette smoke
- static electricity

*Excludes:*

- where the source is identified (for example, furnace or blow torch)
- underground fire (code to 7370)

**6320 Hot water, steam**

*Excludes:*

- where the source is identified (for example, urn or kettle)
- underground water or flood (code to 7380)

**6330 Food**

*Includes:*

- spilt hot food
- where a source of contamination (for example, food poisoning)
- where a source of choking

**6340 Stock feed**

*Includes:*

- grain, processed stock feed

*Excludes:*

- grass and natural vegetation (code to 7180)

**6350 Water under pressure**

*Excludes:*

- where the source is identified (for example, steam cleaner)
- underground water (code to 7380)

**6360 Air under pressure**

*Excludes:*

- where the source is identified (for example, compressor, car tyre)

**6370 Sewerage**

*Excludes:*

- sewerage systems (code to 1950)

**GROUP 6 MATERIALS AND SUBSTANCES (continued)**

**6380 Beverages**

*Includes:*

- spilt hot drinks
- where a source of contamination (for example, food poisoning)
- where a source of choking

**6390 Other substances**

**6391 Garbage, waste, refuse**

**6392 Water**

*Excludes:*

- hot water (code to 6320) and water under pressure (code to 6350)
- environmental water (code to 7100)

**6399 Other substances**

## **GROUP 7 ENVIRONMENTAL AGENCIES**

### **7100 Outdoor environment**

#### **7100 Weather and water**

*Includes:*

- wind, temperature extremes, lightning
- ice, hail, rain, snow
- rivers, lakes, floodwaters

*Excludes:*

- underground water or underground flood (code to 7380)

#### **7110 Sun**

#### **7120 Holes in the ground**

##### **7121 Holes in the ground - natural**

##### **7122 Holes in the road, paths and paved areas**

*Includes:*

- potholes

##### **7123 Gutters, drains, kerbs**

##### **7124 Trenches and excavations**

##### **7125 Pits**

##### **7129 Other holes in the ground**

#### **7130 Wet, oily, or icy traffic and ground surfaces**

*Includes:*

- wet with any liquid, melted substance etc
- roads, paths, paved areas
- sports grounds, parks, embankments, open ground

*Excludes:*

- potholes, manholes, kerbs, gutters (code to 7120 series)
- traffic and ground surfaces with hazardous objects (code to 7140)

#### **7140 Traffic and ground surfaces with hazardous objects**

*Excludes:*

- wet, oily, or icy surfaces (code to 7130)

#### **7150 Traffic and ground surfaces other**

*Excludes:*

- wet, oily, or icy ground surfaces (code to 7130)
- traffic or ground surfaces with hazardous objects (code to 7140)

##### **7151 Roads, paths - unpaved**

##### **7152 Roads, paths - paved**

##### **7153 Grass covered ground surfaces**

##### **7154 Uneven ground surfaces, grass or otherwise**

*Includes:*

- rough ground surfaces

##### **7155 Embankments, sloping ground surfaces, grass or otherwise**

##### **7159 Other traffic and ground surfaces**

**GROUP 7 ENVIRONMENTAL AGENCIES (continued)****7160 Buildings and other structures***Excludes:*

- doors, windows (code to 4410 series)
- openings in floors, walls or ceilings (code to 7220)

**7161 Roof****7162 External walls, brick or otherwise****7163 Silos, fixed wheat bins, fixed tanks and vessels***Excludes:*

- portable wheat bins (code to 4459)

**7164 Buildings under construction or demolition****7165 Bridges and civil works under construction or demolition***Includes:*

- road works

**7166 External walkways and platforms****7167 External steps and stairways***Excludes:*

- scaffolding (code to 4630 series)
- ladders (code to 4610 series)

**7169 Other buildings and structures****7170 Fencing***Includes:*

- gates, fences, stiles, corrals
- wire or timber fences

*Excludes:*

- hedges (code to 7185)
- stone, brick walls (code to 7162)

**7180 Vegetation****7181 Trees****7182 Branches and limbs of trees****7183 Tree trunks and stumps****7184 Tree roots****7185 Hedges, shrubs, bushes****7186 Fruits and vegetables****7189 Other vegetation****7190 Other outdoor environmental agencies***Includes:*

- bad light or darkness

**7200 Indoor environment****7210 Steps and stairways***Includes:*

- internal steps and stairways

*Excludes:*

- escalators (code to 1521)
- mobile stairs (code to 4621)
- ladders (code to 4610 series)

**7211 Handrails and banisters**

**GROUP 7 ENVIRONMENTAL AGENCIES (continued)**

**7220 Openings in floors, walls or ceilings**

*Includes:*

- lift well, garage pit, window opening, drain

**7230 Wet, oily, or icy internal traffic and ground surfaces**

*Includes:*

- wet with any liquid, melted substance etc

*Excludes:*

- scaffolds (code to 4630 series)
- mobile ramps and stairways (code to 4621)
- buildings under construction (code to 7164)

**7240 Internal traffic and ground areas with hazardous substances**

*Excludes:*

- wet, oily, or icy ground surfaces (code to 7230)

**7250 Other internal traffic and ground surfaces**

*Excludes:*

- wet, oily, or icy ground surfaces (code to 7230)
- internal traffic and ground areas with hazardous substances (code to 7240)

**7260 Internal conditions**

*Includes:*

- temperature, lighting
- ventilation, lack of oxygen

**7290 Other indoor environment**

**7291 Internal walls**

**7292 Internal building structures**

*Includes:*

- columns, posts
- multi-storey floors

**7293 Cramped working conditions**

**7294 Passageways and walkways (permanent structures)**

*Includes:*

- platforms

**7299 Other indoor environment**

**7300 Underground environment**

**7310 Roof of tunnel or mine**

**7320 Face, walls of tunnel/mine**

*Includes:*

- stopes, mine face

**7330 Wet, oily, or icy floor of tunnel/mine**

**7340 Hazardous objects on floor of tunnel/mine**

**GROUP 7 ENVIRONMENTAL AGENCIES (continued)**

**7350 Floor of tunnel/mine other**

**7360 Shaft**

**7370 Underground fire**

**7380 Underground water**

**7410 Supporting structures**

**7490 Other and multiple underground environments**

*Includes:*

- where multiple underground codes are indicated (for example, both roof and face of tunnel collapses)
- lighting conditions

**GROUP 8 ANIMAL, HUMAN AND BIOLOGICAL AGENCIES**

**8100 Live four-legged animals**

**8110 Horses, donkeys, mules**

**8120 Cows, steers, cattle, bulls, buffalo**

**8130 Sheep**

**8140 Pigs**

**8150 Dogs**

**8160 Cats**

**8170 Goats**

**8190 Other four-legged animals**

*Includes:*

- kangaroos

**8200 Other live animals**

**8210 Snakes and other reptiles**

*Includes:*

- lizards

**8220 Spiders and other arachnids**

*Includes:*

- scorpions, ticks

**8230 Insects**

*Includes:*

- bees, wasps, mosquitos, flies, ants

**8240 Unidentified insects or spiders**

**8250 Marine life**

*Includes:*

- oysters, scallops, mussels
- fish, leeches
- sponges, coral, seaweed

**8260 Poultry**

*Includes:*

- chickens, turkeys, geese, ducks

**8270 Other birds**

**8290 Other animals not elsewhere covered**

**GROUP 8 ANIMAL, HUMAN AND BIOLOGICAL AGENCIES (continued)****8300 Non-living animals****8310 Carcass***Includes:*

- animal and poultry carcasses

*Excludes:*

- meat separately identified (code to 8390)
- offal (code to 8340)

