Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0100	PHQ: should resident mood interview be conducted	Asmt		Code	1	543-543

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.
-3587	Consistency	Fatal	D0300 must equal the sum of the values of the following nine items: D0200A2, D0200B2, D0200C2, D0200D2, D0200E2, D0200F2, D0200G2, D0200H2, D0200I2. These are referred to as the "items in Column 2", below.

The following rules describe the computation of the sum that is placed in D0300. Note that these rules apply only if D0100=[1]. If D0100=[0,-,^], then Edit -3703 applies instead. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-] or that are skipped and are therefore equal to [^].

a) If all of the items in Column 2 have valid values [0,1,2,3], then D0300 must equal the simple sum of those values.

b) If any of the items in Column 2 are equal to [-,^], then count their values as zero in computing the sum.

c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the eight items in Column 2 that have valid values, multiply the sum by 9/8 (1.125), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the seven items in Column 2 that have valid values, multiply the sum by 9/7 (1.286), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more and at least one of the items in Column 2 is not equal to [-], then D0300 must equal [99].

f) If all of the items in Column 2 are equal to [-], then D0300 must equal [-].

The MDS Submission System will recalculate the value in D0300. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^]. b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].
-3529	Skip pattern	Fatal	If D0100=[1], then if D0200A1 is active it must not equal [^].
-3619	Skip pattern	Fatal	If D0100=[1], then if D0200B1 is active it must not equal [^].
-3620	Skip pattern	Fatal	If D0100=[1], then if D0200C1 is active it must not equal [^].
-3621	Skip pattern	Fatal	If D0100=[1], then if D0200D1 is active it must not equal [^].
-3622	Skip pattern	Fatal	If D0100=[1], then if D0200E1 is active it must not equal [^].
-3623	Skip pattern	Fatal	If D0100=[1], then if D0200F1 is active it must not equal [^].
-3624	Skip pattern	Fatal	If D0100=[1], then if D0200G1 is active it must not equal [^].
-3625	Skip pattern	Fatal	If D0100=[1], then if D0200H1 is active it must not equal [^].
-3626	Skip pattern	Fatal	If D0100=[1], then if D0200I1 is active it must not equal [^].
-3627	Skip pattern	Fatal	If D0100=[1], then if D0300 is active it must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200A1	PHQ res: little interest or pleasure - presence	Asmt		Code	1	544-544

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
9		No response (leave column 2 blank)
-		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.
-3708	Consistency	Fatal	a) If D0200A1 is equal to [0], then D0200A2 must be equal to [0, -]. b) If D0200A1 is equal to [1], then D0200A2 must be equal to [0,1,2,3,-]. c) If D0200A1 is equal to [9], then D0200A2 must be skipped (must be equal to [^]). d) If D0200A1 is equal to [-], then D0200A2 must be equal to [-].
-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^]. b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].
-3529	Skip pattern	Fatal	If D0100=[1], then if D0200A1 is active it must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200A2	PHQ res: little interest or pleasure - frequency	Asmt		Code	1	545-545

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3708	Consistency	Fatal	a) If D0200A1 is equal to [0], then D0200A2 must be equal to [0, -]. b) If D0200A1 is equal to [1], then D0200A2 must be equal to [0,1,2,3,-]. c) If D0200A1 is equal to [9], then D0200A2 must be skipped (must be equal to [^]). d) If D0200A1 is equal to [-], then D0200A2 must be equal to [-].
-3587	Consistency	Fatal	D0300 must equal the sum of the values of the following nine items: D0200A2, D0200B2, D0200C2, D0200D2, D0200E2, D0200F2, D0200G2, D0200H2, D0200I2. These are referred to as the "items in Column 2", below.

The following rules describe the computation of the sum that is placed in D0300. Note that these rules apply only if D0100=[1]. If D0100=[0,-,^], then Edit -3703 applies instead. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-] or that are skipped and are therefore equal to [^].

a) If all of the items in Column 2 have valid values [0,1,2,3], then D0300 must equal the simple sum of those values.

b) If any of the items in Column 2 are equal to [-,^], then count their values as zero in computing the sum.

c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the

eight items in Column 2 that have valid values, multiply the sum by 9/8 (1.125), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the seven items in Column 2 that have valid values, multiply the sum by 9/7 (1.286), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more and at least one of the items in Column 2 is not equal to [-], then D0300 must equal [99].

f) If all of the items in Column 2 are equal to [-], then D0300 must equal [-].

The MDS Submission System will recalculate the value in D0300. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^]. b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200B1	PHQ res: feeling down, depressed - presence	Asmt		Code	1	546-546

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
9		No response (leave column 2 blank)
-		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.
-3709	Consistency	Fatal	a) If D0200B1 is equal to [0], then D0200B2 must be equal to [0, -]. b) If D0200B1 is equal to [1], then D0200B2 must be equal to [0,1,2,3,-]. c) If D0200B1 is equal to [9], then D0200B2 must be skipped (must be equal to [^]). d) If D0200B1 is equal to [-], then D0200B2 must be equal to [-].
-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^]. b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].
-3619	Skip pattern	Fatal	If D0100=[1], then if D0200B1 is active it must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200B2	PHQ res: feeling down, depressed - frequency	Asmt		Code	1	547-547

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3709	Consistency	Fatal	a) If D0200B1 is equal to [0], then D0200B2 must be equal to [0, -]. b) If D0200B1 is equal to [1], then D0200B2 must be equal to [0,1,2,3,-]. c) If D0200B1 is equal to [9], then D0200B2 must be skipped (must be equal to [^]). d) If D0200B1 is equal to [-], then D0200B2 must be equal to [-].
-3587	Consistency	Fatal	D0300 must equal the sum of the values of the following nine items: D0200A2, D0200B2, D0200C2, D0200D2, D0200E2, D0200F2, D0200G2, D0200H2, D0200I2. These are referred to as the "items in Column 2", below.

