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

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0300	Conduct res interview for daily/activity prefs	Asmt		Code	1	606-606

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
0		No (resident is rarely/never understood and family/significant other not available)
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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3525	Skip pattern	Fatal	a) If B0100=[0], then all active items from E1100 through F0300 must not equal [^]. b) If B0100=[-], then all active items from E1100 through F0300 must equal [-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0400A	Res interview: choose clothes to wear	Asmt		Code	1	607-607

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Very important
2		Somewhat important
3		Not very important
4		Not important at all
5		Important, but can't do or no choice
9		No response or non-responsive
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0400B	Res interview: take care of personal belongings	Asmt		Code	1	608-608

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Very important
2		Somewhat important
3		Not very important
4		Not important at all
5		Important, but can't do or no choice
9		No response or non-responsive
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0400C	Res interview: choose tub, bath, shower, sponge	Asmt		Code	1	609-609

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Very important
2		Somewhat important
3		Not very important
4		Not important at all
5		Important, but can't do or no choice
9		No response or non-responsive
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0400D	Res interview: have snacks between meals	Asmt		Code	1	610-610

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Very important
2		Somewhat important
3		Not very important
4		Not important at all
5		Important, but can't do or no choice
9		No response or non-responsive
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0400E	Res interview: choose own bedtime	Asmt		Code	1	611-611

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Very important
2		Somewhat important
3		Not very important
4		Not important at all
5		Important, but can't do or no choice
9		No response or non-responsive
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0400F	Res interview: discuss care with family/friend	Asmt		Code	1	612-612

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Very important
2		Somewhat important
3		Not very important
4		Not important at all
5		Important, but can't do or no choice
9		No response or non-responsive
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0400G	Res interview: use phone in private	Asmt		Code	1	613-613

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Very important
2		Somewhat important
3		Not very important
4		Not important at all
5		Important, but can't do or no choice
9		No response or non-responsive
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0400H	Res interview: lock things to keep them safe	Asmt		Code	1	614-614

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Very important
2		Somewhat important
3		Not very important
4		Not important at all
5		Important, but can't do or no choice
9		No response or non-responsive
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0500A	Res interview: have books, newspaper, mags to read	Asmt		Code	1	615-615

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Very important
2		Somewhat important
3		Not very important
4		Not important at all
5		Important, but can't do or no choice
9		No response or non-responsive
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

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

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0500B	Res interview: listen to music	Asmt		Code	1	616-616

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Very important
2		Somewhat important
3		Not very important
4		Not important at all
5		Important, but can't do or no choice
9		No response or non-responsive
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0500C	Res interview: be around animals/pets	Asmt		Code	1	617-617

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Very important
2		Somewhat important
3		Not very important
4		Not important at all
5		Important, but can't do or no choice
9		No response or non-responsive
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0500D	Res interview: keep up with news	Asmt		Code	1	618-618

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Very important
2		Somewhat important
3		Not very important
4		Not important at all
5		Important, but can't do or no choice
9		No response or non-responsive
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0500E	Res interview: do things with groups of people	Asmt		Code	1	619-619

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Very important
2		Somewhat important
3		Not very important
4		Not important at all
5		Important, but can't do or no choice
9		No response or non-responsive
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0500F	Res interview: do favorite activities	Asmt		Code	1	620-620

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Very important
2		Somewhat important
3		Not very important
4		Not important at all
5		Important, but can't do or no choice
9		No response or non-responsive
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0500G	Res interview: go outside when good weather	Asmt		Code	1	621-621

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Very important
2		Somewhat important
3		Not very important
4		Not important at all
5		Important, but can't do or no choice
9		No response or non-responsive
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0500H	Res interview: participate in religious practices	Asmt		Code	1	622-622

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Very important
2		Somewhat important
3		Not very important
4		Not important at all
5		Important, but can't do or no choice
9		No response or non-responsive
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0600	Primary respondent: daily/activities prefs	Asmt		Code	1	623-623