**8320 Bone****8330 Skin, pelt, hair, fur or feathers****8340 Offal and animal waste products***Includes:*

- offal, trimmings
- blood, urine, faeces

**8390 Other animal part or product***Includes:*

- meat being processed
- frozen chickens
- shell (no animal attached)

*Excludes:*

- shell with animal attached (code to 8250)

**8400 Human agencies****8410 Condition of affected person***Includes:*

- handicapping disabilities
- pre-existing illness or disease where the effects of the condition are considered to be the agency

*Excludes:*

- where the condition is a result of an occurrence (code to the original agency)
- where the source of the condition is known (code to the source)

**8420 Other person****8421 Babies and toddlers under 5 years****8422 Children 5-15 years in care or custody****8423 Other children 5-15 years****8424 Adults - patients and residents in care****8425 Adults - inmates and prisoners****8429 Other adults****8430 Fatigue***Includes:*

- lethargy

**8490 Other human agency**

**GROUP 8 ANIMAL, HUMAN AND BIOLOGICAL AGENCIES (continued)**

**8500 Biological agencies**

**8590 Biological agencies**

*Includes:*

- bacteria, viruses and other micro-organisms, infectious diseases
- fungal diseases
- other biological agencies

*Excludes:*

- where the source of the biological agency is known (code to the source)

**GROUP 9 OTHER AND UNSPECIFIED AGENCIES**

**9100 Non-physical agencies**

**9190 Non-physical agencies**

*Includes:*

- where situations, rather than objects or substances, are considered to be agencies
- bank robberies, hold-ups, hijacks
- work pressures, deadlines
- other stress-inducing agencies

**9900 Other and unspecified agencies**

**9910 Other agencies, not elsewhere classified**

**9980 Agency not apparent**

**9990 Agency not known**

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	4150	Adze
	3510	Aerosol can
	1530	Agricultural conveyor
	2440	Ag bike
	2220	Air chisel
	2230	Air compressor - portable
	1412	Air conditioning
	2220	Air drill
	3160	Air gun
	2220	Air leg
	6360	Air under pressure
	2610	Aircraft - crop-dusting
	2610	Aircraft - fire-fighting
	2610	Aircraft - fish-spotting
	2610	Aircraft - industrial
	2610	Aircraft - non-passenger
	2610	Aircraft - surveying
	2360	Airline trolley
	2190	Airline tug
	1820	Alcoholic beverages bottling plant
	5230	Alkalis (chemical)
	6246	Aluminium roofing
	5380	Ammunition
	2370	Amusement park equipment
	3110	Angle grinder
	6240	Angle iron
	8340	Animal waste products

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	8230	Ant
	6249	Anvil
	9190	Anxiety (situation)
	8220	Arachnid
	3140	Arc welding equipment
	3330	Arcade game
	4930	Archery bow
	3450	Archery bow - used as a weapon
	5219	Argon
	9190	Armed hold-up (situation)
	5120	Arsenic
	5120	Arsenic compounds
	4490	Artwork
	6180	Asbestos
	6169	Ash
	5250	Asphalt
	9190	Assault (situation)
	4270	Auger - hand-held
	1355	Autoclave - hospital
	1327	Autoclave - industrial - electric
	1355	Autoclave - steam
	5241	Avgas
	5241	Aviation fuel
	4150	Axe
<b>B</b>	8421	Baby under 5 years
	2362	Baby's billy cart
	2140	Backhoe
	8590	Bacteria
	7190	Bad light
	4373	Bag - laundry
	4373	Bag - linen
	4372	Bag - mail
	4371	Bag - school
	4371	Baggage
	1330	Bain marie
	5323	Bait - for animals
	1333	Bakers oven
	4190	Bale and hook
	4930	Ball - sporting equipment
	6140	Ballast - railway

2690	Balloon - gas-filled
2690	Balloon - hot air
1131	Band saw
7211	Banister
9190	Bank robbery (situation)
1750	Bar code reader - laser (supermarket)
6245	Bar - metal
3220	Barbeque
2720	Barge
4356	Barrel - metal
4357	Barrel - plastic
4355	Barrel - wood
5230	Base - chemical
4591	Basket
4930	Bat - sporting equipment
4460	Bath
4990	Baton - police
1680	Battery - car
1670	Battery - dry cell
1680	Battery - forklift
1670	Battery - industrial
1670	Battery - not vehicle
1680	Battery - truck
1680	Battery - vehicle
5220	Battery acid
3220	BBQ
2730	Beacon - navigation
6245	Beam - metal
4440	Bed
4490	Bed linen
4540	Bed pan
4440	Bed - hospital
8230	Bee
1820	Beer bottling plant
1512	Belt - power transfer
1523	Belt - conveyor
1170	Bench grinder
1130	Benchsaw
1211	Bending and folding machine - metal
1211	Bending machine - metal
5170	Benzene

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6380	Beverage
2450	Bicycle
6232	Billet - timber
4358	Billy
4456	Bin - garbage (domestic)
4454	Bin - garbage (industrial)
4455	Bin - Otto
4459	Bin - wheat (portable)
1272	Binding printing machine
8590	Biological agency
8270	Bird - except poultry
8260	Bird - poultry
5250	Bitumen
4490	Blackboard
1314	Blast furnace
1353	Blasting equipment - steam
3260	Blasting equipment - water
3210	Blender
4280	Block and tackle
4150	Blocksplitter
3150	Blow torch
6180	Blue asbestos
6140	Blue metal
2710	Boat - motorised
2720	Boat - non-motorised
4140	Bobbin
2150	Bobcat
4140	Bodkin
2431	Body panel - car
2150	Bogger
1345	Boiler - cappuccino
1345	Boiler - electric
1343	Boiler - fully automatic fire tube
1344	Boiler - fully automatic water tube
1340	Boiler - internally fired
2520	Boiler - locomotive
1341	Boiler - manual fire tube
1342	Boiler - manual water tube
1346	Boiler - solar
1340	Boiler - steam
1340	Boiler - tar

1340	Boiler - vertical stationary
1347	Boiler - waste heat
4310	Bolt
4120	Bolt cutters
8320	Bone
6270	Book
4450	Bookcase
1554	Boom platform hoist
2330	Bore casing
1162	Boring machine - metal
1161	Boring machine - timber
4510	Bottle - glass
1820	Bottling plant - alcoholic beverages
1810	Bottling plant - milk
1890	Bottling plant - non-beverages
1820	Bottling plant - soft drink
6140	Boulder
2390	Bowling green roller
4990	Bowling green roller - non-powered
4352	Box - cardboard
4353	Box - metal
4354	Box - plastic
4457	Box - tool, personal
4351	Box - wood
4270	Brace and bit
6241	Brace - metal
6244	Bracket - metal
5390	Brake fluid
7182	Branch - from a tree
3130	Branding iron
1321	Brick kiln
6152	Bricks - clay
7165	Bridge under construction
7165	Bridge under demolition
4930	Bridle
4371	Briefcase
3340	Broadcasting equipment
6260	Broken crockery
6260	Broken glass
4250	Broom
3420	Brush cutter

4250 Brush - paint  
 4358 Bucket  
 1524 Bucket conveyor  
 8120 Buffalo  
 2220 Buffalo drill  
 1170 Buffing machine - fixed  
 3110 Buffing machine - hand held  
 1552 Builders hoist  
 4612 Builders ladder  
 7164 Building under construction  
 7164 Building under demolition  
 1650 Bulb  
 8120 Bull  
 2130 Bulldozer  
 2431 Bumper - car - metal  
 4373 Bundle - laundry  
 4373 Bundle - linen  
 3990 Bunsen burner  
 2730 Buoy  
 2420 Bus  
 7185 Bush (shrub)  
 1810 Butter production plant

