

CAUSE CODES

Please indicate the 4-digit code which BEST corresponds to the action or event that resulted in the cause of the accident, injury or exposure.

0100	Animal(s) The event causing the injury is primarily due to the action or movement of animal(s). Includes being thrown from an animal, accessories on animal i.e., ropes, chains, etc. Includes falls from an animal. Does NOT include restraining an animal (see 1240 Lifting, Moving, Restraining Animal). This does NOT include bodily reactions to venomous animal(s) or insect bites. (see 1000 Plants or Animals)
0110	- Kicked, stepped on, thrown from, or struck by animal(s)
0120	- Trampled or crushed by animal(s)
0130	- Bitten or pecked by animal(s)
0140	- Scratched or mauled by animal(s)

0200	Machinery The event causing the injury is primarily due to the action or motion of a machine. Machinery is defined as a device with moving parts used to perform a task, especially one that would otherwise be done by hand (e.g. table saw, drill press, milling machine). Includes: cleaning machinery and appliances; abrasive wheels, mechanical shears, material handling equipment (e.g. conveyors, cranes, derricks, chain hoists, elevators and grain elevators), plows and other farm machinery components. Does NOT include events involving vehicles, motorized equipment, or hand tools, plant and industrial powered vehicles, tractors, forklifts, etc.
0210	- Caught In
0211	- Caught In (operator injury)
0220	- Crushed By
0221	- Crushed By (operator injury)
0230	- Struck By or hit against
0231	- Struck By or hit against (operator injury)
0232	- Mechanical failure including faulty wiring/electrical deficiency
0233	- Person/equipment interface (inappropriate fit) e.g. controls for operation are too close together; operator space requirements; control design, visibility, and color and sign coding; respirators do not fit the wearer properly.

0300	Motorized Equipment (Vehicle or equipment with a motor or engine not licensed for road use.) Includes any event where a person was injured by the action or motion of a piece of motorized equipment (e.g. forklift, "Cushman", tractor, hay baler, bulldozer, back-hoe, Does NOT include events involving vehicles used primarily for transportation. (See 0600 Vehicle/Other miscellaneous modes of transportation).
0310	- Caught in, Under or Between
0311	- Caught In, Under or Between (operator injury)
0320	- Crushed By
0321	- Crushed By (operator injury)
0330	- Struck By
0331	- Struck By (operator injury)
0340	- Thrown From
0341	- Thrown From (operator injury)

05/12/05

0400	Object An encounter with a physical structure, object, or projectile (where no vehicle, machine or heavy equipment is involved) is the primary event that results in injury.
0410	- Struck By or Against Door or Door Frame
0420	- Struck By or Against Tree or Branches
0430	- Struck by or against other object Objects being lifted, stationary objects, falling objects, fan blade, tool, sliver, knife blade (uncontaminated) etc.
0440	- Struck by projectile Cabinet corners, stepping on protruding objects (includes stepping on plant/thorn with no allergic reaction)
0450	- Caught in, under or between An object being handled, earth slide, collapsing building, furniture.

0500	Person(s) An encounter with a person(s) where there is no vehicle involved that results in an injury.
0510	- Struck By Other Person(s)
0520	- Struck with object or weapon wielded by other person (except gunshot)
0530	- Pushed or pulled by another person(s)
0540	- Crushed, pinned or caught within a crowd
0550	- Gunshot – bullet wound (Loss of hearing – see 0930 Noise)
0560	- Verbal abuse
0570	- Pursuit of suspect

0600	Vehicle/Other miscellaneous modes of transportation An event where a person is injured during a vehicle accident, whether the person is inside or outside of the vehicle. A “vehicle” is used primarily for transportation and does not include motorized equipment. (See 0300 Motorized equipment). Includes collision with other vehicle, hit by vehicle, hit fixed object with vehicle.
0610	- Truck or Auto
0611	- Truck or Auto (Driver Injury)
0620	- Bicycle
0621	- Bicycle (Driver Injury)
0630	- Motorcycle or Moped
0631	- Motorcycle or Moped (Driver Injury)
0632	- Boat
0633	- ATV
0634	- Airplane
0635	- Snowmobile
0636	- Farm Equipment

0700	Sharps Injury The primary event is a potential exposure to a substance by injection due to an injury with a contaminated object that penetrates the skin, mucous membrane, or eyes. Includes cuts, punctures, and lacerations from a CONTAMINATED object.
0710	- Needlestick
0720	- Glassware (e.g. pipette, capillary tube, vial)
0730	- Blade (e.g. lance, scalpel, surgical scissors)
0740	- Human Bite
0750	- Other Sharp

0800	Hazardous Substance (Not Sharps Injury) 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.
0810	- Inhalation
0820	- Splash, Particulate or Other Direct Contact to Skin or Eye
0830	- Ingestion
0840	- Multiple Routes

0900	Exposure to Physical Hazards 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.
0910	- Heat 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. 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 0960 Other sources of radiation).
0920	- 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).
0930	- 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.
0940	- Electrical Hazard Includes burns, scalds, electrocution, electrical shock from contact with electric current, exposure to lightning, etc.

