Data Submission Specifications for the MDS Item Set (V1.15.0)
Detailed Data Specifications Report
Section: B

Item ID: B0100

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Comatose	Asmt		Code	1	511-511

Item Subsets

Active:	NC,NQ,NP,NSD,NO,NOD,ND,SP,SSD,SO,SOD,SD
Inactive:	NS,NT,SS,ST,XX
State optional:	

Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
-		Not assessed/no information

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3825	Consistency	Fatal	a) If B0100=[0] and A0310G=[1,^], then if C0100 is active it must not equal [^]. b) If B0100=[-] and A0310G=[1,^], then if C0100 is active it must equal [-]. c) If B0100=[0] and A0310G=[2] and (A0310A=[01,02,03,04,05,06] or A0310B=[01,02,03,04,05,06,07]), then if C0100 is active it must not equal [^]. d) If B0100=[-] and A0310G=[2] and (A0310A=[01,02,03,04,05,06] or A0310B=[01,02,03,04,05,06,07]), then if C0100 is active it must equal [-].
-3826	Consistency	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from C0100 through C0600 must equal [^] and all active items from C0700 through C1000 must not equal [^].
-3835	Consistency	Fatal	a) If B0100=[0] and A0310G=[1,^], then if D0100 is active it must not equal [^]. b) If B0100=[-] and A0310G=[1,^], then if D0100 is active it must equal [-]. c) If B0100=[0] and A0310G=[2] and (A0310A=[01,02,03,04,05,06] or A0310B=[01,02,03,04,05,06,07]), then if D0100 is active it must not equal [^]. d) If B0100=[-] and A0310G=[2] and (A0310A=[01,02,03,04,05,06] or A0310B=[01,02,03,04,05,06,07]), then if D0100 is active it must equal [-].
-3836	Consistency	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0650 must equal [^].

-3837	Consistency	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from J0200 through J0850 must equal [^].
-3831	Consistency	Fatal	a) If B0100=[0] and A0310G=[1,^], then if J0200 is active it must not equal [^]. b) If B0100=[-] and A0310G=[1,^], then if J0200 is active it must equal [-]. c) If B0100=[0] and A0310G=[2] and (A0310A=[01,02,03,04,05,06] or A0310B=[01,02,03,04,05,06,07]), then if J0200 is active it must not equal [^]. d) If B0100=[-] and A0310G=[2] and (A0310A=[01,02,03,04,05,06] or A0310B=[01,02,03,04,05,06,07]), then if J0200 is active it must equal [-].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1200 must equal [-].
-3830	Skip pattern	Fatal	a) If B0100=[0], then all active items from C1300A through C1600 must not equal [^]. b) If B0100=[-], then all active items from C1300A through C1600 must equal [-].
-3523	Skip pattern	Fatal	a) If B0100=[0], then all active items from E0100A through E0300 must not equal [^]. b) If B0100=[-], then all active items from E0100A through E0300 must equal [-].
-3524	Skip pattern	Fatal	a) If B0100=[0], then all active items from E0800 through E0900 must not equal [^]. b) If B0100=[-], then all active items from E0800 through E0900 must equal [-].
-3525	Skip pattern	Fatal	a) If B0100=[0], then all active items from E1100 through F0300 must not equal [^]. b) If B0100=[-], then all active items from E1100 through F0300 must equal [-].
-3610	Skip pattern	Fatal	If B0100=[1], then all active items from J0200 through J0850 must equal [^].

Item ID: B0200

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Hearing	Asmt		Code	1	512-512

Item Subsets

Active: NC,NQ,NP,SP
Inactive: NS,NSD,NO,NOD,ND,NT,SS,SSD,SO,SOD,SD,ST,XX
State optional:

Item Values

Value	LOINC Code	Value Text
0		Adequate-no difficulty in normal conversation, social interaction, listening to TV
1		Minimal difficulty-difficulty in some environments (e.g.,when person speaks softly or setting is noisy)
2		Moderate difficulty-speaker has to increase volume and speak distinctly
3		Highly impaired-absence of useful hearing
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1200 must equal [-].

Item ID: B0300

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Hearing aid	Asmt		Code	1	513-513

Item Subsets

Active: NC,NQ,NP,SP
Inactive: NS,NSD,NO,NOD,ND,NT,SS,SSD,SO,SOD,SD,ST,XX
State optional:

Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1200 must equal [-].

Item ID: B0600

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Speech clarity	Asmt		Code	1	514-514

Item Subsets

Active: NC,NQ,NP,SP
Inactive: NS,NSD,NO,NOD,ND,NT,SS,SSD,SO,SOD,SD,ST,XX
State optional:

Item Values

Value	LOINC Code	Value Text
0		Clear speech-distinct intelligible words
1		Unclear speech-slurred or mumbled words
2		No speech-absence of spoken words
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1200 must equal [-].

Item ID: B0700

	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Item Label					
Makes self understood	Asmt		Code	1	515-515

Item Subsets

Active:	NC,NQ,NP,NO,NOD,SP,SO,SOD
Inactive:	NS,NSD,ND,NT,SS,SSD,SD,ST,XX
State optional:	

Item Values

Value	LOINC Code	Value Text
0		Understood
1		Usually understood-difficulty communicating some words or finishing thoughts but is able if prompted or given time
2		Sometimes understood-ability is limited to making concrete requests
3		Rarely/never understood
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1200 must equal [-].

Item ID: B0800

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Ability to understand others	Asmt		Code	1	516-516

Item Subsets

Active:	NC,NQ,NP,SP
Inactive:	NS,NSD,NO,NOD,ND,NT,SS,SSD,SO,SOD,SD,ST,XX
State optional:	

Item Values

Value	LOINC Code	Value Text
0		Understands-clear comprehension
1		Usually understands-misses some part/intent of message but comprehends most conversation
2		Sometimes understands-responds adequately to simple, direct communication only
3		Rarely/never understands
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1200 must equal [-].

Item ID: B1000

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Vision	Asmt		Code	1	517-517

Item Subsets

Active:	NC,NQ,NP,SP
Inactive:	NS,NSD,NO,NOD,ND,NT,SS,SSD,SO,SOD,SD,ST,XX
State optional:	

Item Values

Value	LOINC Code	Value Text
0		Adequate-sees fine detail, such as regular print in newspapers/books
1		Impaired-sees large print, but not regular print in newspapers/books
2		Moderately impaired-limited vision; not able to see newspaper headlines but can identify objects
3		Highly impaired-object identification in question, but eyes appear to follow objects
4		Severely impaired-no vision or sees only light, colors or shapes; eyes do not appear to follow objects
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1200 must equal [-].

Item ID: B1200

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Corrective lenses	Asmt		Code	1	518-518

Item Subsets

Active:	NC,NQ,NP,SP
Inactive:	NS,NSD,NO,NOD,ND,NT,SS,SSD,SO,SOD,SD,ST,XX
State optional:	

Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1200 must equal [-].