**C**

2411 Cabin - truck/semi-trailer  
 4451 Cabinet  
 4451 Cabinet - dangerous goods  
 4451 Cabinet - filing  
 1512 Cable - power transfer  
 1645 Cable - extension - electric  
 2910 Cable car  
 5192 Cadmium  
 5192 Cadmium compounds  
 4459 Cage  
 3540 Caisson  
 3310 Calculator  
 3330 Camera - powered  
 4290 Camera - unpowered  
 3210 Can opener - electric  
 4358 Can - metal  
 1531 Caneloader  
 1345 Cappuccino boiler

9190	Car accident (situation)
1680	Car battery
2431	Car body panels
4280	Car jack
4280	Car jack pulley
1555	Car jack - powered
3250	Car washing machine
2380	Caravan
5212	Carbon dioxide
5293	Carbon dioxide in the form of dry ice
5213	Carbon monoxide
8310	Carcass
3330	Card machine
1260	Cardboard making plant
6292	Cargo
2710	Cargo vessel
4490	Carpet - on floor
4380	Carpet - roll
3260	Carpet cleaner - steam
1916	Carpet making machine
2530	Carriage - goods (railway)
2490	Carriage - horse-drawn
2530	Carriage - passenger (railway)
4352	Carton - cardboard
4353	Carton - metal
4354	Carton - plastic
4351	Carton - wood
3160	Cartridge gun
3210	Carver - electric
4111	Carving knife
4352	Case - cardboard
4353	Case - metal
4354	Case - plastic
4351	Case - wood
3320	Cash register
4459	Casket
3330	Cassette tape player
8160	Cat
8120	Cattle
5230	Caustic potash
5230	Caustic soda

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3280	Ceiling fan
7220	Ceiling opening
2240	Cement mixer
6151	Cement products
6120	Cement - powder or in bags
4140	Centre punch
6192	Ceramic fibre
6153	Ceramic product
4340	Chain
1525	Chain conveyor
3440	Chainsaw
4430	Chair
4490	Chalkboard
4490	Chandelier
2730	Channel marker
1810	Cheese processing plant
5320	Chemical - animal treatment
5310	Chemical - plant treatment
1556	Cherry picker
8310	Chicken - carcass
8390	Chicken - frozen
8260	Chicken - live
8422	Children 5-16 years - in care or custody
8423	Children 5-16 years - not in care or custody
6233	Chipboard
4140	Chisel
5111	Chlorine gas
5112	Chlorine liquid
5113	Chlorine solid
5180	Chromium
5180	Chromium compounds
6310	Cigarette smoke
1123	Circular saw - masonry
1121	Circular saw - metal
1122	Circular saw - timber
7165	Civil works
6246	Cladding
4390	Clasps
1321	Clay kiln
6152	Clay product
3260	Cleaning equipment

1353	Cleaning equipment - steam
4120	Clipper
4451	Closet
6293	Cloth
1915	Clothcutting machine
3240	Clothes dryer
4451	Clothes locker
3240	Clothes press
6242	Clutch - vehicle
2530	Coach - railway
2420	Coach - road
6163	Coal dust
5250	Coal tar
1710	Cobalt therapy machine
3230	Coffee percolator
6380	Coffee - hot
6241	Coil - metal
2370	Coin-operated ride
6291	Coins
1319	Coke oven
1411	Cold store
1272	Collating printing machine
3594	Column - pressure-based equipment
7292	Column - internal
2110	Combine harvester
3910	Combustion engine - internal
1553	Commercial hoist
3340	Communications equipment
2181	Compactor - garbage, mobile with operators
2160	Compactor - road
3530	Compressed air cylinder
2230	Compressor
3310	Comptometry machine
3310	Computer
3330	Computer game - arcade
6151	Concrete product
2230	Concrete pump
6130	Concrete - wet
1644	Construction wiring
4540	Container - medical
4458	Container - shipping

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4458	Container - shipping, dangerous goods
1663	Control circuit
1411	Controlled atmosphere store
1530	Conveyor - agricultural
1523	Conveyor - belt
1524	Conveyor - bucket
1525	Conveyor - chain
1526	Conveyor - screw
3220	Cooking appliance
1411	Cool room
4459	Cooling equipment - portable (domestic)
3350	Cooling equipment - portable (medical)
4130	Coping saw - hand held
1345	Copper - boiler
8250	Coral
8490	Corpse - human
7170	Corral
6240	Corrugated iron
5339	Cosmetics
4440	Cot
6163	Cotton dust
6193	Cotton fibre
4420	Counter
8120	Cow
7293	Cramped working conditions - indoor
7190	Cramped working conditions - outdoor
7490	Cramped working conditions - underground
1571	Crane - derrick
1572	Crane - EOHT
1574	Crane - mobile
1573	Crane - stacking
1575	Crane - tower
1576	Crane - truck-mounted
4352	Crate - cardboard
4353	Crate - metal
4354	Crate - plastic
4351	Crate - wood
5339	Cream - cosmetics
5250	Creosote
4990	Cricket pitch roller - non-powered
2390	Cricket pitch roller - powered

1212 Crimping machine - metal  
6180 Crocidolite  
4520 Crockery  
3220 Crockpot  
5310 Crop spray  
2610 Cropduster - air  
3450 Cross bow - weapon  
4260 Crowbar  
1414 Cryogenic equipment  
6170 Crystalline Silica  
1710 CT scanner  
2320 Cultivator  
4520 Cup - tableware  
4451 Cupboard  
4490 Curtain  
4115 Cutlery  
5160 Cyanide  
5160 Cyanide compounds  
2440 Cycle - motor  
1710 Cyclotron  
1340 Cylinder - hot water  
5331 Cytotoxic drugs

**D** 1810 Dairy product processing plant  
7190 Darkness - outdoor  
3310 Data entry machine  
5314 DDT (pesticide)  
9190 Deadline - work (situation)  
6232 Decking - dressed timber  
1333 Deep fryer - electric  
1332 Deep fryer - gas  
5363 Degreaser - detergent-based  
5351 Degreaser - solvent-based  
3190 Dental drill  
1571 Derrick crane  
4420 Desk  
5360 Detergent  
8410 Diabetes - pre-existing  
3210 Dicing machine - kitchen equipment  
3320 Dictation machine  
6241 Die - metal

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5242	Diesel
6242	Differential - vehicle
2140	Digging plant
8410	Disability - pre-existing
2320	Disc cultivator
9190	Discrimination (situation)
8590	Disease - fungal
8590	Disease - infectious
3250	Dishwashing machine
1320	Disposal furnace
1631	Distribution line, high tension - overhead
1632	Distribution line, high tension - underground
1641	Distribution line, low tension - overhead
1642	Distribution line, low tension - underground
2140	Ditchwitch
3540	Diving bell
2730	Dock - floating
1131	Docking saw - electric
4130	Docking saw - hand held
2370	Dodgem car
8150	Dog
5361	Domestic detergent
4456	Domestic garbage bin
8110	Donkey
4411	Door
6232	Door frame - timber
2431	Door - car
4411	Door - hinge
4412	Door - roller
4411	Door - sliding
4412	Door - tilter
1180	Dough breaker - industrial
3210	Dough mixer - domestic
2130	Dozer
1540	Dragline excavator
7220	Drain - indoor
7123	Drain - outdoor
4490	Drape
1540	Dredge - mining
5321	Drench - animal
6232	Dressed timber