Exposure to Physical Hazards (continued)	
0950	- Source of Ionizing Radiation Includes x-rays, nuclear reactor waste, radiation emitting substances and equipment; isotopes, radium.
0960	- Other Source of Radiation (Nonionizing/electromagnetic radiation) 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 cresols which make the skin especially sensitive to UV light resulting in sunburn (See 0800 Chemical Hazards).
0970	- 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 a in liquid
0980	- 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.
0990	- 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 leads 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 0910 Heat).
0995	- Workplace Layout/Design Workplace layout or design increases the risk or sprain/strain injuries, collisions, slips, and falls. Includes storage heights, non-adjustable furniture, housekeeping, obstructed passages and exits, moving parts and equipment not properly guarded, non-adjustable workspace dimensions.
1000	Plants or Animals The primary event leading to the need for medical attention is the body's physiological reaction to a Biological Hazard (living substances).
1010	- Reaction to Contact with Animal or Animal Dander Includes exposure to animal dander, urine, saliva, serum
1020	- Reaction to Insect or Animal Venom Includes spiders, snakes, scorpions, bees (anaphylactic shock)
1030	- Reaction to Contact with Plant Includes poison ivy, poison oak, plant thorn, peanuts

1100	Fire or Explosive This would apply where a person's involvement in a fire or explosion leads to injuries. 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 0940 Electrical).
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1200	Lifting, Moving or Restraining Load (Load can be defined as a weight or source of pressure). The person exerts a force against a load that results in injury.
1210	- Lifting Person
1220	- Lifting Other Load
1230	- Restraining Person
1240	- Restraining Animal
1250	- Restraining Other Load
1260	- Pushing/pulling a person
1270	- Pushing/pulling a load
1280	- Pushing/pulling an animal

1300	Motion of Individual The person engages in bodily motion that in it self causes an injury. Includes twisting, throwing, awkward posture, or static position.
1310	- Running, Jumping or Walking
1320	- Climbing
1330	- Stepping Up or Down
1340	- Bending or Reaching

1400	Repetitive Motion Excessive repeating of motions that can irritate tendons and increase pressure on nerves. The primary event believed to be resulting in injury is a duty that involves repetitive motion.
1410	- Computer Keyboard Tasks or duties involving extended use of a computer keyboard (e.g. data entry, word processing)
1420	- Materials Sorting or Handling Tasks involving repeated handling of similar materials using the same or similar motion (e.g. mail sorting)
1430	- Food Prep, Handling and Clean-up Tasks typical of food service organizations (e.g. scooping potatoes, cutting vegetables, dish washing) using the same or similar motion for extended periods

Repetitive Motion (continued)	
1440	- Work With Tools or Equipment Tasks requiring extended use of the same tool or piece of equipment using the same or similar motion (e.g. jack hammering, using a screwdriver, turning a wrench). Does not include tools used in food prep, handling or clean-up
1450	- Musical Instrument Work involves extended use of a musical instrument such as a piano, violin, or guitar requiring the same or similar motion

1500	Slip, Trip or Fall The primary event is a loss of balance, perhaps due to a slip, trip or stumble that leads to a fall or near fall, or falls onto or against objects.
1510	- Slip/Trip/Stumble; No Fall There was a slip, trip, or loss of balance without fall that leads to an injury. There was no fall, and the event itself caused an injury
1520	- Fall; Same Level The person loses balance and falls on a surface that is substantially on the same plane. Does NOT include falls from slipping on ice, liquid, or grease. (see 1540 Slippery surface)
1530	- Fall; Different Level There was a loss of balance and the person falls on a surface that is on a different plane (between one and four feet higher/lower than the original plane). Includes falls from chairs, ladders, scaffolding or staging, piled or stacked materials, falls from non-moving vehicles, building structures or roofs, stairs or steps, falls from grounds level to lower level, through existing floor openings, and falls through floor surfaces.
1540	- Slippery Surface, water, ice, grease The primary event is a loss of balance from slipping on water, ice, grease or other slippery surface. May or may not result in a fall. Other slippery surfaces include wood dust, powders, pellets and other dry materials on walking surfaces.

1600	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.
1610	- Allergic Reaction
1620	- Epileptic Seizure

1700	Tool Related Use of a Tool - The event leading to injury results primarily from the use of a hand-held tool, and the tool was directly involved in the injury. 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 (See 0200 Machinery). Nor does it include injuries due to repetitive motion (See 1400 Repetitive Motion). Does NOT include exposure to a potentially contaminated object. [See 0700 Sharps Injury].
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1800	Psychological
	- Mental Stress, mental only. Mental harm or emotional stress or strain without physical injury or trauma. Including one or more anxiety type stress disorders, except post-traumatic stress disorder.
1801	- 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.
1802	- Mental stress, mental/physical, A stressful situation results in a physical injury, such as a heart attack
1803	- Mental stress, physical/mental, A mental condition resulting from physical injury or disease. The employee sustains a physical compensable injury compounded with a mental condition directly resulting from the physical injury. Initially this claim may be coded as a physical injury. At some point, the mental disability becomes more severe than the original physical injury.

1900	Unsafe Act
	Failure to follow specified safe work practices results in injury or illness. Includes failure to wear required PPE, rushing a job, intentional disregard for safety, etc.

2000	Horseplay
	<p>Horseplay can be defined as any recreational activity, i.e. softball, basketball, wrestling; where the activity is known to management and condoned (or nothing is done to stop the activity), management provides the equipment, the activity takes place on paid or even unpaid breaks and takes place on the premises.</p> <p>Horseplay can also include practical jokes, using work tools in a manner in which it was not intended, bumping an employee, or gunplay. Example of work tools would be placing your head in a mold box and then the activation switch is accidentally activated, employee died.</p> <p>- Example of bumping an employee would be coming up behind another employee and bumping their knees, which causes them to fall.</p> <p>- Examples of gunplay would be 1.) armed guard plays Russian roulette, 2) employee is to secure building after hours and brings gun to work; boss sees gun and instructs employee to take the gun home and never bring it back; employee stores gun on shelf for remainder of shift; another employee finds the gun and drops it, causing it to discharge into the gun owner's leg.</p>

2100	Other/Unidentifiable occurrence
	Includes other causes or an occurrence that can't be appropriately identified under any other cause codes.