Data Submission Specifications for the MDS 3.0 (V1.14.1)
Detailed Data Specifications Report
Section: C

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0100	BIMS: should resident interview be conducted	Asmt		Code	1	519-519

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 (resident is rarely/never understood)
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.
-3527	Consistency	Fatal	a) If C0100=[0,^], then all active items from C0200 through C0600 must equal [^]. b) If C0100=[1], then all active items from C0200 through C0600 must not equal [^]. c) If C0100=[-], then all active items from C0200 through C0500 must equal [-]. d) If C0100=[-], then if C0600 is active it must equal [1,-].
-3528	Consistency	Fatal	a) If C0600=[0], then all active items from C0700 through C1000 must equal [^]. b) If C0600=[1], then all active items from C0700 through C1000 must not equal [^]. c) If C0600=[-], then all active items from C0700 through C1000 must equal [-]. d) If C0600=[^] and C0100=[0], then all active items from C0700 through C1000 must not equal [^].
-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0200	BIMS res interview: repetition of three words	Asmt		Code	1	520-520

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		None
1		One
2		Two
3		Three
-		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.
-3660	Consistency	Fatal	The following rules refer to the "BIMS component items" which are C0200, C0300A, C0300B, C0300C, C0400A, C0400B, and C0400C. a) If all of the BIMS component items are active and have numeric values (not dash) and if three or fewer of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items. b) If all of the BIMS component items are active and have numeric values (not dash) and if four or more of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items OR it must equal [99]. c) If some, but not all, of the BIMS component items have a value of [-], then C0500 must equal [99]. d) If all of the BIMS component items have a value of [-], then C0500 must equal [-].
-3527	Consistency	Fatal	a) If C0100=[0,^], then all active items from C0200 through C0600 must equal [^]. b) If C0100=[1], then all active items from C0200 through C0600 must not equal [^]. c) If C0100=[-], then all active items from C0200 through C0500 must equal [-]. d) If C0100=[-], then if C0600 is active it must equal [1,-].
-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0300A	BIMS res interview: able to report correct year	Asmt		Code	1	521-521

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		Missed by > 5 years or no answer
1		Missed by 2-5 years
2		Missed by 1 year
3		Correct
-		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.
-3660	Consistency	Fatal	The following rules refer to the "BIMS component items" which are C0200, C0300A, C0300B, C0300C, C0400A, C0400B, and C0400C. a) If all of the BIMS component items are active and have numeric values (not dash) and if three or fewer of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items. b) If all of the BIMS component items are active and have numeric values (not dash) and if four or more of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items OR it must equal [99]. c) If some, but not all, of the BIMS component items have a value of [-], then C0500 must equal [99]. d) If all of the BIMS component items have a value of [-], then C0500 must equal [-].
-3527	Consistency	Fatal	a) If C0100=[0,^], then all active items from C0200 through C0600 must equal [^]. b) If C0100=[1], then all active items from C0200 through C0600 must not equal [^]. c) If C0100=[-], then all active items from C0200 through C0500 must equal [-]. d) If C0100=[-], then if C0600 is active it must equal [1,-].
-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0300B	BIMS res interview: able to report correct month	Asmt		Code	1	522-522

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		Missed by > 1 month or no answer
1		Missed by 6 days to 1 month
2		Accurate within 5 days
-		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.
-3660	Consistency	Fatal	The following rules refer to the "BIMS component items" which are C0200, C0300A, C0300B, C0300C, C0400A, C0400B, and C0400C. a) If all of the BIMS component items are active and have numeric values (not dash) and if three or fewer of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items. b) If all of the BIMS component items are active and have numeric values (not dash) and if four or more of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items OR it must equal [99]. c) If some, but not all, of the BIMS component items have a value of [-], then C0500 must equal [99]. d) If all of the BIMS component items have a value of [-], then C0500 must equal [-].
-3527	Consistency	Fatal	a) If C0100=[0,^], then all active items from C0200 through C0600 must equal [^]. b) If C0100=[1], then all active items from C0200 through C0600 must not equal [^]. c) If C0100=[-], then all active items from C0200 through C0500 must equal [-]. d) If C0100=[-], then if C0600 is active it must equal [1,-].
-3826	Consistency	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from C0100 through C0600
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0300C	BIMS res interview: can report correct day of week	Asmt		Code	1	523-523

