	Definition of Course Code	The underlying factor or event that directly led to the employee sustaining an injury or
	Definition of Cause Code	illness. (ie. Person exiting parked vehicle, slips on ice, and falls onto car door. They hit their head
		on the car door. To prevent a reoccurrence the underlying cause factor was the slipping
Code	Description	on the ice. Without the ice they would not have slipped and hit their head.).
		The event causing the injury is primarily due to the action or movement or exposure to
A	Animals/Insects and Plants/Trees	plants, insects, or animal(s). Includes being thrown from or falling off an animal.
A010 A020	Bitten by animal(s)/insect(s) Kicked, stepped on, struck by animal(s)	
A030	Lift/Push/Pull/Restrain Animal	includes injuries from animal restraints such as rope
10.40		The primary event leading to the need for medical attention is the body's physiological reaction to a Biological Hazard (living substances). Includes poison ivy, poison oak, plant
A040	Plants - Reaction From	thorn. Includes exposure to animal dander, urine, saliva, serum. Includes spiders, snakes,
A050	Reaction to contact with insect or animal	scorpions, bees (anaphylactic shock).
A060	Struck By or Against Tree or Branches	
Р	Evennue	Physical hazards emit energy of one form or another. The primary event possibly leading to injury/illness is an exposure to a physical hazard, atmospheric pressure extremes, or hazards in the anying product of the anying
В	Exposure	hazards inherent in the environment. Includes hypothermia, frostbite due to extreme temperature environments. Includes
B010	Cold	exposure to cold objects, surfaces, liquids, steam. Includes cryogenics (substances which are extremely cold such as liquid nitrogen, liquid helium and dry ice). Near Drowning is defined as initial survival (is sometimes fatal) from
B020	Drowning or Near-Drowning	submersion/immersion in a liquid. Bodily harm from near-drowning is caused primarily by lack of oxygen to the brain, as well as direct lung injury. Drowning: Death by suffocation by submersion/immersion in liquid.
		Includes burns caused by electrocution, electrical shock from contact with electric current,
B030	Electrical Hazard	exposure to lightning, etc.
		Ingesting by mouth intoxicants, chemicals, contaminated water, hazardous materials.
B040	Exposure By Ingestion	Additionally, consuming contaminated food or water (food poisoning, salmonella, etc.).
B050	Exposure by Substances Not Identified	Includes unknown substances or drugs/narcotics such as meth, fentanyl, etc.
B060	Fire or Explosive	This does not apply where the nature of the involvement is limited to smoke inhalation. Includes explosion of batteries, air tanks, pressure vessels or piping. Includes explosive gases, cylinders, blasting materials, and fireworks. Includes flying glass due to explosion, and flash burns and other injuries resulting from explosion or explosive material. Includes explosion of vehicles, bottles, aerosol cans, buildings, etc. Does NOT include electrical short circuits (blown fuses) (See B030 Electrical Hazard).
		Includes heat stress, heat stroke, heat cramps, heat exhaustion due to extreme
B070	Heat (temperature)	temperature environments, lack of air movement, and high humidity/moisture content in the work environment.
		Includes exposure to hot objects, surfaces, liquids, steam, flame (e.g., Bunsen burner),
B080	Hot object, steam, liquid	welding operations (does not include corneal or conjunctival irritation (Welder's Flash), (See B120 Radiation).
B090	Infectious Disease	Exposure to infectious disease (do not need to test positive) from contact with infected individuals or their bodily fluids, inhaling airborne pathogens, and bites from infected animals or insects - disease examples may include TB, MRSA, Legionnaire's disease, M- Pox, chicken pox, Covid, rabies, cryptosporidium, etc. (Not Bloodborne or Needlestick See B130 Splash by Bloodborne Pathogen or D090 Needlestick)
		The primary event is that the person is exposed to a possibly harmful chemical hazard/non- living substance, and the route of exposure is not via a sharp injury. Includes carbon monoxide, carbon dioxide, methane, solvents, smoke inhalation, mineral fibers (silica
B100	Inhalation	(quartz), asbestos), and other noxious substances.
B110	Noise	Includes change in hearing threshold relative to baseline audiogram of an average of 10 dB at 2000, 3000, and 4000 Hz. due to constant or repetitive noise, cumulative. Includes trauma to ears or loss of hearing from acute exposure to a single event, e.g. gunshot.
		Includes x-rays, nuclear reactor waste, radiation emitting substances and equipment; isotopes, radium. Includes non-ionizing radiation from UV light (includes corneal and conjunctival irritation (Welder's Flash), and sunburn), IR radiation, lasers, microwaves.
