

Major Changes: OIICS Version 2.0

Nature of Injury or Illness

- **Rules of selection:** No changes.
- **Common terms** that are used in source documents (death certificates, coroner reports, and survey case documents) were added to the descriptions and index to ensure consistent coding.
- **Dislocations:** Subcategories were created for herniated discs and dislocations of joints. Cartilage fractures and tears were moved to their own category.
- **Sprains, strains, tears:** This grouping was broken out into separate categories for each item. This has been the largest single nature of injury category, and information provided in case narratives is adequate for coding to the specific injury.
- **Whiplash and hernias:** Codes for unspecified whiplash injuries and hernias due to traumatic incidents were added.
- **MSDs:** A few nature codes were created to facilitate the compilation of data for Musculoskeletal Disorders (MSD): Herniated discs, tarsal tunnel syndrome.
- **Acute dermatitis and skin reactions** were moved to the traumatic injuries and disorders division. When these reactions are attributed to diseases, they will be coded in the illness categories.
- **Poisoning and toxic effects:** Codes for specific allergic reactions and symptoms were added.
- **Non-specific injuries:** Some additional codes were added to the non-specified injuries category to cover symptoms commonly reported in the SOIL, such as swelling, inflammation, irritation, numbness. Codes for back pain and pain to other parts of the body were combined.
- **Burns:** The various burn categories were expanded to code first, second, and third degree burns separately. Welders' flash and internal burns are now specifically included in the burn category.
- **Amputations, avulsions, and enucleations** were combined into a single nature group. Amputations by part of body affected are no longer broken out into separate nature codes. The manual provides additional guidance for coding amputations when other injuries are also present.
- **Multiple injuries:** These categories were expanded to include the most common combinations reported.

- **Damage to prosthetic and orthopedic devices** was expanded into several subcategories.
- **Exposures to disease:** This category was added to accommodate exposures that do not result in illness.
- **Diseases:** Detailed codes for many diseases that are rarely found in the United States were removed.

Part of Body Affected

- **Rules of selection:** The rules remain virtually unchanged.
- **Shoulder:** The code for shoulder was moved from the trunk to the upper extremities to be consistent with the International Statistical Classification of Diseases and Related Health Problems—10th Revision (ICD-10).
- **Back:** The codes for the back are now listed in order from upper back to the lower back, and terminology common in source documents to identify these areas is now included.
- **Hands and fingers** were combined into a single grouping.
- **Feet and toes** were combined into a single grouping.
- **Multiple body parts:** Several subcategories were created for common part combinations that involve parts from more than one division.
- **Prosthetic and orthopedic devices** codes were broken into subcategories and additional examples provided.

Source and Secondary Source of Injury or Illness

- **Rules of selection for Source:** The rules of selection have changed significantly. Source coding is now based on **Event or Exposure** for all types of incidents. Major changes include:
 - The source for cases of **violence and other injuries by person or animal** is now the person or animal responsible for the injury. The lists of persons and animals have been expanded to incorporate commonly reported occurrences.
 - The source of a **fire or explosion** is the object which caught fire (or exploded).
 - The source of a **fall** is now the surface or structure from which the worker fell.
- **Rules of selection for Secondary Source:** The importance of secondary source has increased. As with **Source**, the rules of selection are now more focused on the **Event or Exposure**.
 - **Confined spaces** are now a category within the **Structures and surfaces** division and are coded as the secondary source for incidents involving a confined space.

- Weapons or instruments used in a *violent act* are secondary sources.
- Ignition sources or other contributing factors in *fires and explosions* are coded as secondary source.
- Contributing objects or substances resulting in a *fall* are coded as secondary source.
- **Chemicals and chemical products:** Little-used categories were consolidated for easier grouping. A number of specific chemicals were added to the examples and indices to assist with proper coding.
- **Containers, furniture, and fixtures:** The “containers” and “furniture and fixtures” categories were combined.
- **Machinery:** This category was updated to reflect current trends and terminology.
- **Structures and surfaces:** In addition to the new category for confined spaces, this division has been expanded to include specific types of buildings and structural elements, geographical structures, and surface irregularities.
- **Vehicles and vehicle parts:** The vehicles division and the vehicle parts section in the Parts and materials division have expanded significantly.

Event or Exposure

- **Rules of selection:** If there are multiple events cited by the respondent, event coding follows an order of precedence. Order of precedence is more clearly defined in OIICS 2.0. Event codes are listed according to the order of precedence, as follows:
 1. Violence and other injuries by person or animal
 2. Transportation incidents
 3. Fires and explosions
 4. Falls, slips, trips
 5. Exposure to harmful substances or environments
 6. Contact with objects or equipment
 7. Overexertion and bodily reaction

9999 Nonclassifiable
- **Violence and other injuries by person or animal** includes intentional and unintentional acts as well as actions of unknown intent by another person, oneself, or an animal or insect. Unintentional shootings and injuries resulting from physical contact during sporting events or physical training are included in this division.
- **Transportation incidents:** Breakouts were added for transportation incidents involving falls, fires, or explosions without other incident; pedestrians being struck by vehicles (in work

zones, by forward or backward moving vehicles, and by vehicles struck by another vehicle); and nonmotorized vehicles (animal-powered vehicles; pedal cycles, and parachutes).

- ***Fires and explosions*** was updated to provide more detail on the characteristics of the fire, such as whether it was a structural or forest fire, and whether or not the structure collapsed. Breakouts were also added for vehicle or machinery fires (nontransport); ignition of vapors, gases, or liquids; demolition and blasting explosions; and dust explosions.
- ***Falls, slips, trips:*** Slips and trips without fall were combined with falls to create this new division. Falls and jumps were changed to reflect the distance fallen, rather than the source from which the injured worker fell. Codes were added for falls and jumps from collapsing structures or equipment; falls or jumps curtailed by personal fall arrest systems; and falls while sitting.
- ***Exposure to harmful substances or environments:*** Breakouts were added for single versus multiple episodes, direct and indirect exposures to electricity, various types of dermal exposure, and unintentional overdoses due to nonmedical use of drugs or alcohol.
- ***Contact with objects and equipment*** was expanded to include additional codes for machinery and nontransport related vehicle incidents and for injuries resulting from handheld objects.
- ***Overexertion and bodily reaction:*** Distinctions between overexertion, repetitive motion, and bodily reaction in the division are clarified. Separate codes were added for single, prolonged, and multiple exposures. A separate category was created for injuries resulting from boarding and alighting vehicles, and the bodily reaction code for slips and trips was removed from the division.