The following rules describe the computation of the sum that is placed in D0300. Note that these rules apply only if D0100=[1]. If D0100=[0,-,^], then Edit -3703 applies instead. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-] or that are skipped and are therefore equal to [^].

a) If all of the items in Column 2 have valid values [0,1,2,3], then D0300 must equal the simple sum of those values.

b) If any of the items in Column 2 are equal to [-,^], then count their values as zero in computing the sum.

c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the |

eight items in Column 2 that have valid values, multiply the sum by 9/8 (1.125), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the seven items in Column 2 that have valid values, multiply the sum by 9/7 (1.286), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more and at least one of the items in Column 2 is not equal to [-], then D0300 must equal [99].

f) If all of the items in Column 2 are equal to [-], then D0300 must equal [-].

The MDS Submission System will recalculate the value in D0300. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^].
			b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200C1	PHQ res: trouble with sleep - presence	Asmt		Code	1	548-548

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
9		No response (leave column 2 blank)
-		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.
-3710	Consistency	Fatal	a) If D0200C1 is equal to [0], then D0200C2 must be equal to [0, -]. b) If D0200C1 is equal to [1], then D0200C2 must be equal to [0,1,2,3,-]. c) If D0200C1 is equal to [9], then D0200C2 must be skipped (must be equal to [^]). d) If D0200C1 is equal to [-], then D0200C2 must be equal to [-].
-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^]. b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].
-3620	Skip pattern	Fatal	If D0100=[1], then if D0200C1 is active it must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200C2	PHQ res: trouble with sleep - frequency	Asmt		Code	1	549-549

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3710	Consistency	Fatal	a) If D0200C1 is equal to [0], then D0200C2 must be equal to [0, -]. b) If D0200C1 is equal to [1], then D0200C2 must be equal to [0,1,2,3,-]. c) If D0200C1 is equal to [9], then D0200C2 must be skipped (must be equal to [^]). d) If D0200C1 is equal to [-], then D0200C2 must be equal to [-].
-3587	Consistency	Fatal	D0300 must equal the sum of the values of the following nine items: D0200A2, D0200B2, D0200C2, D0200D2, D0200E2, D0200F2, D0200G2, D0200H2, D0200I2. These are referred to as the "items in Column 2", below. The following rules describe the computation of the sum that is placed in D0300. Note that these rules apply only if D0100=[1]. If D0100=[0,-,^], then Edit -3703 applies instead. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-] or that are skipped and are therefore equal to [^]. a) If all of the items in Column 2 have valid values [0,1,2,3], then D0300 must equal the simple sum of those values. b) If any of the items in Column 2 are equal to [-,^], then count their values as zero in computing the sum. c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the

eight items in Column 2 that have valid values, multiply the sum by 9/8 (1.125), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the seven items in Column 2 that have valid values, multiply the sum by 9/7 (1.286), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more and at least one of the items in Column 2 is not equal to [-], then D0300 must equal [99].

f) If all of the items in Column 2 are equal to [-], then D0300 must equal [-].

The MDS Submission System will recalculate the value in D0300. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^]. b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200D1	PHQ res: feeling tired/little energy - presence	Asmt		Code	1	550-550

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
9		No response (leave column 2 blank)
-		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.
-3711	Consistency	Fatal	a) If D0200D1 is equal to [0], then D0200D2 must be equal to [0, -]. b) If D0200D1 is equal to [1], then D0200D2 must be equal to [0,1,2,3,-]. c) If D0200D1 is equal to [9], then D0200D2 must be skipped (must be equal to [^]). d) If D0200D1 is equal to [-], then D0200D2 must be equal to [-].
-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^]. b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].
-3621	Skip pattern	Fatal	If D0100=[1], then if D0200D1 is active it must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200D2	PHQ res: feeling tired/little energy - frequency	Asmt		Code	1	551-551

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3711	Consistency	Fatal	a) If D0200D1 is equal to [0], then D0200D2 must be equal to [0, -]. b) If D0200D1 is equal to [1], then D0200D2 must be equal to [0,1,2,3,-]. c) If D0200D1 is equal to [9], then D0200D2 must be skipped (must be equal to [^]). d) If D0200D1 is equal to [-], then D0200D2 must be equal to [-].
-3587	Consistency	Fatal	D0300 must equal the sum of the values of the following nine items: D0200A2, D0200B2, D0200C2, D0200D2, D0200E2, D0200F2, D0200G2, D0200H2, D0200I2. These are referred to as the "items in Column 2", below. The following rules describe the computation of the sum that is placed in D0300. Note that these rules apply only if D0100=[1]. If D0100=[0,-,^], then Edit -3703 applies instead. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-] or that are skipped and are therefore equal to [^]. a) If all of the items in Column 2 have valid values [0,1,2,3], then D0300 must equal the simple sum of those values. b) If any of the items in Column 2 are equal to [-,^], then count their values as zero in computing the sum. c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the

eight items in Column 2 that have valid values, multiply the sum by 9/8 (1.125), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the seven items in Column 2 that have valid values, multiply the sum by 9/7 (1.286), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more and at least one of the items in Column 2 is not equal to [-], then D0300 must equal [99].

f) If all of the items in Column 2 are equal to [-], then D0300 must equal [-].