B120	Radiation	Does not include compounds such as chemicals which make the skin especially sensitive to UV light resulting in sunburn (See 0800 Chemical Hazards).
B130	Splash by bloodborne pathogen	Exposure to blood or other potentially infectious materials (semen, vaginal secretions) - into eye, on skin, in mouth, HIV/Hepatitis (Not Needlestick See D090) Dish detergent, acetone, other chemicals, or unknown chemical substances, unknown
B140	Splash, Particulate or Other Direct Contact	concoctions created by person in care locations
B150	Workplace Lighting	When light levels fall below 20 footcandles, workers usually have a negative reaction to the lighting. Inadequate lighting may cause injuries from slips, trips falls, headaches, stress, visual and nervous fatigue due to impaired vision. Too much lighting may cause headaches, stress, eyestrain from bright light or glare. Flickering or stroboscopic effects of lighting can cause hazardous conditions: moving parts or machinery may appear stationary, or moving slower than they really are.
0100		The primary event that leads to the injury/illness is poor ventilation or lack of fresh air
		circulation. Poor ventilation and lack of fresh air circulation may lead to asthma, hypersensitivity-pneumonitis, rhinitis, infections, dermatitis, irritation, respiratory complications, fatigue, headache, dizziness, muscle and joint aches, lethargy, poor concentration, forgetfulness, nausea, heightened sensitivity to odors, etc. Does NOT
B160	Workplace Ventilation	include heat stress related ailments due to lack of air movement (see B070 Heat).

		The person engages in bodily motion that in it self causes an injury. Additional examples
		include: running, jumping, walking, kicking, throwing, skating, punching, climbing, stepping
		up or down, bending, reaching, twisting, turning, stretching, recreational
		(basketball/kickball/dance/etc.), physical On-the-Job Training (self Defense, fitness,
		exams, etc.). Does not include if the final action causes the injury such as being cut by a
с	Motion of Employee (Not Slip Trip & Fall)	knife while reaching for it.
C010		The act of bending, reaching, twisting, turning, or stretching itself
C010	Bending/Reaching/Twisting/Turning/Stretching	
		The act of climbing in ascent or descent, examples may include climbing wall, rope, ladder
C020	Climbing	(Not Fall From See J040 Ladders), etc.
C030	Kicking, Throwing or Punching	
C040	Running, Jumping or Walking	
		The act of stepping up or down onto steps, a curb, a ledge, step stool, or vehicle (Not
C050	Stepping Up or Down	Climbing See C020 and Not Fall see category J Slip & Fall)
		An encounter with a physical structure or non-living object (where no vehicle, machine or
		heavy equipment is involved) is the primary event that results in injury (non person related;
n	Object (Nen Living Object)	see Person(s) F category).
D	Object (Non-Living Object)	
		Caught or pinched between two non-living objects. Examples such as hand caught in
D010	Caught in, under or between	door, tipping furniture handled, trapped under material, etc.
		Examples include: table saw, drill press, milling machine, cleaning machinery and
		appliances, abrasive/grinding wheels, mechanical shears, material handling equipment
		(e.g. conveyors, cranes, derricks, chain hoists. Does NOT include events involving
1		vehicles, motorized equipment, or hand tools, plant and industrial powered vehicles,
D020	Caught/Crushed/Struck by Stationary Machines	tractors, forklifts, etc.
D020	Foreign Body	Examples include: slivers, particulate in eye
D040	Glass	Examples: pipette, broken glassware, window, etc.
D050	Knife blade	Examples: kitchen knife, pocket knife, box cutter
D060	Lance, scalpel, surgical tool	Tools used during medical procedure or research
		Items such as furniture/cart, preventing stacked items from tipping, pulling items out of the
D070	Lift, Move, Push, Pull or Restrain	ground, etc.
		Examples may include an elevator or preventative maintenance items (e.g. malfunctioning
		of equipment such as a floor cleaning machine, facility components such as a valve, gear,
0000	Machanical failura	
D080	Mechanical failure	or pump malfunction etc.)
		The primary event is a potential exposure to a substance by injection due to an injury with
D090	Needlestick	a potentially contaminated object that penetrates the skin.
		The person is cut, struck by or against an object (e.g. corner of counter, sharp
D100	Struck/cut by or against other object	material/nails, door/cage opening).
		Use of a Tool - Includes punctures or cuts from powered hand tools [compressed air]
		[electrical] [hydraulic power] [explosive cartridge] – drill, handsaw, hedge clipper, rivet gun,
		sewing needle, staple gun, utensils (e.g. can opener), appliances (e.g., blender), axe,
		shovel, rake, pitchfork, screwdriver, ice pick, hoe. This does not include use of stationary
		power tools such as a press, band saw, or bench saw (D020 Stationary Machine). Nor
		does it include injuries due to repetitive motion (See Section I Repetitive
		Motion/Awkward/Static Posture). Does NOT include exposure to a potentially
D440		
D110	Use of a Tool	contaminated object (D060 Lance, scalpel, surgical tool or D090 Needlestick).