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		Incorrect or no answer
1		Correct
-		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.
-3660	Consistency	Fatal	The following rules refer to the "BIMS component items" which are C0200, C0300A, C0300B, C0300C, C0400A, C0400B, and C0400C. a) If all of the BIMS component items are active and have numeric values (not dash) and if three or fewer of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items. b) If all of the BIMS component items are active and have numeric values (not dash) and if four or more of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items OR it must equal [99]. c) If some, but not all, of the BIMS component items have a value of [-], then C0500 must equal [99]. d) If all of the BIMS component items have a value of [-], then C0500 must equal [-].
-3527	Consistency	Fatal	a) If C0100=[0,^], then all active items from C0200 through C0600 must equal [^]. b) If C0100=[1], then all active items from C0200 through C0600 must not equal [^]. c) If C0100=[-], then all active items from C0200 through C0500 must equal [-]. d) If C0100=[-], then if C0600 is active it must equal [1,-].
-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0400A	BIMS res interview: able to recall "sock"	Asmt		Code	1	524-524

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 - could not recall
1		Yes, after cueing ("something to wear")
2		Yes, no cue required
-		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.
-3660	Consistency	Fatal	The following rules refer to the "BIMS component items" which are C0200, C0300A, C0300B, C0300C, C0400A, C0400B, and C0400C. a) If all of the BIMS component items are active and have numeric values (not dash) and if three or fewer of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items. b) If all of the BIMS component items are active and have numeric values (not dash) and if four or more of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items OR it must equal [99]. c) If some, but not all, of the BIMS component items have a value of [-], then C0500 must equal [99]. d) If all of the BIMS component items have a value of [-], then C0500 must equal [-].
-3527	Consistency	Fatal	a) If C0100=[0,^], then all active items from C0200 through C0600 must equal [^]. b) If C0100=[1], then all active items from C0200 through C0600 must not equal [^]. c) If C0100=[-], then all active items from C0200 through C0500 must equal [-]. d) If C0100=[-], then if C0600 is active it must equal [1,-].
-3826	Consistency	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from C0100 through C0600
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0400B	BIMS res interview: able to recall "blue"	Asmt		Code	1	525-525

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 - could not recall
1		Yes, after cueing ("a color")
2		Yes, no cue required
-		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.
-3660	Consistency	Fatal	The following rules refer to the "BIMS component items" which are C0200, C0300A, C0300B, C0300C, C0400A, C0400B, and C0400C. a) If all of the BIMS component items are active and have numeric values (not dash) and if three or fewer of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items. b) If all of the BIMS component items are active and have numeric values (not dash) and if four or more of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items OR it must equal [99]. c) If some, but not all, of the BIMS component items have a value of [-], then C0500 must equal [99]. d) If all of the BIMS component items have a value of [-], then C0500 must equal [-].
-3527	Consistency	Fatal	a) If C0100=[0,^], then all active items from C0200 through C0600 must equal [^]. b) If C0100=[1], then all active items from C0200 through C0600 must not equal [^]. c) If C0100=[-], then all active items from C0200 through C0500 must equal [-]. d) If C0100=[-], then if C0600 is active it must equal [1,-].
-3826	Consistency	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from C0100 through C0600
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0400C	BIMS res interview: able to recall "bed"	Asmt		Code	1	526-526

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 - could not recall
1		Yes, after cueing ("a piece of furniture")
2		Yes, no cue required
-		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.
-3660	Consistency	Fatal	The following rules refer to the "BIMS component items" which are C0200, C0300A, C0300B, C0300C, C0400A, C0400B, and C0400C. a) If all of the BIMS component items are active and have numeric values (not dash) and if three or fewer of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items. b) If all of the BIMS component items are active and have numeric values (not dash) and if four or more of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items OR it must equal [99]. c) If some, but not all, of the BIMS component items have a value of [-], then C0500 must equal [99]. d) If all of the BIMS component items have a value of [-], then C0500 must equal [-].
-3527	Consistency	Fatal	a) If C0100=[0,^], then all active items from C0200 through C0600 must equal [^]. b) If C0100=[1], then all active items from C0200 through C0600 must not equal [^]. c) If C0100=[-], then all active items from C0200 through C0500 must equal [-]. d) If C0100=[-], then if C0600 is active it must equal [1,-].
-3826	Consistency	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from C0100 through C0600
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0500	BIMS res interview: summary score	Asmt		Number	2	527-528

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
00		Minimum value
15		Maximum value
99		Unable to complete interview
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3679	Format	Fatal	Values of Numeric Items: Only the values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item. The submitted value must be greater than or equal to the minimum value listed in the table and less than or equal to the maximum value listed in the table, or it must match one of the remaining special values (if any) that are listed in the table. The length of the submitted value must not exceed the allowed maximum length for the item. Signed numbers (with a leading plus or minus sign) will not be accepted.
-3680	Format	Fatal	Formatting of Integer Numeric Items: Only integer values and the special values (if any) that are listed in the "Item Values" table of the Detailed Data Specifications Report will be accepted for this item. Leading zeroes may be included or omitted from the submitted value as long as the resulting length of the string does not exceed the allowed maximum length for the item. A decimal point and decimal values may not be included. The following examples are allowable if the value to be submitted is equal to [1] and the maximum length is equal to 2: [1], [01]. The following values are NOT allowed and will lead to a fatal error: [1.], [1.0], [01.], [01.0], [1.1], [01.1], [1.01].
-3660	Consistency	Fatal	The following rules refer to the "BIMS component items" which are C0200, C0300A, C0300B, C0300C, C0400A, C0400B, and C0400C. a) If all of the BIMS component items are active and have numeric values (not dash) and if three or fewer of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items. b) If all of the BIMS component items are active and have numeric values (not dash) and if four or more of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items OR it