The MDS Submission System will recalculate the value in D0300. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^]. b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200E1	PHQ res: poor appetite or overeating - presence	Asmt		Code	1	552-552

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
9		No response (leave column 2 blank)
-		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.
-3712	Consistency	Fatal	a) If D0200E1 is equal to [0], then D0200E2 must be equal to [0, -]. b) If D0200E1 is equal to [1], then D0200E2 must be equal to [0,1,2,3,-]. c) If D0200E1 is equal to [9], then D0200E2 must be skipped (must be equal to [^]). d) If D0200E1 is equal to [-], then D0200E2 must be equal to [-].
-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^]. b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].
-3622	Skip pattern	Fatal	If D0100=[1], then if D0200E1 is active it must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200E2	PHQ res: poor appetite or overeating - frequency	Asmt		Code	1	553-553

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3712	Consistency	Fatal	a) If D0200E1 is equal to [0], then D0200E2 must be equal to [0, -]. b) If D0200E1 is equal to [1], then D0200E2 must be equal to [0,1,2,3,-]. c) If D0200E1 is equal to [9], then D0200E2 must be skipped (must be equal to [^]). d) If D0200E1 is equal to [-], then D0200E2 must be equal to [-].
-3587	Consistency	Fatal	D0300 must equal the sum of the values of the following nine items: D0200A2, D0200B2, D0200C2, D0200D2, D0200E2, D0200F2, D0200G2, D0200H2, D0200I2. These are referred to as the "items in Column 2", below. The following rules describe the computation of the sum that is placed in D0300. Note that these rules apply only if D0100=[1]. If D0100=[0,-,^], then Edit -3703 applies instead. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-] or that are skipped and are therefore equal to [^]. a) If all of the items in Column 2 have valid values [0,1,2,3], then D0300 must equal the simple sum of those values. b) If any of the items in Column 2 are equal to [-,^], then count their values as zero in computing the sum. c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the

eight items in Column 2 that have valid values, multiply the sum by 9/8 (1.125), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the seven items in Column 2 that have valid values, multiply the sum by 9/7 (1.286), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more and at least one of the items in Column 2 is not equal to [-], then D0300 must equal [99].

f) If all of the items in Column 2 are equal to [-], then D0300 must equal [-].

The MDS Submission System will recalculate the value in D0300. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^].
			b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200F1	PHQ res: feeling bad about self - presence	Asmt		Code	1	554-554

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
9		No response (leave column 2 blank)
-		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.
-3713	Consistency	Fatal	a) If D0200F1 is equal to [0], then D0200F2 must be equal to [0, -]. b) If D0200F1 is equal to [1], then D0200F2 must be equal to [0,1,2,3,-]. c) If D0200F1 is equal to [9], then D0200F2 must be skipped (must be equal to [^]). d) If D0200F1 is equal to [-], then D0200F2 must be equal to [-].
-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^]. b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].
-3623	Skip pattern	Fatal	If D0100=[1], then if D0200F1 is active it must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200F2	PHQ res: feeling bad about self - frequency	Asmt		Code	1	555-555

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3713	Consistency	Fatal	a) If D0200F1 is equal to [0], then D0200F2 must be equal to [0, -]. b) If D0200F1 is equal to [1], then D0200F2 must be equal to [0,1,2,3,-]. c) If D0200F1 is equal to [9], then D0200F2 must be skipped (must be equal to [^]). d) If D0200F1 is equal to [-], then D0200F2 must be equal to [-].
-3587	Consistency	Fatal	D0300 must equal the sum of the values of the following nine items: D0200A2, D0200B2, D0200C2, D0200D2, D0200E2, D0200F2, D0200G2, D0200H2, D0200I2. These are referred to as the "items in Column 2", below. The following rules describe the computation of the sum that is placed in D0300. Note that these rules apply only if D0100=[1]. If D0100=[0,-,^], then Edit -3703 applies instead. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-] or that are skipped and are therefore equal to [^]. a) If all of the items in Column 2 have valid values [0,1,2,3], then D0300 must equal the simple sum of those values. b) If any of the items in Column 2 are equal to [-,^], then count their values as zero in computing the sum. c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the

eight items in Column 2 that have valid values, multiply the sum by 9/8 (1.125), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the seven items in Column 2 that have valid values, multiply the sum by 9/7 (1.286), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more and at least one of the items in Column 2 is not equal to [-], then D0300 must equal [99].

f) If all of the items in Column 2 are equal to [-], then D0300 must equal [-].

The MDS Submission System will recalculate the value in D0300. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^]. b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200G1	PHQ res: trouble concentrating - presence	Asmt		Code	1	556-556

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
9		No response (leave column 2 blank)
-		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.
-3714	Consistency	Fatal	a) If D0200G1 is equal to [0], then D0200G2 must be equal to [0, -]. b) If D0200G1 is equal to [1], then D0200G2 must be equal to [0,1,2,3,-]. c) If D0200G1 is equal to [9], then D0200G2 must be skipped (must be equal to [^]). d) If D0200G1 is equal to [-], then D0200G2 must be equal to [-].
-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^]. b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].
-3624	Skip pattern	Fatal	If D0100=[1], then if D0200G1 is active it must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200G2	PHQ res: trouble concentrating - frequency	Asmt		Code	1	557-557