_		Includes other causes or an occurrence that can't be appropriately identified under any
E	Other/Unidentifiable occurrence	other cause codes.
		Employer sponsored meals, choking. Does not include food poisoning (see B040
E10	Eating/Drinking (not allergies)	Exposure by Ingestion).
E20	Horseplay	Rough or boisterous play that can create unsafe conditions including pranks.
E30	Not otherwise specified	Only use when no other definition term describes the cause.
-		
F	Person(s)	An encounter with a person(s) where there is no vehicle involved that results in an injury.
F		
F010	Crushed, pinned or caught within a crowd	
F020	Human Bite	
F030	Lift/Push/Pull/Restrain Person	
F040	Pursuit of suspect	
F050	Pushed or pulled by another person(s)	
F060	Struck by Other Person(s)	
		May include objects or projectiles such as bullets, BBs, missiles, pepper spray, tasers,
F070	Struck w/object or weapon wielded by other	Billy clubs, rocks, etc.
F080	Verbal abuse	
		The physiological reaction or event caused the injury. A physiological event is
		characterized by the vital functioning of body organs, and is a personal medical condition.
G	Physiological Event	Includes asthma, fainting, illness.
5	i iljoiological Event	
0010		
G010	Allergic Reaction (Not Plant or Animal)	May include event such as medication induced or skin contact with a metal like nickel.
G020	Epileptic Seizure	
G030	Fainting or Loss of Consciousness	
G040	Other Physiological Event	Heart attack or aneurism.

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K030 Bicycle, scooter, skateboard includes electric bike/scooter/skateboard K040 Boat bulldozer, back hoe, excavator, trencher, loader, dumptruck K050 Earth Moving Equipment bulldozer, back hoe, excavator, trencher, loader, dumptruck K060 Farm Equipment tractor, hay baler, elevator, combine, plow, grain elevators and other farm machinery components. K070 Landscaping/Snow Removal Equipment Lawnmower, snowplow, skidsteer with plow attachment, snow blower K080 Motorcycle or Moped K090 Powered Industrial Truck (e.g., forklift) K100 Snowmobile Examples include: lift truck, powered pallet jack, scissors lift, aerial boom lift, etc. K110 Truck or Auto includes passenger vehicles, 12/15 passenger van			
K040 Boat K050 Earth Moving Equipment bulldozer, back hoe, excavator, trencher, loader, dumptruck K050 Earth Moving Equipment tractor, hay baler, elevator, combine, plow, grain elevators and other farm machinery K060 Farm Equipment components. K070 Landscaping/Snow Removal Equipment Lawnmower, snowplow, skidsteer with plow attachment, snow blower K080 Motorcycle or Moped Koso K090 Powered Industrial Truck (e.g., forklift) Examples include: lift truck, powered pallet jack, scissors lift, aerial boom lift, etc. K100 Snowmobile Truck or Auto includes passenger vehicles, 12/15 passenger van			
K050 Earth Moving Equipment bulldozer, back hoe, excavator, trencher, loader, dumptruck K060 Farm Equipment tractor, hay baler, elevator, combine, plow, grain elevators and other farm machinery K070 Landscaping/Snow Removal Equipment Lawnmower, snowplow, skidsteer with plow attachment, snow blower K080 Motorcycle or Moped Examples include: lift truck, powered pallet jack, scissors lift, aerial boom lift, etc. K100 Snowmobile includes passenger vehicles, 12/15 passenger van			Includes electric dike/scooter/skatedoard
K060 Farm Equipment tractor, hay baler, elevator, combine, plow, grain elevators and other farm machinery components. K070 Landscaping/Snow Removal Equipment Lawnmower, snowplow, skidsteer with plow attachment, snow blower K080 Motorcycle or Moped Examples include: lift truck, powered pallet jack, scissors lift, aerial boom lift, etc. K100 Snowmobile includes passenger vehicles, 12/15 passenger van			hulldazer hack hoe excavator trencher loador dumptruck
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K100 Snowmobile K110 Truck or Auto includes passenger vehicles, 12/15 passenger van			Examples include: lift truck, powered pallet jack, scissors lift, aerial boom lift, etc.
K110 Truck or Auto includes passenger vehicles, 12/15 passenger van			
	K110		includes passenger vehicles, 12/15 passenger van
	K120		