1230 Dressing machine  
3190 Drill - dental  
3120 Drill - electric hand  
4270 Drill - hand powered  
2220 Drill - percussive rock  
2220 Drill - rotary rock  
1162 Drilling machine - metal  
1161 Drilling machine - timber  
2330 Drilling rig - gas  
2330 Drilling rig - oil  
2330 Drilling rig - water  
5331 Drugs - Cytotoxic  
4356 Drum - metal  
4357 Drum - plastic  
4355 Drum - wood  
1670 Dry cell  
1359 Dry cleaning plant  
5293 Dry ice  
3240 Dryer - clothes  
8260 Duck  
1565 Dumbwaiter  
2410 Dumper -road transport  
4454 Dumpster  
3320 Duplicating equipment  
6163 Dust - coal  
6163 Dust - cotton  
6161 Dust - sand or soil  
6162 Dust - wood  
6293 Duster  
5391 Dye  
5380 Dynamite

**E** 4180 Earth rammer  
3210 Eggbeater - electric  
3120 Electric drill  
1311 Electric furnace  
1322 Electric kiln  
1643 Electrical wiring  
1317 Electrolytic refinery  
3320 Electronic office equipment  
1556 Elevating work platform

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1561	Elevator
7155	Embankment
4280	Engine hoist
3910	Engine - removed from vehicle
3330	Entertainment electronics
1572	EOHT crane
8410	Epilepsy - pre-existing
4930	Equipment - gym
1521	Escalator
3230	Espresso machine
3190	Etching/engraving machine
7124	Excavation
2140	Excavator
1540	Excavator - dragline
4930	Exercise equipment
3280	Exhaust fan
5270	Exhaust fumes - diesel
1419	Expansion refrigeration
5380	Explosives - manufactured
1645	Extension cord - electrical
4612	Extension ladder
1240	Extruding machinery
1593	Eye bolt
<b>F</b>	
7320	Face of mine
7320	Face of tunnel
3320	Facsimile machine
7190	Fading light
2370	Fairground equipment
4631	Falsework
3240	Fan heater
3280	Fan - ceiling
3280	Fan - exhaust
3280	Fan - portable
6242	Fanbelt - vehicle
6210	Fat - animal or vegetable
8430	Fatigue
8330	Feathers - non-living animals
7170	Fencing
2370	Ferris wheel
5313	Fertiliser

6192	Fibre - ceramic
6193	Fibre - cotton
6193	Fibre - organic
6199	Fibre - polyester
6192	Fibre - synthetic mineral
6193	Fibre - wool
6193	Fibre - yarn
6192	Fibreglass
4240	File - handtool
6270	File - office
6310	Fire
3510	Fire extinguisher
7370	Fire - underground
6231	Firewood
5380	Fireworks
8250	Fish
2710	Fishing boat - motorised
2510	Fishplate (railway track)
1643	Fixed wiring
4454	Fixtures - supermarket
6310	Flame
1290	Flashing folder
7100	Floodwater
7380	Floodwater - underground
4490	Floor mat
7220	Floor opening
3260	Floor polisher
7230	Floor - wet/oily/icy
1650	Fluorescent tube
5321	Flyspray
5379	Foam plastic
1211	Folding machine - metal
1272	Folding printing machine
6330	Food
1180	Food mixing plant
1890	Food packaging plant
1180	Food preparation machine
1330	Food processing oven - electric or gas
1917	Footwear machine
4220	Forceps
1318	Forge

1240 Forging machine  
4115 Fork - tableware  
4170 Fork - garden  
4170 Fork - pitch  
1582 Forklift truck - pedestrian operated  
1581 Forklift truck - rider operated/ride on  
1583 Forklift truck - stock picker  
1593 Forklift tines  
4631 Formwork  
7164 Foundation - building  
6252 Fragment - glass  
6251 Fragment - metal  
6253 Fragment - wood  
6232 Frame - dressed timber  
6244 Frame - metal  
1413 Freezing equipment  
6292 Freight  
4130 Fretsaw  
3290 Fridge - domestic  
2150 Front-end loader  
7186 Fruit  
2390 Fruit picking machine  
4530 Frying pan - non-powered  
3220 Frypan - electric  
2414 Fuel tank - truck/semi-trailer  
5241 Fuel - aviation  
5210 Fumes - not chlorine  
5210 Fumes - industrial  
5324 Fumigant  
8590 Fungal disease  
5311 Fungicide  
8330 Fur - non-living animals  
1314 Furnace - blast  
1311 Furnace - electric  
1312 Furnace - gas  
1311 Furnace - glass making  
1313 Furnace - oil  
1315 Furnace - refining  
1661 Fuse box

**G** 1579 Gantry crane

7220	Garage pit
6391	Garbage
1221	Garbage compactor - fixed
2182	Garbage compactor, mobile - one person operated
2181	Garbage compactor, mobile - two person and driver operated
1222	Garbage compactor - transportable
6391	Garbage tip
3410	Garden appliance - electric
4170	Garden fork
4170	Garden rake - metal or plastic
3530	Gas bottle
3530	Gas cylinder
2330	Gas drilling rig
1312	Gas furnace
1321	Gas kiln
1940	Gas main
1324	Gas oven
1940	Gas reticulation equipment
3920	Gas turbine
5241	Gas - LPG
5210	Gases - industrial
5241	Gasoline
7170	Gate
6242	Gearbox - vehicle
8260	Geese
3350	Geiger counter
5380	Gelignite
1611	Generator
6245	Girder - metal
6252	Glass - fragment
4490	Glass - still at glaziers, not installed
4510	Glass - for drinking
1311	Glass making furnace
6192	Glass wool
4510	Glassware
6260	Glassware - broken
2690	Glider
1650	Globe
5390	Glue
2370	Go-kart
8170	Goat

1562 Goods lift  
 1593 Grabs  
 2130 Grader  
 6340 Grain  
 7180 Grass seed  
 6244 Grate - metal  
 6140 Gravel  
 3160 Grease gun  
 6244 Grid - metal  
 3220 Griller - portable  
 1170 Grinder  
 3110 Grinder - hand held  
 6110 Grit - abrasive  
 7240 Ground surface with hazardous objects - indoor  
 7140 Ground surface with hazardous objects - outdoor  
 7153 Ground surface - grass  
 7230 Ground surface, icy - indoor  
 7130 Ground surface, icy - outdoor  
 7230 Ground surface, oily - indoor  
 7130 Ground surface, oily - outdoor  
 7154 Ground surface - rough  
 7155 Ground surface - sloping  
 7154 Ground surface - uneven  
 7230 Ground surface, wet - indoor  
 7130 Ground surface, wet - outdoor  
 1110 Guillotine - mechanical  
 4190 Guillotine - non-powered  
 3450 Gun - weapon  
 3160 Gun - industrial  
 3160 Gun - ramset  
 5380 Gunpowder  
 7123 Gutter  
 4930 Gym equipment/weights

**H** 4130 Hacksaw  
 7100 Hail  
 8330 Hair - non-living animals  
 3240 Hair dryer  
 4210 Hammer  
 2220 Hammer - pneumatic  
 4120 Hand clippers

4270	Hand drill
4460	Handbasin
2369	Handcart
4990	Handcuffs - police
6241	Handle - metal
1920	Handpiece - shearing
7211	Handrail
4130	Handsaw - non-powered
3110	Handsaw - powered
9190	Harassment (situation)
4984	Harness - safety
2320	Harrow
2110	Harvester - combine
2110	Harvester - self-propelled
2110	Harvester - tree
4413	Hatch
4150	Hatchet
1532	Haybale stacker
3591	Heat exchanger
7100	Heat - environmental
3240	Heater - electric
3240	Heater - water
5242	Heating oil
7185	Hedge
3410	Hedge trimmer - electric
4120	Hedge clippers - non-powered
2620	Helicopter - commuting
2610	Helicopter - non-passenger
4981	Helmet
3330	Hi-fi system
9190	Hijack (situation)
4180	Hoe
1552	Hoist - builders
1553	Hoist - commercial
4280	Hoist - engine, unpowered
1555	Hoist - hydraulic vehicle
1551	Hoist - men and material
1554	Hoist - platform
9190	Hold-up (situation)
7122	Hole in path
7122	Hole in paved area