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
1		Resident
2		Family or significant other (close friend or other representative)
9		Interview could not be completed by resident or family/significant other ("No response" to 3 or more items)
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0700	Conduct staff assessment for daily/activity prefs	Asmt		Code	1	624-624

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
0		No (because Interview for Daily and Activity Preferences (F0400 and F0500) was completed by resident or family/significant other)
1		Yes (because 3 or more items in Interview for Daily and Activity Preferences (F0400 and F0500) were not completed by resident or family/significant other)
-		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.
-3590	Consistency	Fatal	If F0300 is equal to [1], then the following rules apply: a) If 3 or more items from F0400A through F0500H are equal to [9, -] and at least one of these items is not equal to [-], then F0600 must equal [9, -] and F0700 must equal [1, -]. b) If 2 or fewer items from F0400A through F0500H are equal to [9, -], then F0600 must equal [1,2,-] and F0700 must equal [0, -]. c) If all items from F0400A through F0500H are equal to [-], then F0600 must equal [-] and F0700 must equal [1,-].
-3533	Consistency	Fatal	a) If F0300=[0], then all active items from F0400A through F0700 must equal [^]. b) If F0300=[1], then all active items from F0400A through F0700 must not equal [^]. c) If F0300=[-], then all active items from F0400A through F0600 must equal [-] and F0700 must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800A	Staff assessment: choosing clothes to wear	Asmt		Checklist	1	625-625

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

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Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800B	Staff assessment: caring for personal belongings	Asmt		Checklist	1	626-626

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800C	Staff assessment: receiving tub bath	Asmt		Checklist	1	627-627

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800D	Staff assessment: receiving shower	Asmt		Checklist	1	628-628

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800E	Staff assessment: receiving bed bath	Asmt		Checklist	1	629-629

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800F	Staff assessment: receiving sponge bath	Asmt		Checklist	1	630-630

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800G	Staff assessment: snacks between meals	Asmt		Checklist	1	631-631

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800H	Staff assessment: staying up past 8PM	Asmt		Checklist	1	632-632

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800I	Staff assessment: discuss care with family/other	Asmt		Checklist	1	633-633

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800J	Staff assessment: use phone in private	Asmt		Checklist	1	634-634

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800K	Staff assessment: place to lock personal things	Asmt		Checklist	1	635-635

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800L	Staff assessment: reading books, newspapers, mags	Asmt		Checklist	1	636-636

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800M	Staff assessment: listening to music	Asmt		Checklist	1	637-637

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800N	Staff assessment: being around animals/pets	Asmt		Checklist	1	638-638

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800O	Staff assessment: keeping up with news	Asmt		Checklist	1	639-639

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800P	Staff assessment: doing things with groups	Asmt		Checklist	1	640-640

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800Q	Staff assessment: participate favorite activities	Asmt		Checklist	1	641-641

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800R	Staff assessment: spend time away from nursng home	Asmt		Checklist	1	642-642

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800S	Staff assessment: spend time outdoors	Asmt		Checklist	1	643-643

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800T	Staff assessment: participate religious activities	Asmt		Checklist	1	644-644

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
F0800Z	Staff assessment: none of above activities	Asmt		Checklist	1	645-645

Item Subsets

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

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3805	Consistency	Fatal	If F0300 is equal to [0], then all active items from F0800A through F0800Z must not equal [^].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3534	Skip pattern	Fatal	a) If F0700=[0], then all active items from F0800A through F0800Z must equal [^]. b) If F0700=[1], then all active items from F0800A through F0800Z must not equal [^]. c) If F0700=[-], then all active items from F0800A through F0800Z must equal [-].
-3504	None of above	Fatal	If F0800A through F0800T and F0800Z are all active, then the following rules apply: a) If F0800Z=[0], then at least one item from F0800A through F0800T must equal [1]. b) If F0800Z=[1], then all items from F0800A through F0800T must equal [0]. c) If F0800Z=[-], then at least one item from F0800A through F0800T must equal [-] and all remaining items must equal [0,-].