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3714	Consistency	Fatal	a) If D0200G1 is equal to [0], then D0200G2 must be equal to [0, -]. b) If D0200G1 is equal to [1], then D0200G2 must be equal to [0,1,2,3,-]. c) If D0200G1 is equal to [9], then D0200G2 must be skipped (must be equal to [^]). d) If D0200G1 is equal to [-], then D0200G2 must be equal to [-].
-3587	Consistency	Fatal	D0300 must equal the sum of the values of the following nine items: D0200A2, D0200B2, D0200C2, D0200D2, D0200E2, D0200F2, D0200G2, D0200H2, D0200I2. These are referred to as the "items in Column 2", below. The following rules describe the computation of the sum that is placed in D0300. Note that these rules apply only if D0100=[1]. If D0100=[0,-,^], then Edit -3703 applies instead. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-] or that are skipped and are therefore equal to [^]. a) If all of the items in Column 2 have valid values [0,1,2,3], then D0300 must equal the simple sum of those values. b) If any of the items in Column 2 are equal to [-,^], then count their values as zero in computing the sum. c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the

eight items in Column 2 that have valid values, multiply the sum by 9/8 (1.125), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the seven items in Column 2 that have valid values, multiply the sum by 9/7 (1.286), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more and at least one of the items in Column 2 is not equal to [-], then D0300 must equal [99].

f) If all of the items in Column 2 are equal to [-], then D0300 must equal [-].

The MDS Submission System will recalculate the value in D0300. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^].
			b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200H1	PHQ res: slow, fidgety, restless - presence	Asmt		Code	1	558-558

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
9		No response (leave column 2 blank)
-		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.
-3715	Consistency	Fatal	a) If D0200H1 is equal to [0], then D0200H2 must be equal to [0, -]. b) If D0200H1 is equal to [1], then D0200H2 must be equal to [0,1,2,3,-]. c) If D0200H1 is equal to [9], then D0200H2 must be skipped (must be equal to [^]). d) If D0200H1 is equal to [-], then D0200H2 must be equal to [-].
-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^]. b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].
-3625	Skip pattern	Fatal	If D0100=[1], then if D0200H1 is active it must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200H2	PHQ res: slow, fidgety, restless - frequency	Asmt		Code	1	559-559

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3715	Consistency	Fatal	a) If D0200H1 is equal to [0], then D0200H2 must be equal to [0, -]. b) If D0200H1 is equal to [1], then D0200H2 must be equal to [0,1,2,3,-]. c) If D0200H1 is equal to [9], then D0200H2 must be skipped (must be equal to [^]). d) If D0200H1 is equal to [-], then D0200H2 must be equal to [-].
-3587	Consistency	Fatal	D0300 must equal the sum of the values of the following nine items: D0200A2, D0200B2, D0200C2, D0200D2, D0200E2, D0200F2, D0200G2, D0200H2, D0200I2. These are referred to as the "items in Column 2", below. The following rules describe the computation of the sum that is placed in D0300. Note that these rules apply only if D0100=[1]. If D0100=[0,-,^], then Edit -3703 applies instead. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-] or that are skipped and are therefore equal to [^]. a) If all of the items in Column 2 have valid values [0,1,2,3], then D0300 must equal the simple sum of those values. b) If any of the items in Column 2 are equal to [-,^], then count their values as zero in computing the sum. c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the

eight items in Column 2 that have valid values, multiply the sum by 9/8 (1.125), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the seven items in Column 2 that have valid values, multiply the sum by 9/7 (1.286), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more and at least one of the items in Column 2 is not equal to [-], then D0300 must equal [99].

f) If all of the items in Column 2 are equal to [-], then D0300 must equal [-].

The MDS Submission System will recalculate the value in D0300. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^].
			b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200I1	PHQ res: thoughts better off dead - presence	Asmt		Code	1	560-560

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
9		No response (leave column 2 blank)
-		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.
-3716	Consistency	Fatal	a) If D0200I1 is equal to [0], then D0200I2 must be equal to [0, -]. b) If D0200I1 is equal to [1], then D0200I2 must be equal to [0,1,2,3,-]. c) If D0200I1 is equal to [9], then D0200I2 must be skipped (must be equal to [^]). d) If D0200I1 is equal to [-], then D0200I2 must be equal to [-].
-3673	Consistency	Warning	If D0200I1 is equal to [1], then D0350 should equal [1].
-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^]. b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].
-3626	Skip pattern	Fatal	If D0100=[1], then if D0200I1 is active it must not equal [^].
-3617	Skip pattern	Fatal	a) If D0200I1=[0,9,^,-], then if D0350 is active it must equal [^]. b) If D0200I1=[1], then if D0350 is active it must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0200I2	PHQ res: thoughts better off dead - frequency	Asmt		Code	1	561-561

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3716	Consistency	Fatal	a) If D0200I1 is equal to [0], then D0200I2 must be equal to [0, -]. b) If D0200I1 is equal to [1], then D0200I2 must be equal to [0,1,2,3,-]. c) If D0200I1 is equal to [9], then D0200I2 must be skipped (must be equal to [^]). d) If D0200I1 is equal to [-], then D0200I2 must be equal to [-].
-3587	Consistency	Fatal	D0300 must equal the sum of the values of the following nine items: D0200A2, D0200B2, D0200C2, D0200D2, D0200E2, D0200F2, D0200G2, D0200H2, D0200I2. These are referred to as the "items in Column 2", below. The following rules describe the computation of the sum that is placed in D0300. Note that these rules apply only if D0100=[1]. If D0100=[0,-,^], then Edit -3703 applies instead. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-] or that are skipped and are therefore equal to [^]. a) If all of the items in Column 2 have valid values [0,1,2,3], then D0300 must equal the simple sum of those values. b) If any of the items in Column 2 are equal to [-,^], then count their values as zero in computing the sum. c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the

eight items in Column 2 that have valid values, multiply the sum by 9/8 (1.125), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the seven items in Column 2 that have valid values, multiply the sum by 9/7 (1.286), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more and at least one of the items in Column 2 is not equal to [-], then D0300 must equal [99].

f) If all of the items in Column 2 are equal to [-], then D0300 must equal [-].