must equal [99].
   c) If some, but not all, of the BIMS component items have a value of [-], then C0500 must equal [99].
   d) If all of the BIMS component items have a value of [-], then C0500 must equal [-].

-3527	Consistency	Fatal	a) If C0100=[0,^], then all active items from C0200 through C0600 must equal [^].
			b) If C0100=[1], then all active items from C0200 through C0600 must not equal [^].
			c) If C0100=[-], then all active items from C0200 through C0500 must equal [-].
			d) If C0100=[-], then if C0600 is active it must equal [1,-].
-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3586	Skip pattern	Fatal	a) If C0500=[-,99], then if C0600 is active it must equal [1,-].
			b) If C0500=[00-15], then if C0600 is active it must equal [0].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0600	Staff asmt mental status: conduct asmt	Asmt		Code	1	529-529

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 (resident was able to complete interview)
1		Yes (resident was unable to complete interview)
-		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.
-3527	Consistency	Fatal	a) If C0100=[0,^], then all active items from C0200 through C0600 must equal [^]. b) If C0100=[1], then all active items from C0200 through C0600 must not equal [^]. c) If C0100=[-], then all active items from C0200 through C0500 must equal [-]. d) If C0100=[-], then if C0600 is active it must equal [1,-].
-3528	Consistency	Fatal	a) If C0600=[0], then all active items from C0700 through C1000 must equal [^]. b) If C0600=[1], then all active items from C0700 through C1000 must not equal [^]. c) If C0600=[-], then all active items from C0700 through C1000 must equal [-]. d) If C0600=[^] and C0100=[0], then all active items from C0700 through C1000 must not 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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3586	Skip pattern	Fatal	a) If C0500=[-,99], then if C0600 is active it must equal [1,-]. b) If C0500=[00-15], then if C0600 is active it must equal [0].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0700	Staff asmt mental status: short-term memory OK	Asmt		Code	1	530-530

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		Memory OK
1		Memory problem
-		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.
-3528	Consistency	Fatal	a) If C0600=[0], then all active items from C0700 through C1000 must equal [^]. b) If C0600=[1], then all active items from C0700 through C1000 must not equal [^]. c) If C0600=[-], then all active items from C0700 through C1000 must equal [-]. d) If C0600=[^] and C0100=[0], then all active items from C0700 through C1000 must not 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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0800	Staff asmt mental status: long-term memory OK	Asmt		Code	1	531-531

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		Memory OK
1		Memory problem
-		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.
-3528	Consistency	Fatal	a) If C0600=[0], then all active items from C0700 through C1000 must equal [^]. b) If C0600=[1], then all active items from C0700 through C1000 must not equal [^]. c) If C0600=[-], then all active items from C0700 through C1000 must equal [-]. d) If C0600=[^] and C0100=[0], then all active items from C0700 through C1000 must not 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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0900A	Staff asmt mental status: recall current season	Asmt		Checklist	1	532-532

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		Not checked (No)
1		Checked (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.
-3528	Consistency	Fatal	a) If C0600=[0], then all active items from C0700 through C1000 must equal [^]. b) If C0600=[1], then all active items from C0700 through C1000 must not equal [^]. c) If C0600=[-], then all active items from C0700 through C1000 must equal [-]. d) If C0600=[^] and C0100=[0], then all active items from C0700 through C1000 must not 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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3502	None of above	Fatal	If C0900A through C0900D and C0900Z are all active, then the following rules apply: a) If C0900Z=[0], then at least one item from C0900A through C0900D must equal [1]. b) If C0900Z=[1], then all items from C0900A through C0900D must equal [0]. c) If C0900Z=[-], then at least one item from C0900A through C0900D must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0900B	Staff asmt mental status: recall location of room	Asmt		Checklist	1	533-533

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		Not checked (No)
1		Checked (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.
-3528	Consistency	Fatal	a) If C0600=[0], then all active items from C0700 through C1000 must equal [^]. b) If C0600=[1], then all active items from C0700 through C1000 must not equal [^]. c) If C0600=[-], then all active items from C0700 through C1000 must equal [-]. d) If C0600=[^] and C0100=[0], then all active items from C0700 through C1000 must not 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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3502	None of above	Fatal	If C0900A through C0900D and C0900Z are all active, then the following rules apply: a) If C0900Z=[0], then at least one item from C0900A through C0900D must equal [1]. b) If C0900Z=[1], then all items from C0900A through C0900D must equal [0]. c) If C0900Z=[-], then at least one item from C0900A through C0900D must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0900C	Staff asmt mental status: recall staff names/faces	Asmt		Checklist	1	534-534