7121 Hole in the ground - natural  
7122 Hole in the road  
4190 Hook  
1322 Hop kiln  
8110 Horse  
2490 Horse-drawn carriage  
4990 Hose - garden  
3590 Hose under pressure (e.g. sand blasting hose)  
4440 Hospital bed  
2690 Hot air balloon  
3220 Hot box - electric  
6320 Hot water  
1340 Hot water cylinder - boiler  
1340 Hot water system  
2710 Hovercraft  
3990 Humidicrib  
1930 Hydrant - water  
1990 Hydrate dryer  
3520 Hydraulic air hose  
2250 Hydraulic jaw  
1555 Hydraulic vehicle hoist  
5211 Hydrogen sulphide  
5230 Hydroxide  
4910 Hypodermic syringe

**I**

7100 Ice  
7230 Icy ground surface - indoor  
7130 Icy ground surface - outdoor  
7330 Icy tunnel/mine floor  
1564 Inclined lift  
3990 Incubator  
2610 Industrial aircraft  
5362 Industrial detergent  
8590 Infectious disease  
6245 Ingot - metal  
1240 Injection moulding machine  
5340 Ink  
6270 Ink roller  
8425 Inmate  
8230 Insect  
8240 Insect - unidentified

5321 Insecticide - animal  
5314 Insecticide - plant  
1950 Installation - sewerage  
4540 Instrument dish  
4921 Instrument - medical, diagnostic  
6192 Insulwool  
3320 Intercom  
7292 Internal building structure  
3910 Internal combustion engine  
7260 Internal conditions  
7291 Internal wall  
3240 Iron - electric  
3240 Iron - steam  
1930 Irrigation plant  
5284 Isocyanate  
5260 Isotope - radioactive

**J**

2910 J-bar lift (skiing)  
4280 Jack - vehicle  
4280 Jack - manual  
4280 Jack - pallet  
1352 Jacketed vessel  
2220 Jackhammer  
4260 Jemmy  
3920 Jet engine  
6110 Jewellers rouge  
4982 Jewellery  
3110 Jig saw - powered  
2530 Jinker - railway  
3230 Jug - electric  
3330 Juke box

**K**

8190 Kangaroo  
1333 Kebab oven - electric  
4356 Keg - metal  
4357 Keg - plastic  
4355 Keg - wood  
7123 Kerb  
5241 Kerosene  
3230 Kettle - electric  
4530 Kettle - non-powered

3310	Keyboard - computer
4130	Keyhole saw - hand held
4540	Kidney bowl
1322	Kiln - electric
1321	Kiln - gas
1322	Kiln - lime
1330	Kitchen stove
4111	Knife - butchers
4113	Knife - carpenters
4113	Knife - carpet layers
4113	Knife - construction trade
3210	Knife - electric
4112	Knife - food preparation
1740	Knife - laser
4111	Knife - meat processing
4114	Knife - medical
4111	Knife - slaughtermans
4115	Knife - table
4112	Knife - vegetable
3270	Knitting machine - domestic
1913	Knitting machine - industrial
4140	Knitting needle
6241	Knuckle - metal
<b>L</b>	
3350	Laboratory equipment
4612	Ladder - builders
4612	Ladder - extension
4619	Ladder - rope
4611	Ladder - step
4613	Ladder - trestle
7100	Lake
4490	Lamp shade
1740	Laser knife
1750	Laser lights - entertainment
1750	Laser reader
1740	Laser welding
1740	Laser - medical
1162	Lathe - metal
1161	Lathe - timber
7170	Lattice
2710	Launch - marine

7220	Laundry chute
3410	Lawnedger - electric
3430	Lawn mower
4190	Lawn mower - hand-powered
2340	Lawn mower - ride-on
4170	Lawnedger - non-powered
5130	Lead - chemical
5130	Lead compounds
8250	Leech
8430	Lethargy
6241	Lever - metal
7220	Lift well
1562	Lift - goods
1564	Lift - inclined
1561	Lift - passenger
1563	Lift - service
4280	Lifting equipment - manual
1593	Lifting gear
1650	Light bulb
1650	Light fitting
1650	Light railing - powered
7260	Lighting conditions - indoor
7190	Lighting conditions - outdoor
7490	Lighting conditions - underground
7100	Lightning
1650	Lights
1750	Lights - laser (entertainment)
7182	Limb - Trees
1322	Lime kiln
6120	Lime - powder or in bags
1710	Linear accelerator
4490	Linen
2710	Liner - passenger
1419	Liquid CO2 refrigeration
8210	Lizard
2412	Loading board - truck/semi-trailer
4451	Locker - clothes
2520	Locomotive
2520	Locomotive boiler
6220	Log - felled log only
2150	Log handling plant

	1150	Log peeling machine
	1912	Loom
	2410	Lorry
	5241	LPG
	3530	LPG cylinder
	5242	Lubricating oil
	4371	Luggage
<b>M</b>	4160	Machete
	6241	Machinery accessories and parts
	1710	Magnetic resonance imager
	4210	Mallet
	6244	Manhole cover - outdoor
	7220	Manhole - ceiling
	4280	Manual lifting equipment
	6233	Manufactured board
	2730	Marine installation
	8250	Marine life
	1123	Masonry circular saw
	1556	Mast climber
	4490	Mat
	1552	Materials hoist (builders hoist)
	4180	Mattock
	4490	Mattress
	3350	Measuring device - scientific
	4111	Meat cleaver
	1133	Meat cutting saw - powered
	4111	Meat processing knife
	8390	Meat product
	1110	Mechanical guillotine
	1510	Mechanical power transfer mechanism
	1110	Mechanical shears
	1110	Mechanical slicer
	6242	Mechanical vehicle components
	4540	Medical container
	4921	Medical diagnostic instrument
	1740	Medical laser
	4114	Medical sharps - scalpel
	4910	Medical sharps - hypodermic syringe
	5339	Medicine - except Cytotoxic drugs
	6233	Medium density fibre board (MDF)

1551	Men and material hoist
5150	Mercury
5150	Mercury compounds
2370	Merry-go-round
1121	Metal circular saw
6251	Metal fragment
1162	Metal lathe
4330	Metal strapping
6240	Metal - ferrous or non-ferrous
6247	Metal - molten
3310	Micro computer
8590	Micro organism
1720	Microwave oven
1730	Microwave transmission equipment
6380	Milk
1810	Milk production and processing plant
1162	Milling machine - metal
1161	Milling machine - timber
1180	Mincing machine - industrial
3210	Mincing machine - domestic
7320	Mine face/wall
7340	Mine floor - hazardous objects
7330	Mine floor - icy
7330	Mine floor - oily
7330	Mine floor - wet
7310	Mine roof
7360	Mine shaft
7410	Mine strut
7410	Mine support
2120	Mine tunnelling excavator
2420	Minibus
1540	Mining dredge
4510	Mirror
1180	Mixing machine - industrial
1574	Mobile crane
2181	Mobile garbage compactor - driver and runners
2182	Mobile garbage compactor - driver operated
3220	Mobile oven - hot box
4621	Mobile ramp
4633	Mobile scaffolding
4621	Mobile stairway