The MDS Submission System will recalculate the value in D0300. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^]. b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0300	PHQ res: total mood severity score	Asmt		Number	2	562-563

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
27		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].
-3587	Consistency	Fatal	D0300 must equal the sum of the values of the following nine items: D0200A2, D0200B2, D0200C2, D0200D2, D0200E2, D0200F2, D0200G2, D0200H2, D0200I2. These are referred to as the "items in Column 2", below. The following rules describe the computation of the sum that is placed in D0300. Note that these rules apply only if D0100=[1]. If D0100=[0,-,^], then Edit -3703 applies instead. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-] or that are skipped and are therefore equal

to [^].

a) If all of the items in Column 2 have valid values [0,1,2,3], then D0300 must equal the simple sum of those values.

b) If any of the items in Column 2 are equal to [-,^], then count their values as zero in computing the sum.

c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the eight items in Column 2 that have valid values, multiply the sum by 9/8 (1.125), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the seven items in Column 2 that have valid values, multiply the sum by 9/7 (1.286), and place the result rounded to the nearest integer in D0300 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more and at least one of the items in Column 2 is not equal to [-], then D0300 must equal [99].

f) If all of the items in Column 2 are equal to [-], then D0300 must equal [-].

The MDS Submission System will recalculate the value in D0300. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3703	Skip pattern	Fatal	a) If D0100=[0,^], then all active items from D0200A1 through D0300 must equal [^]. b) If D0100=[-], then all active items from D0200A1 through D0300 must equal [-].
-3627	Skip pattern	Fatal	If D0100=[1], then if D0300 is active it must not equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^]. b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Supplemental Information

Info ID	Type	Text
-9013	Information	Rounding of Integer Items: This item should be rounded to the nearest integer. If the value in the tenths decimal place is equal to 0 through 4, round the value down to the nearest integer (i.e., discard the fractional portion of the number). If the value in the tenths decimal place is equal to 5 through 9, round the value up to the next largest integer.

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0350	PHQ res: safety notification	Asmt		Code	1	564-564

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
^		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.
-3673	Consistency	Warning	If D0200I1 is equal to [1], then D0350 should equal [1].
-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3617	Skip pattern	Fatal	a) If D0200I1=[0,9,^,-], then if D0350 is active it must equal [^]. b) If D0200I1=[1], then if D0350 is active it must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500A1	PHQ staff: little interest or pleasure - presence	Asmt		Code	1	565-565

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
-		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.
-3717	Consistency	Fatal	a) If D0500A1 is equal to [0], then D0500A2 must be equal to [0, -]. b) If D0500A1 is equal to [1], then D0500A2 must be equal to [0,1,2,3,-]. c) If D0500A1 is equal to [-], then D0500A2 must be equal to [-].
-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^]. b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500A2	PHQ staff: little interest or pleasure - frequency	Asmt		Code	1	566-566

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3717	Consistency	Fatal	a) If D0500A1 is equal to [0], then D0500A2 must be equal to [0, -]. b) If D0500A1 is equal to [1], then D0500A2 must be equal to [0,1,2,3,-]. c) If D0500A1 is equal to [-], then D0500A2 must be equal to [-].
-3588	Consistency	Fatal	D0600 must equal the sum of the values of the following ten items: D0500A2, D0500B2, D0500C2, D0500D2, D0500E2, D0500F2, D0500G2, D0500H2, D0500I2, D0500J2. These are referred to as the "items in Column 2", below. The following rules describe the computation of the sum that is placed in D0600. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-]. a) If all of the items in Column 2 have valid values [0,1,2,3], then D0600 must equal the simple sum of those values. b) If any of the items in Column 2 are equal to [-], then count their values as zero in computing the sum. c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the nine items in Column 2 that have valid values, multiply the sum by 10/9 (1.111), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the eight items in Column 2 that have valid values, multiply the sum by 10/8 (1.250), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more, then D0600 must equal [-].

The MDS Submission System will recalculate the value in D0600. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^]. b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500B1	PHQ staff: feeling down, depressed - presence	Asmt		Code	1	567-567

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
-		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.
-3718	Consistency	Fatal	a) If D0500B1 is equal to [0], then D0500B2 must be equal to [0, -]. b) If D0500B1 is equal to [1], then D0500B2 must be equal to [0,1,2,3,-]. c) If D0500B1 is equal to [-], then D0500B2 must be equal to [-].
-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^]. b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500B2	PHQ staff: feeling down, depressed - frequency	Asmt		Code	1	568-568

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3718	Consistency	Fatal	a) If D0500B1 is equal to [0], then D0500B2 must be equal to [0, -]. b) If D0500B1 is equal to [1], then D0500B2 must be equal to [0,1,2,3,-]. c) If D0500B1 is equal to [-], then D0500B2 must be equal to [-].
-3588	Consistency	Fatal	D0600 must equal the sum of the values of the following ten items: D0500A2, D0500B2, D0500C2, D0500D2, D0500E2, D0500F2, D0500G2, D0500H2, D0500I2, D0500J2. These are referred to as the "items in Column 2", below. The following rules describe the computation of the sum that is placed in D0600. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-]. a) If all of the items in Column 2 have valid values [0,1,2,3], then D0600 must equal the simple sum of those values. b) If any of the items in Column 2 are equal to [-], then count their values as zero in computing the sum. c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the nine items in Column 2 that have valid values, multiply the sum by 10/9 (1.111), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the eight items in Column 2 that have valid values, multiply the sum by 10/8 (1.250), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more, then D0600 must equal [-].

