

	Definition of Cause Code	The underlying factor or event that directly led to the employee sustaining an injury or 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 on the ice. Without the ice they would not have slipped and hit their head.)
Code	Description	
A	Animals/Insects and Plants/Trees	The event causing the injury is primarily due to the action or movement or exposure to plants, insects, or animal(s). Includes being thrown from or falling off an animal.
A010	Bitten by animal(s)/insect(s)	
A020	Kicked, stepped on, struck by animal(s)	
A030	Lift/Push/Pull/Restrain Animal	includes injuries from animal restraints such as rope
A040	Plants - Reaction From	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 thorn.
A050	Reaction to contact with insect or animal	Includes exposure to animal dander, urine, saliva, serum. Includes spiders, snakes, scorpions, bees (anaphylactic shock).
A060	Struck By or Against Tree or Branches	
B	Exposure	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 inherent in the environment.
B010	Cold	Includes hypothermia, frostbite due to extreme temperature environments. Includes exposure to cold objects, surfaces, liquids, steam. Includes cryogenics (substances which are extremely cold such as liquid nitrogen, liquid helium and dry ice).
B020	Drowning or Near-Drowning	Near Drowning is defined as initial survival (is sometimes fatal) from 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.
B030	Electrical Hazard	Includes burns caused by electrocution, electrical shock from contact with electric current, exposure to lightning, etc.
B040	Exposure By Ingestion	Ingesting by mouth intoxicants, chemicals, contaminated water, hazardous materials. 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).
B070	Heat (temperature)	Includes heat stress, heat stroke, heat cramps, heat exhaustion due to extreme temperature environments, lack of air movement, and high humidity/moisture content in the work environment.
B080	Hot object, steam, liquid	Includes exposure to hot objects, surfaces, liquids, steam, flame (e.g., Bunsen burner), 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)
B100	Inhalation	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 (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.
B120	Radiation	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. 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)
B140	Splash, Particulate or Other Direct Contact	Dish detergent, acetone, other chemicals, or unknown chemical substances, unknown 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.
B160	Workplace Ventilation	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 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 knife while reaching for it.
C	Motion of Employee (Not Slip Trip & Fall)	
C010	Bending/Reaching/Twisting/Turning/Stretching	The act of bending, reaching, twisting, turning, or stretching itself
C020	Climbing	The act of climbing in ascent or descent, examples may include climbing wall, rope, ladder (Not Fall From See J040 Ladders), etc.
C030	Kicking, Throwing or Punching	
C040	Running, Jumping or Walking	
C050	Stepping Up or Down	The act of stepping up or down onto steps, a curb, a ledge, step stool, or vehicle (Not Climbing See C020 and Not Fall see category J Slip & Fall)
D	Object (Non-Living Object)	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; see Person(s) F category).
D010	Caught in, under or between	Caught or pinched between two non-living objects. Examples such as hand caught in door, tipping furniture handled, trapped under material, etc.
D020	Caught/Crushed/Struck by Stationary Machines	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 vehicles, motorized equipment, or hand tools, plant and industrial powered vehicles, tractors, forklifts, etc.
D030	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
D070	Lift, Move, Push, Pull or Restrain	Items such as furniture/cart, preventing stacked items from tipping, pulling items out of the ground, etc.
D080	Mechanical failure	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, or pump malfunction etc.)
D090	Needlestick	The primary event is a potential exposure to a substance by injection due to an injury with a potentially contaminated object that penetrates the skin.
D100	Struck/cut by or against other object	The person is cut, struck by or against an object (e.g. corner of counter, sharp material/nails, door/cage opening).
D110	Use of a Tool	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 contaminated object (D060 Lance, scalpel, surgical tool or D090 Needlestick).
E	Other/Unidentifiable occurrence	Includes other causes or an occurrence that can't be appropriately identified under any other cause codes.
E10	Eating/Drinking (not allergies)	Employer sponsored meals, choking. Does not include food poisoning (see B040 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.
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)	
F070	Struck w/object or weapon wielded by other	May include objects or projectiles such as bullets, BBs, missiles, pepper spray, tasers, Billy clubs, rocks, etc.
F080	Verbal abuse	
G	Physiological Event	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. Includes asthma, fainting, illness.
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.

H	Psychological	
H010	Psychological: Mental stress	Two types: 1. Mental harm or emotional stress or strain without physical injury or trauma. 2. A stressful situation results in a physical injury, such as a panic attack. Does not include Post-traumatic stress disorder.
H020	Psychological: Post-traumatic stress disorder	Post-traumatic stress disorder. Includes development of symptoms following exposure to an extreme traumatic stressor (e.g. experiencing or witnessing extremely violent actions or death). May be related to mental or physical stressors.
H030	Psychological: ACT29	Post-traumatic stress disorder (PTSD) for a police officer or full-time member of a fire department.
I	Repetitive Motion/Awkward/Static Posture	
		Excessive repeating of motions, unnatural or unchanging body position that can irritate tendons and increase pressure on nerves.
I010	Repetitive Activities	Tasks involving repeated handling of similar materials using the same or similar motion for extended periods of time (e.g. data entry, mail sorting, gardening tools, pipetting, scooping potatoes, cutting vegetables, dish washing). Tasks requiring extended use of the same tool or piece of equipment using the same or similar motion (e.g. using a screwdriver, turning a wrench).
I020	Sitting/Standing	Prolonged activity in a seated or standing position.
I030	Vibration	Use of a vibrating tool for extended period of time. Examples: jack hammering/tearing up cement, lawn mowing, snow blowing type, etc.
I040	Workplace Layout/Design	Includes non-adjustable furniture, non-adjustable workspace dimensions and inconvenient accessing of items or workspace. Workplace layout that results in the employee being in an awkward position, movement, or non-repetitive task.
J	Slip, Trip or Fall	
		The primary event is a loss of balance, from a slip, trip or stumble that leads to a fall or near fall, or falls onto or against objects.
J010	Different Level (not stairs, ladders, scaffolding)	Falls to a different level. Includes falls from chairs, staging, piled or stacked materials, falls from non-moving vehicles, building structures or roofs, falls from ground level to lower level.
J020	Ice or Snow	
J030	Into Opening	Example: trap door on a theatre stage or roof opening, manhole and broken ground/floor surfaces.
J040	Ladder or Scaffolding	
J050	Other Slippery Surface, water, grease (not on ice/snow)	The primary event is a loss of balance from slipping on water, grease or other slippery surface. Other slippery surfaces include wood dust, powders, pellets and other dry materials on walking surfaces.
J060	Same Level (not on wet surface/ice/snow)	The person loses balance on a surface that is on the same plane. Examples, hallway, sidewalk, inclined surface, curb, pothole. Does NOT include falls from slipping on ice, liquid, or grease.
J070	Stairs	Does not include a ladder. See J040 Ladder or Scaffolding.
K	Vehicle or other Motorized Equipment	
		An event where a person is injured from a vehicle or motorized mobile equipment. Includes collision with other vehicle/equipment, hit by vehicle/equipment, hit fixed object with vehicle/equipment.
K010	Airplane	
K020	ATV/UTV/Golf Cart	
K030	Bicycle, scooter, skateboard	includes electric bike/scooter/skateboard
K040	Boat	
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)	Examples include: lift truck, powered pallet jack, scissors lift, aerial boom lift, etc.
K100	Snowmobile	
K110	Truck or Auto	includes passenger vehicles, 12/15 passenger van
K120	Other Motorized Equipment	Floor Scrubber, Zamboni