4622 Mobile tower  
 4622 Mobile work platform  
 5283 MOCA  
 6247 Molten metal  
 5379 Molten plastic  
 6291 Money - coins  
 2730 Mooring buoy  
 4250 Mop  
 8230 Mosquito  
 4490 Mosquito net  
 3430 Motor mower - electric or petrol  
 1612 Motor - electric  
 2710 Motorboat  
 2440 Motorcycle  
 6241 Mould  
 1240 Moulding machine  
 1522 Moving walkway  
 4190 Mower - non-powered  
 3430 Mower - powered  
 2340 Mower - ride-on  
 2320 Mower - tractor-drawn  
 6160 Mud  
 3491 Mulcher - domestic  
 8110 Mule  
 1190 Multi edger  
 7292 Multi-storey floor  
 4990 Musical instrument - non-powered  
 8250 Mussels

**N**

4310 Nail  
 4120 Nail clipper  
 3160 Nail gun  
 1240 Nail making machine  
 2730 Navigation beacon  
 4140 Needle - knitting  
 4911 Needle - medical  
 4140 Needle - sewing  
 6270 Newspaper  
 4380 Newsprint roll  
 5193 Nickel  
 5193 Nickel compounds

9190 Night work (situation)  
6241 Nipple - metal  
5219 Nitrogen  
7260 Noise conditions - indoor  
7190 Noise - outdoor  
4310 Nut and bolt  
4320 Nylon rope

**O**

8340 Offal  
2330 Oil drilling rig  
1313 Oil furnace  
6210 Oil - animal or vegetable  
6210 Oil - cooking  
5242 Oil - heating  
5242 Oil - lubricating  
7230 Oily ground surface - indoor  
7130 Oily ground surface - outdoor  
7330 Oily tunnel/mine floor  
2420 Omnibus  
7220 Opening - ceiling  
7220 Opening - floor  
7220 Opening - wall  
7220 Opening - window  
1750 Optical character recognition reader (OCR)  
1750 Optical mark recognition reader (OMR)  
3110 Orbital sander - hand held  
1230 Ore crusher  
5280 Organic chemicals  
6193 Organic fibre  
5350 Organic solvent  
3350 Oscilloscope  
4455 Otto bin  
1332 Oven - char grill  
1333 Oven - commercial - electric  
1332 Oven - commercial - gas  
1333 Oven - continuous - electric  
1332 Oven - continuous - gas  
1333 Oven - food processing - electric  
1332 Oven - food processing - gas  
1331 Oven - food processing - steam  
1325 Oven - industrial - electric

1324 Oven - industrial - gas  
 3220 Oven - kitchen  
 4530 Ovenware  
 1141 Overhand planer  
 1631 Overhead distribution lines: high voltage  
 1641 Overhead distribution lines: low voltage  
 3320 Overhead projector  
 4622 Overhead tower wagon  
 7166 Overpass  
 5291 Oxidising agent  
 3530 Oxy tank  
 3150 Oxy torch  
 3150 Oxy-acetylene equipment  
 3150 Oxy-welding equipment  
 5219 Oxygen  
 3530 Oxygen tank  
 7260 Oxygen - lack of - indoor  
 8250 Oyster - animal attached  
 8390 Oyster - shell only

**P**

4358 Pail - metal  
 4358 Pail - plastic  
 5340 Paint  
 4250 Paint brush  
 4250 Paint roller  
 4490 Painting  
 4360 Pallet  
 4280 Pallet jack  
 4280 Pallet lifter  
 4280 Pallet mover  
 1591 Pallet truck  
 4530 Pan - steel or aluminium (stoveware)  
 2220 Panther - mining  
 4380 Paper - rolls  
 6270 Paper products - stationery  
 1260 Paper, paperboard mill machinery  
 5241 Paraffin  
 7130 Park - wet/oily/icy  
 6233 Particle board  
 7294 Passageway - indoor  
 2620 Passenger aircraft

1561	Passenger lift
2710	Passenger liner
6310	Passive smoking
1350	Pasteuriser
7152	Path - paved
7151	Path - unpaved
7130	Path - wet/oily/icy
3350	Pathology container
8424	Patient in care
7152	Paved area - outdoor
7130	Paved area - wet/oily/icy
6152	Paving block/brick
5190	PCB
8250	Pearl shell - animal attached
8390	Pearl shell
2110	Pea-viner
8330	Pelt - non-living animals
6270	Pen (stationery)
3230	Percolator - coffee
5380	Percussion cap (explosive)
2220	Percussive rock drill
5291	Peroxide
4981	Personal protective equipment (PPE)
4457	Personal tool box
5321	Pesticide - animal
5314	Pesticide - plant
1710	PET scanner
5241	Petrol
2410	Petrol tanker
5330	Pharmaceutical - human
5329	Pharmaceutical - veterinary
3320	Photocopier
2220	Pick - pneumatic
4180	Pickaxe
8140	Pig
4140	Pin
3330	Pinball machine
4220	Pincers
4260	Pinchbar
1162	Pipe threading machine - metal
1161	Pipe threading machine - timber

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6152	Pipe - clay
1940	Pipe - gas
6243	Pipe - metal
6294	Pipe - PVC
1950	Pipe - sewerage
1930	Pipe - water
1340	Piping - part of a boiler
3520	Piping - pressurised
4930	Pistol - starting
3450	Pistol - weapon
7125	Pit
5250	Pitch
5260	Pitchblende
4170	Pitchfork
9190	Plane crash (situation)
3110	Planer
1141	Planer - overhand
1140	Planing machine
6231	Plank
5314	Plant insecticide
5314	Plant pesticide
2320	Planter
6399	Plaster
4354	Plastic crate or box
4357	Plastic drum or barrel
1240	Plastic extruder
6294	Plastic guttering
5370	Plastic material
6294	Plastic object
4358	Plastic pail
5379	Plastic - molten
4520	Plate - tableware
1554	Platform hoist
7166	Platform - outdoor
7294	Platform - indoor
4940	Playground equipment
4220	Pliers
2320	Plough
5260	Plutonium
6233	Plywood
2230	Pneumatic compressor

2220	Pneumatic hammer
2220	Pneumatic tool
3330	Poker machine
6232	Pole - dressed timber
3260	Polisher - floor
1170	Polishing machine - fixed
3110	Polishing machine - hand held
5190	Polychlorinated biphenyls (PCB)
5371	Polyurethane
5372	Polyvinyl chloride (PVC)
2730	Pontoon
6153	Porcelain product
1645	Portable electric cable
3280	Portable fan
3220	Portable stove
2361	Porters trolley
6232	Post - dressed timber
4270	Post hole digger - manual
2330	Post hole digger - powered
7292	Post - internal
4530	Pot - steel or aluminium (stoveware)
5230	Potassium bicarbonate
7122	Pothole
1322	Pottery kiln
8260	Poultry
1643	Power point - fixed
1631	Powerline - high tension - overhead
1641	Powerline - low tension- overhead
2362	Pram
3240	Press - clothes
1211	Press - power - metal bending
1212	Press - power - metal crimping
1273	Press - printing
1213	Press - wool
1240	Pressure casting machine
3510	Pressure pack
9190	Pressure - work-related (situation)
3590	Pressurised backpacks/sprayers
3510	Pressurised container
3520	Pressurised piping
5340	Printing ink

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1272	Printing machine - binding
1272	Printing machine - collating
1272	Printing machine - folding
1271	Printing machine - typesetting
1271	Printing machine - typesetting
1273	Printing press
8425	Prisoner
2330	Proline
4990	Prop - stage
3330	Public address system
4280	Pulley
1230	Pulverising machine
2230	Pump
1212	Punching machine - metal
2720	Punt
2450	Pushbike
5372	PVC