The MDS Submission System will recalculate the value in D0600. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^]. b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500C1	PHQ staff: trouble with sleep - presence	Asmt		Code	1	569-569

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
-		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.
-3719	Consistency	Fatal	a) If D0500C1 is equal to [0], then D0500C2 must be equal to [0, -]. b) If D0500C1 is equal to [1], then D0500C2 must be equal to [0,1,2,3,-]. c) If D0500C1 is equal to [-], then D0500C2 must be equal to [-].
-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^]. b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500C2	PHQ staff: trouble with sleep - frequency	Asmt		Code	1	570-570

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3719	Consistency	Fatal	a) If D0500C1 is equal to [0], then D0500C2 must be equal to [0, -]. b) If D0500C1 is equal to [1], then D0500C2 must be equal to [0,1,2,3,-]. c) If D0500C1 is equal to [-], then D0500C2 must be equal to [-].
-3588	Consistency	Fatal	D0600 must equal the sum of the values of the following ten items: D0500A2, D0500B2, D0500C2, D0500D2, D0500E2, D0500F2, D0500G2, D0500H2, D0500I2, D0500J2. These are referred to as the "items in Column 2", below.

The following rules describe the computation of the sum that is placed in D0600. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-].

a) If all of the items in Column 2 have valid values [0,1,2,3], then D0600 must equal the simple sum of those values.

b) If any of the items in Column 2 are equal to [-], then count their values as zero in computing the sum.

c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the nine items in Column 2 that have valid values, multiply the sum by 10/9 (1.111), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the eight items in Column 2 that have valid values, multiply the sum by 10/8 (1.250), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more, then D0600 must equal [-].

The MDS Submission System will recalculate the value in D0600. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^].
			b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500D1	PHQ staff: feeling tired/little energy - presence	Asmt		Code	1	571-571

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
-		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.
-3720	Consistency	Fatal	a) If D0500D1 is equal to [0], then D0500D2 must be equal to [0, -]. b) If D0500D1 is equal to [1], then D0500D2 must be equal to [0,1,2,3,-]. c) If D0500D1 is equal to [-], then D0500D2 must be equal to [-].
-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^]. b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500D2	PHQ staff: feeling tired/little energy - frequency	Asmt		Code	1	572-572

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3720	Consistency	Fatal	a) If D0500D1 is equal to [0], then D0500D2 must be equal to [0, -]. b) If D0500D1 is equal to [1], then D0500D2 must be equal to [0,1,2,3,-]. c) If D0500D1 is equal to [-], then D0500D2 must be equal to [-].
-3588	Consistency	Fatal	D0600 must equal the sum of the values of the following ten items: D0500A2, D0500B2, D0500C2, D0500D2, D0500E2, D0500F2, D0500G2, D0500H2, D0500I2, D0500J2. These are referred to as the "items in Column 2", below.

The following rules describe the computation of the sum that is placed in D0600. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-].

a) If all of the items in Column 2 have valid values [0,1,2,3], then D0600 must equal the simple sum of those values.

b) If any of the items in Column 2 are equal to [-], then count their values as zero in computing the sum.

c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the nine items in Column 2 that have valid values, multiply the sum by 10/9 (1.111), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the eight items in Column 2 that have valid values, multiply the sum by 10/8 (1.250), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more, then D0600 must equal [-].

The MDS Submission System will recalculate the value in D0600. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^].
			b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500E1	PHQ staff: poor appetite or overeating - presence	Asmt		Code	1	573-573

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
-		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.
-3721	Consistency	Fatal	a) If D0500E1 is equal to [0], then D0500E2 must be equal to [0, -]. b) If D0500E1 is equal to [1], then D0500E2 must be equal to [0,1,2,3,-]. c) If D0500E1 is equal to [-], then D0500E2 must be equal to [-].
-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^]. b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500E2	PHQ staff: poor appetite or overeating - frequency	Asmt		Code	1	574-574

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3721	Consistency	Fatal	a) If D0500E1 is equal to [0], then D0500E2 must be equal to [0, -]. b) If D0500E1 is equal to [1], then D0500E2 must be equal to [0,1,2,3,-]. c) If D0500E1 is equal to [-], then D0500E2 must be equal to [-].
-3588	Consistency	Fatal	D0600 must equal the sum of the values of the following ten items: D0500A2, D0500B2, D0500C2, D0500D2, D0500E2, D0500F2, D0500G2, D0500H2, D0500I2, D0500J2. These are referred to as the "items in Column 2", below.

The following rules describe the computation of the sum that is placed in D0600. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-].

a) If all of the items in Column 2 have valid values [0,1,2,3], then D0600 must equal the simple sum of those values.

b) If any of the items in Column 2 are equal to [-], then count their values as zero in computing the sum.

c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the nine items in Column 2 that have valid values, multiply the sum by 10/9 (1.111), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules). |

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the eight items in Column 2 that have valid values, multiply the sum by 10/8 (1.250), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more, then D0600 must equal [-].