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		Not checked (No)
1		Checked (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.
-3528	Consistency	Fatal	a) If C0600=[0], then all active items from C0700 through C1000 must equal [^]. b) If C0600=[1], then all active items from C0700 through C1000 must not equal [^]. c) If C0600=[-], then all active items from C0700 through C1000 must equal [-]. d) If C0600=[^] and C0100=[0], then all active items from C0700 through C1000 must not 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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3502	None of above	Fatal	If C0900A through C0900D and C0900Z are all active, then the following rules apply: a) If C0900Z=[0], then at least one item from C0900A through C0900D must equal [1]. b) If C0900Z=[1], then all items from C0900A through C0900D must equal [0]. c) If C0900Z=[-], then at least one item from C0900A through C0900D must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0900D	Staff asmt mental status: recall in nursing home	Asmt		Checklist	1	535-535

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		Not checked (No)
1		Checked (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.
-3528	Consistency	Fatal	a) If C0600=[0], then all active items from C0700 through C1000 must equal [^]. b) If C0600=[1], then all active items from C0700 through C1000 must not equal [^]. c) If C0600=[-], then all active items from C0700 through C1000 must equal [-]. d) If C0600=[^] and C0100=[0], then all active items from C0700 through C1000 must not 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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3502	None of above	Fatal	If C0900A through C0900D and C0900Z are all active, then the following rules apply: a) If C0900Z=[0], then at least one item from C0900A through C0900D must equal [1]. b) If C0900Z=[1], then all items from C0900A through C0900D must equal [0]. c) If C0900Z=[-], then at least one item from C0900A through C0900D must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C0900Z	Staff asmt mental status: none of above recalled	Asmt		Checklist	1	536-536

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		Not checked (No)
1		Checked (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.
-3528	Consistency	Fatal	a) If C0600=[0], then all active items from C0700 through C1000 must equal [^]. b) If C0600=[1], then all active items from C0700 through C1000 must not equal [^]. c) If C0600=[-], then all active items from C0700 through C1000 must equal [-]. d) If C0600=[^] and C0100=[0], then all active items from C0700 through C1000 must not 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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3502	None of above	Fatal	If C0900A through C0900D and C0900Z are all active, then the following rules apply: a) If C0900Z=[0], then at least one item from C0900A through C0900D must equal [1]. b) If C0900Z=[1], then all items from C0900A through C0900D must equal [0]. c) If C0900Z=[-], then at least one item from C0900A through C0900D must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C1000	Cognitive skills for daily decision making	Asmt		Code	1	537-537

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		Independent-decisions consistent/reasonable
1		Modified independence-some difficulty in new situations only
2		Moderately impaired-decisions poor; cues/supervision required
3		Severely impaired-never/rarely made decisions
-		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.
-3528	Consistency	Fatal	a) If C0600=[0], then all active items from C0700 through C1000 must equal [^]. b) If C0600=[1], then all active items from C0700 through C1000 must not equal [^]. c) If C0600=[-], then all active items from C0700 through C1000 must equal [-]. d) If C0600=[^] and C0100=[0], then all active items from C0700 through C1000 must not 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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C1300A	Signs of delirium: inattention	Asmt		Code	1	538-538

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
0		Behavior not present
1		Behavior continuously present, does not fluctuate
2		Behavior present, fluctuates (comes and goes, changes in severity)
-		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 [^].
-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 [-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C1300B	Signs of delirium: disorganized thinking	Asmt		Code	1	539-539

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
0		Behavior not present
1		Behavior continuously present, does not fluctuate
2		Behavior present, fluctuates (comes and goes, changes in severity)
-		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 [^].
-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 [-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C1300C	Signs of delirium: altered level of consciousness	Asmt		Code	1	540-540

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
0		Behavior not present
1		Behavior continuously present, does not fluctuate
2		Behavior present, fluctuates (comes and goes, changes in severity)
-		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 [^].
-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 [-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C1300D	Signs of delirium: psychomotor retardation	Asmt		Code	1	541-541

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
0		Behavior not present
1		Behavior continuously present, does not fluctuate
2		Behavior present, fluctuates (comes and goes, changes in severity)
-		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 [^].
-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 [-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
C1600	Acute onset mental status change	Asmt		Code	1	542-542

Item Subsets

Active:	NC,NQ,NP,NSD,NOD,ND,SP,SSD,SOD,SD
Inactive:	NS,NO,NT,SS,SO,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 [^].
-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 [-].