**Q****R**

4453	Rack
4453	Rack - pallet
4453	Rack - warehouse
3340	Radar
3240	Radiator - electric - heating
6242	Radiator hose - vehicle
1360	Radiator - vehicle
3340	Radio
3340	Radio receiver
3340	Radio transmitter
5260	Radioactive isotope
5260	Radium
6232	Rafter - dressed timber
6293	Rag
2590	Rail trolley - hand-powered
6140	Railway ballast
2510	Railway line (track)
2510	Railway signal
6232	Railway sleepers - timber
7100	Rain
4170	Rake - metal or plastic

8130	Ram
4180	Rammer - earth
4621	Ramp - mobile
3160	Ramset gun
9190	Rape (situation)
4240	Rasp
5322	Rat poison
4230	Ratchet
3160	Rattle gun
4120	Razor blade
3593	Reactor
1162	Reaming machine - metal
1161	Reaming machine - timber
1132	Reciprocating power saw
3330	Record player
6270	Records - office
1317	Refinery - electrolytic
1315	Refining furnace
1411	Refrigeration equipment
3290	Refrigerator - domestic
1411	Refrigerator - industrial
6391	Refuse
4930	Reins - horse
8210	Reptile
8424	Resident in care
1940	Reticulation equipment - gas
1950	Reticulation equipment - sewerage
1930	Reticulation equipment - water
3450	Revolver (pistol)
2490	Rickshaw
2370	Ride - coin operated
2340	Ride-on mower
3450	Rifle
4970	Rim of tyre
8290	Ringworm
7100	River
6140	Road ballast
2160	Road roller
2170	Road sealing equipment - integrated
2410	Road train
7165	Road works

7152	Road - paved
7151	Road - unpaved
7130	Road - wet/oily/icy
9190	Robbery (situation)
6140	Rock
2220	Rock drill - percussive
7190	Rockface
6192	Rockwool
6245	Rod - metal
5322	Rodenticide
4380	Roll - carpet
4380	Roll - newsprint
4380	Roll - paper
4250	Roller - paint
4990	Roller - non-powered, greenkeepers
4412	Roller doors
2990	Roller skates - travelling
1252	Rolling mill - cold metal
1251	Rolling mill - hot metal
2530	Rolling stock - railway
1354	Rolls on platens
7161	Roof
2210	Roof bolting machine
7310	Roof of mine
7310	Roof of tunnel
6153	Roof tiles - cement or terracotta
6192	Roofing bat
6246	Roofing iron
6246	Roofing - aluminium
7184	Root - tree
4320	Rope
2320	Rotary hoe
2220	Rotary rock drill
8290	Roundworm
3110	Router - electric hand held
5370	Rubber
6391	Rubbish

**S**

4930	Saddle
4451	Safe
4984	Safety belt

4981	Safety footwear
4981	Safety gloves
4981	Safety goggles
4984	Safety harness
4984	Safety line
4984	Safety net
6161	Sand
3110	Sanding machine
1950	Sanitising plant
4520	Saucer - tableware
1180	Sausage machine
6162	Saw dust
1131	Saw - band
3440	Saw - chain - portable
1120	Saw - circular
4130	Saw - coping
4130	Saw - fret
3110	Saw - hand held - electric
4130	Saw - keyhole
1133	Saw - meat cutting
1132	Saw - reciprocating
4420	Sawhorse
6231	Sawn timber
4633	Scaffolding - mobile
4634	Scaffolding - suspended
4632	Scaffolding - systems
4633	Scaffolding - tower
4632	Scaffolding - unit
2230	Scale trap
8250	Scallop - animal attached
8390	Scallop - shell only
4114	Scalpel
4990	Scenery - stage
2720	Schooner (yacht)
1556	Scissor (elevating work platform)
4120	Scissors
2440	Scooter
8220	Scorpion
2130	Scraper - road
1230	Screening machine
4310	Screw

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1592	Screw auger
1526	Screw conveyor
4140	Screwdriver
4140	Scribe
4160	Scythe
7100	Sea
2330	Sea-going rig
2432	Seat belt - car/station wagon/van/utility
2415	Seat belt - truck/semi-trailer
2432	Seat - car/station wagon/van/utility
2415	Seat - truck/semi-trailer
8250	Seaweed
4120	Secateurs
2430	Sedan
2320	Seed drill
4940	Seesaw (playground equipment)
5140	Selenium
5140	Selenium compounds
2410	Semi-trailer
1563	Service lift
6370	Sewerage
1950	Sewerage main
1950	Sewerage treatment plant
3270	Sewing machine - domestic
1914	Sewing machine - industrial
4140	Sewing needle
1593	Shackles
7360	Shaft - mine
1511	Shaft - transmission
8250	Shark
4540	Sharps container
1920	Shearing plant - sheep
4120	Shears
1110	Shears - mechanical
8130	Sheep
5321	Sheep dip
6246	Sheet metal
4452	Shelf
4452	Shelf - supermarket
8390	Shells - only
8250	Shells - animal attached

4230	Shifting spanner
4230	Shifting wrench
6290	Signpost
2710	Ship
4458	Shipping container
4458	Shipping container - dangerous goods
2220	Shot blaster - pneumatic
3450	Shotgun
4170	Shovel
7185	Shrub
4160	Sickle
2440	Sidecar - motorcycle
2510	Signal - railway
7163	Silo
4460	Sink
2990	Skateboard
4930	Ski stock
2910	Ski tow
2150	Skidder
4360	Skid (pallet)
8330	Skin - non-living animals
4413	Skylight
6240	Slag
4160	Slasher, non-powered
2320	Slasher, tractor-drawn
4210	Sledgehammer
6232	Sleeper - dressed timber
2510	Sleeper - railway track
1110	Slicer, mechanical
3210	Slicing machine - domestic
1180	Slicing machine - food preparation - industrial
4940	Slide - playground equipment
1593	Sling - metallic
1593	Sling - non-metallic
1316	Smelter
6310	Smoke
8210	Snake
1413	Snap freezing equipment
7100	Snow
4930	Snow ski
2130	Snowplough

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4230	Socket
5230	Sodium hydroxide
4430	Sofa
1820	Soft drink bottling plant
6161	Soil
1346	Solar boiler
3130	Soldering iron
5350	Solvent - organic
3340	Sonar equipment
3330	Sound reinforcement equipment
4170	Spade
4230	Spanner
4112	Spatula
3450	Spear gun - weapon
4983	Spectacles
4921	Sphygmomanometer
8220	Spider
8240	Spider - unidentified
1911	Spinning machine
5220	Spirits of salt
6253	Splinter
8250	Sponge
4115	Spoon - tableware
4930	Sporting equipment
3150	Spot welder
1650	Spotlight
3510	Spray can
4990	Sprocket
4190	Stabber (litter)
1573	Stacking crane
7167	Stairway - outdoor
7210	Stairway - indoor
4621	Stairway - mobile
6270	Stamp pad
1212	Stamping machine - metal
4113	Stanley knife
3160	Staple gun
6270	Stapler
6290	Star picket
4930	Starting pistol
6310	Static electricity