The MDS Submission System will recalculate the value in D0600. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^]. b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500F1	PHQ staff: feeling bad about self - presence	Asmt		Code	1	575-575

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
-		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.
-3722	Consistency	Fatal	a) If D0500F1 is equal to [0], then D0500F2 must be equal to [0, -]. b) If D0500F1 is equal to [1], then D0500F2 must be equal to [0,1,2,3,-]. c) If D0500F1 is equal to [-], then D0500F2 must be equal to [-].
-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^]. b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500F2	PHQ staff: feeling bad about self - frequency	Asmt		Code	1	576-576

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3722	Consistency	Fatal	a) If D0500F1 is equal to [0], then D0500F2 must be equal to [0, -]. b) If D0500F1 is equal to [1], then D0500F2 must be equal to [0,1,2,3,-]. c) If D0500F1 is equal to [-], then D0500F2 must be equal to [-].
-3588	Consistency	Fatal	D0600 must equal the sum of the values of the following ten items: D0500A2, D0500B2, D0500C2, D0500D2, D0500E2, D0500F2, D0500G2, D0500H2, D0500I2, D0500J2. These are referred to as the "items in Column 2", below. The following rules describe the computation of the sum that is placed in D0600. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-]. a) If all of the items in Column 2 have valid values [0,1,2,3], then D0600 must equal the simple sum of those values. b) If any of the items in Column 2 are equal to [-], then count their values as zero in computing the sum. c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the nine items in Column 2 that have valid values, multiply the sum by 10/9 (1.111), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the eight items in Column 2 that have valid values, multiply the sum by 10/8 (1.250), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more, then D0600 must equal [-].

The MDS Submission System will recalculate the value in D0600. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^].
			b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500G1	PHQ staff: trouble concentrating - presence	Asmt		Code	1	577-577

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
-		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.
-3723	Consistency	Fatal	a) If D0500G1 is equal to [0], then D0500G2 must be equal to [0, -]. b) If D0500G1 is equal to [1], then D0500G2 must be equal to [0,1,2,3,-]. c) If D0500G1 is equal to [-], then D0500G2 must be equal to [-].
-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^]. b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500G2	PHQ staff: trouble concentrating - frequency	Asmt		Code	1	578-578

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3723	Consistency	Fatal	a) If D0500G1 is equal to [0], then D0500G2 must be equal to [0, -]. b) If D0500G1 is equal to [1], then D0500G2 must be equal to [0,1,2,3,-]. c) If D0500G1 is equal to [-], then D0500G2 must be equal to [-].
-3588	Consistency	Fatal	D0600 must equal the sum of the values of the following ten items: D0500A2, D0500B2, D0500C2, D0500D2, D0500E2, D0500F2, D0500G2, D0500H2, D0500I2, D0500J2. These are referred to as the "items in Column 2", below. The following rules describe the computation of the sum that is placed in D0600. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-]. a) If all of the items in Column 2 have valid values [0,1,2,3], then D0600 must equal the simple sum of those values. b) If any of the items in Column 2 are equal to [-], then count their values as zero in computing the sum. c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the nine items in Column 2 that have valid values, multiply the sum by 10/9 (1.111), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the eight items in Column 2 that have valid values, multiply the sum by 10/8 (1.250), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more, then D0600 must equal [-].

The MDS Submission System will recalculate the value in D0600. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^].
			b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500H1	PHQ staff: slow, fidgety, restless - presence	Asmt		Code	1	579-579

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
-		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.
-3724	Consistency	Fatal	a) If D0500H1 is equal to [0], then D0500H2 must be equal to [0, -]. b) If D0500H1 is equal to [1], then D0500H2 must be equal to [0,1,2,3,-]. c) If D0500H1 is equal to [-], then D0500H2 must be equal to [-].
-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^]. b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500H2	PHQ staff: slow, fidgety, restless - frequency	Asmt		Code	1	580-580

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3724	Consistency	Fatal	a) If D0500H1 is equal to [0], then D0500H2 must be equal to [0, -]. b) If D0500H1 is equal to [1], then D0500H2 must be equal to [0,1,2,3,-]. c) If D0500H1 is equal to [-], then D0500H2 must be equal to [-].
-3588	Consistency	Fatal	D0600 must equal the sum of the values of the following ten items: D0500A2, D0500B2, D0500C2, D0500D2, D0500E2, D0500F2, D0500G2, D0500H2, D0500I2, D0500J2. These are referred to as the "items in Column 2", below. The following rules describe the computation of the sum that is placed in D0600. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-]. a) If all of the items in Column 2 have valid values [0,1,2,3], then D0600 must equal the simple sum of those values. b) If any of the items in Column 2 are equal to [-], then count their values as zero in computing the sum. c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the nine items in Column 2 that have valid values, multiply the sum by 10/9 (1.111), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the eight items in Column 2 that have valid values, multiply the sum by 10/8 (1.250), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more, then D0600 must equal [-].