2430	Station wagon
6270	Stationery
6320	Steam
1355	Steam autoclave
1340	Steam boiler
1350	Steam cleaner
1340	Steam engine
1351	Steam equipment vessel
3240	Steam iron
2160	Steamroller
8120	Steer
2432	Steering wheel - car/station wagon/van/utility
2415	Steering wheel - truck/semi-trailer
4611	Step ladder
7167	Step - outdoor
7210	Step - indoor
3330	Stereo
1359	Steriliser
4921	Stethoscope
7170	Stile
3592	Still
4230	Stillson
6340	Stock feed
2610	Stock mustering aircraft
1583	Stock picker forklift truck
9292	Stock unspecified
6140	Stone
1230	Stone crusher
4430	Stool
4450	Storage equipment
3220	Stove - kitchen
3220	Stove - portable
4530	Stoveware
4330	Strapping - metal
9190	Stress
4922	Stretcher
4320	String
1650	Strobe lighting
2362	Stroller
7183	Stump - tree
1990	Stunner - abattoir

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5281	Styrene
2790	Submarine
4371	Suitcase
7110	Sun
4983	Sunglasses
2361	Supermarket trolley
7410	Supporting structure - underground
7100	Surf
2720	Surfboard
4634	Suspended scaffolding
4940	Swing - playground equipment
1661	Switchboard - electrical
3310	Switchboard - telephone
1662	Switchgear
6192	Synthetic mineral fibre
5370	Synthetic resin
4910	Syringe
2110	System crimper (turn key)
4632	Systems scaffolding
<b>T</b> 2910	T-bar chairlift - skiing
4420	Table
2412	Table top, truck/semi-trailer
4520	Tableware - plastic
4210	Tack hammer
2413	Tailgate - truck/semi-trailer
7163	Tank - fixed
4459	Tank - portable
2710	Tanker - water
1930	Tap - water
6270	Tape dispenser
8290	Tapeworm
5250	Tar
1340	Tar boiler
4990	Tarpaulin
6380	Tea - hot
3320	Telephone
3310	Telephone switchboard
3330	Television
3330	Television camera
7260	Temperature conditions - indoor
7100	Temperature extremes

6241	Template pattern
1644	Temporary wiring
4510	Test tube
3350	Testing apparatus
1650	Theatre lighting
1142	Thicknesser
5350	Thinner
5260	Thorium
8220	Tick
4280	Tie down chain
6151	Tile - cement
6153	Tile - ceramic
6151	Tile - concrete
3320	Till - manual or electric
1122	Timber circular saw
1161	Timber lathe
6232	Timber - dressed
6233	Timber - manufactured
6231	Timber - sawn
4358	Tin
4120	Tin snip
6246	Tinplate
5380	TNT
3220	Toaster
4460	Toilet
5241	Toluene
4150	Tomahawk
4115	Tongs
4230	Torque wrench
1578	Tow-truck
7163	Tower
1575	Tower crane
2310	Tractor - agricultural or otherwise
2440	Trailbike
2380	Trailer
2540	Train
9190	Train crash (situation)
2410	Train - road
2540	Tram
2510	Tramway line (track)
3340	Transceiver

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1620	Transformer
1511	Transmission shaft
6242	Transmission - vehicle
3340	Transmitter
4413	Trapdoor
4622	Travel tower
4592	Tray
2412	Tray - truck/semi-trailer
7181	Tree - not felled
6220	Tree felled for processing/clearing
2110	Tree harvester
7184	Tree root
7183	Tree stump
7183	Tree trunk
7124	Trench
4420	Trestle
4613	Trestle ladder
2450	Tricycle
4280	Trolley jack
2361	Trolley - porters
2590	Trolley - rail (hand-powered)
2361	Trolley - supermarket
2420	Trolleybus
4460	Trough
2410	Truck
1576	Truck-mounted crane
7183	Trunk - tree
6232	Truss - dressed timber
4356	Tub - metal
4357	Tub - plastic
4355	Tub - wood
6243	Tube steel
1650	Tube - fluorescent
2710	Tug
7320	Tunnel face
7340	Tunnel floor - hazardous objects
7330	Tunnel floor - wet/oily/icy
7310	Tunnel roof
7320	Tunnel wall
2120	Tunnelling machine
1619	Turbine

3920 Turbine - gas  
8260 Turkey  
1162 Turning machine - metal  
1161 Turning machine - timber  
3330 Turntable - stereo  
2510 Turntable - train  
5241 Turpentine  
4220 Tweezers  
4635 Twin rope access  
4320 Twine  
1593 Tynes - forklift  
1271 Typecasting printing machine  
1271 Typesetting printing machine  
3310 Typewriter - electronic  
3310 Typewriter - manual  
4970 Tyre - vehicle

**U**

1760 Ultra-sound equipment  
1632 Underground distribution line: high voltage  
1642 Underground distribution line: low voltage  
7370 Underground fire  
7380 Underground water  
7166 Underpass  
2790 Underwater craft  
7154 Uneven ground surfaces (grass or otherwise)  
5260 Uranium  
5286 Urethane  
8340 Urine - animal  
3230 Urn - electric  
2430 Utility

**V**

3260 Vacuum cleaner  
1940 Valve - gas  
1930 Valve - water  
2430 Van  
5340 Varnish  
7186 Vegetables  
7180 Vegetation  
9190 Vehicle accident (situation)  
1680 Vehicle battery  
6242 Vehicle component - mechanical

1360 Vehicle radiator  
4970 Vehicle tyre  
4970 Vehicle wheel  
7260 Ventilation - indoor  
7163 Vessel - fixed  
1352 Vessel - jacketed  
1351 Vessel - steam equipment  
3330 Video tape player/recorder  
5285 Vinyl chloride  
9190 Violent crime (situation)  
8590 Virus

**W**

2220 Wacka packa - pneumatic (road base, sand, paving)  
2290 Wacka packa - non-pneumatic (road base, sand, paving)  
3340 Walkie talkie  
7166 Walkway - outdoor  
7294 Walkway - indoor  
7320 Wall of tunnel  
7220 Wall opening  
7162 Wall - outdoor  
7291 Wall - internal  
4451 Wardrobe  
3250 Washing machine  
8230 Wasp  
6391 Waste  
6392 Water  
3260 Water blasting equipment  
2330 Water drilling rig  
6242 Water hose - vehicle  
1930 Water main  
1930 Water reticulation equipment  
4930 Water ski  
6320 Water - hot  
6350 Water - under pressure  
7380 Water - underground  
3450 Weapon  
7100 Weather  
2690 Weather balloon  
3270 Weaving machine - domestic  
1912 Weaving machine - industrial  
3410 Weed eater

5312	Weedicide
5312	Weedkiller
4930	Weights - gym
6245	Weights - measuring
3140	Welder - electric
3530	Welding bottle - gas
5210	Welding - fume
1740	Welding - laser
6130	Wet concrete
7230	Wet ground surface - indoor
7130	Wet ground surface - outdoor
7163	Wheat bin - fixed
4459	Wheat bin - portable
4970	Wheel - vehicle
2350	Wheelbarrow
4923	Wheelchair - manual
2990	Wheelchair - motorised
4930	Whip - jockeys
3410	Whipper snipper
3320	Whiteboard - powered
4490	Whiteboard - unpowered
4280	Winch
7100	Wind
2230	Windmill pump
4414	Window
7220	Window opening
4414	Window sill
4330	Wire
1240	Wire forming machine
4330	Wire rope
1643	Wiring - fixed
1644	Wiring - temporary
6253	Wood fragment/splinter
1161	Wood lathe
5390	Wood/timber treatment
2391	Woodchipper - council use
1190	Woodchipping machine (sawmill)
4150	Woodsplitter
6193	Wool fibre
1213	Wool press
8330	Wool - fleece

3310 Word processor  
1599 Work box  
9190 Work pressure (situation)  
4420 Work top  
4420 Workbench  
7293 Working conditions - cramped  
4230 Wrench

**X**

1710 X-ray machine

**Y**

2710 Yacht - motorised  
2720 Yacht - non-motorised  
6193 Yarn

**Z**