The MDS Submission System will recalculate the value in D0600. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^]. b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500I1	PHQ staff: thoughts better off dead - presence	Asmt		Code	1	581-581

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
-		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.
-3725	Consistency	Fatal	a) If D0500I1 is equal to [0], then D0500I2 must be equal to [0, -]. b) If D0500I1 is equal to [1], then D0500I2 must be equal to [0,1,2,3,-]. c) If D0500I1 is equal to [-], then D0500I2 must be equal to [-].
-3674	Consistency	Warning	If D0500I1 is equal to [1], then D0650 should equal [1].
-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^]. b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].
-3618	Skip pattern	Fatal	a) If D0500I1=[0,^,-], then if D0650 is active it must equal [^]. b) If D0500I1=[1], then if D0650 is active it must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500I2	PHQ staff: thoughts better off dead - frequency	Asmt		Code	1	582-582

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3725	Consistency	Fatal	a) If D0500I1 is equal to [0], then D0500I2 must be equal to [0, -]. b) If D0500I1 is equal to [1], then D0500I2 must be equal to [0,1,2,3,-]. c) If D0500I1 is equal to [-], then D0500I2 must be equal to [-].
-3588	Consistency	Fatal	D0600 must equal the sum of the values of the following ten items: D0500A2, D0500B2, D0500C2, D0500D2, D0500E2, D0500F2, D0500G2, D0500H2, D0500I2, D0500J2. These are referred to as the "items in Column 2", below. The following rules describe the computation of the sum that is placed in D0600. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-]. a) If all of the items in Column 2 have valid values [0,1,2,3], then D0600 must equal the simple sum of those values. b) If any of the items in Column 2 are equal to [-], then count their values as zero in computing the sum. c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the nine items in Column 2 that have valid values, multiply the sum by 10/9 (1.111), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the eight items in Column 2 that have valid values, multiply the sum by 10/8 (1.250), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more, then D0600 must equal [-].

The MDS Submission System will recalculate the value in D0600. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^].
			b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500J1	PHQ staff: short-tempered - presence	Asmt		Code	1	583-583

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 (enter 0 in column 2)
1		Yes (enter 0-3 in column 2)
-		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.
-3726	Consistency	Fatal	a) If D0500J1 is equal to [0], then D0500J2 must be equal to [0, -]. b) If D0500J1 is equal to [1], then D0500J2 must be equal to [0,1,2,3,-]. c) If D0500J1 is equal to [-], then D0500J2 must be equal to [-].
-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^]. b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0500J2	PHQ staff: short-tempered - frequency	Asmt		Code	1	584-584

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		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
-		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.
-3726	Consistency	Fatal	a) If D0500J1 is equal to [0], then D0500J2 must be equal to [0, -]. b) If D0500J1 is equal to [1], then D0500J2 must be equal to [0,1,2,3,-]. c) If D0500J1 is equal to [-], then D0500J2 must be equal to [-].
-3588	Consistency	Fatal	D0600 must equal the sum of the values of the following ten items: D0500A2, D0500B2, D0500C2, D0500D2, D0500E2, D0500F2, D0500G2, D0500H2, D0500I2, D0500J2. These are referred to as the "items in Column 2", below. The following rules describe the computation of the sum that is placed in D0600. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-]. a) If all of the items in Column 2 have valid values [0,1,2,3], then D0600 must equal the simple sum of those values. b) If any of the items in Column 2 are equal to [-], then count their values as zero in computing the sum. c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the nine items in Column 2 that have valid values, multiply the sum by 10/9 (1.111), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the eight items in Column 2 that have valid values, multiply the sum by 10/8 (1.250), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more, then D0600 must equal [-].

The MDS Submission System will recalculate the value in D0600. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^].
			b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0600	PHQ staff: total mood score	Asmt		Number	2	585-586

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
30		Maximum value
-		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].
-3588	Consistency	Fatal	D0600 must equal the sum of the values of the following ten items: D0500A2, D0500B2, D0500C2, D0500D2, D0500E2, D0500F2, D0500G2, D0500H2, D0500I2, D0500J2. These are referred to as the "items in Column 2", below. The following rules describe the computation of the sum that is placed in D0600. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are equal to [-].

a) If all of the items in Column 2 have valid values [0,1,2,3], then D0600 must equal the simple sum of those values.

b) If any of the items in Column 2 are equal to [-], then count their values as zero in computing the sum.

c) If the number of missing items in Column 2 (as defined above) is equal to one, then compute the simple sum of the nine items in Column 2 that have valid values, multiply the sum by 10/9 (1.111), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

d) If the number of missing items in Column 2 (as defined above) is equal to two, then compute the simple sum of the eight items in Column 2 that have valid values, multiply the sum by 10/8 (1.250), and place the result rounded to the nearest integer in D0600 (see edit -9013 for rounding rules).

e) If the number of missing items in Column 2 (as defined above) is equal to three or more, then D0600 must equal [-].

The MDS Submission System will recalculate the value in D0600. If the recalculated value differs from the submitted value, a fatal error message will be issued and the record will be rejected.

-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 [^].
-3809	Skip pattern	Fatal	If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3704	Skip pattern	Fatal	a) If D0300=[00-27], then all active items from D0500A1 through D0600 must equal [^]. b) If D0300=[99,-], then all active items from D0500A1 through D0600 must not equal [^].

Supplemental Information

Info ID	Type	Text
-9013	Information	Rounding of Integer Items: This item should be rounded to the nearest integer. If the value in the tenths decimal place is equal to 0 through 4, round the value down to the nearest integer (i.e., discard the fractional portion of the number). If the value in the tenths decimal place is equal to 5 through 9, round the value up to the next largest integer.

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
D0650	PHQ staff: safety notification	Asmt		Code	1	587-587

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
^		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.
-3674	Consistency	Warning	If D0500I1 is equal to [1], then D0650 should equal [1].
-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 [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3618	Skip pattern	Fatal	a) If D0500I1=[0,^,-], then if D0650 is active it must equal [^]. b) If D0500I1=[1], then if D0650 is active it must not equal [^].