

Data Submission Specifications for the MDS 3.0 (V1.14.1)

Detailed Data Specifications Report

Section: E

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
E0100A	Psychosis: hallucinations	Asmt		Checklist	1	588-588

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		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.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3523	Skip pattern	Fatal	a) If B0100=[0], then all active items from E0100A through E0300 must not equal [^]. b) If B0100=[-], then all active items from E0100A through E0300 must equal [-].
-3503	None of above	Fatal	If E0100A through E0100B and E0100Z are all active, then the following rules apply: a) If E0100Z=[0], then at least one item from E0100A through E0100B must equal [1]. b) If E0100Z=[1], then all items from E0100A through E0100B must equal [0]. c) If E0100Z=[-], then at least one item from E0100A through E0100B 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
E0100B	Psychosis: delusions	Asmt		Checklist	1	589-589

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		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.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3523	Skip pattern	Fatal	a) If B0100=[0], then all active items from E0100A through E0300 must not equal [^]. b) If B0100=[-], then all active items from E0100A through E0300 must equal [-].
-3503	None of above	Fatal	If E0100A through E0100B and E0100Z are all active, then the following rules apply: a) If E0100Z=[0], then at least one item from E0100A through E0100B must equal [1]. b) If E0100Z=[1], then all items from E0100A through E0100B must equal [0]. c) If E0100Z=[-], then at least one item from E0100A through E0100B 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
E0100Z	Psychosis: none of the above	Asmt		Checklist	1	590-590

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		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.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3523	Skip pattern	Fatal	a) If B0100=[0], then all active items from E0100A through E0300 must not equal [^]. b) If B0100=[-], then all active items from E0100A through E0300 must equal [-].
-3503	None of above	Fatal	If E0100A through E0100B and E0100Z are all active, then the following rules apply: a) If E0100Z=[0], then at least one item from E0100A through E0100B must equal [1]. b) If E0100Z=[1], then all items from E0100A through E0100B must equal [0]. c) If E0100Z=[-], then at least one item from E0100A through E0100B 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
E0200A	Physical behav symptoms directed toward others	Asmt		Code	1	591-591

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		Behavior not exhibited
1		Behavior of this type occurred 1 to 3 days
2		Behavior of this type occurred 4 to 6 days, but less than daily
3		Behavior of this type occurred daily
-		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.
-3675	Consistency	Fatal	a) If E0200A or E0200B or E0200C is equal to [1,2,3], then if E0300 is active it must be equal to [1]. b) If E0200A and E0200B and E0200C are all equal to [0], then if E0300 is active it must be equal to [0]. c) If E0200A, E0200B or E0200C is equal to [-] and the remaining two items are equal to [0,-], then if E0300 is active it must be equal to [0,-].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3523	Skip pattern	Fatal	a) If B0100=[0], then all active items from E0100A through E0300 must not equal [^]. b) If B0100=[-], then all active items from E0100A through E0300 must equal [-].

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Section: E

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
E0200B	Verbal behav symptoms directed toward others	Asmt		Code	1	592-592

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		Behavior not exhibited
1		Behavior of this type occurred 1 to 3 days
2		Behavior of this type occurred 4 to 6 days, but less than daily
3		Behavior of this type occurred daily
-		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.
-3675	Consistency	Fatal	a) If E0200A or E0200B or E0200C is equal to [1,2,3], then if E0300 is active it must be equal to [1]. b) If E0200A and E0200B and E0200C are all equal to [0], then if E0300 is active it must be equal to [0]. c) If E0200A, E0200B or E0200C is equal to [-] and the remaining two items are equal to [0,-], then if E0300 is active it must be equal to [0,-].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3523	Skip pattern	Fatal	a) If B0100=[0], then all active items from E0100A through E0300 must not equal [^]. b) If B0100=[-], then all active items from E0100A through E0300 must equal [-].

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Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
E0200C	Other behav symptoms not directed toward others	Asmt		Code	1	593-593

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		Behavior not exhibited
1		Behavior of this type occurred 1 to 3 days
2		Behavior of this type occurred 4 to 6 days, but less than daily
3		Behavior of this type occurred daily
-		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.
-3675	Consistency	Fatal	a) If E0200A or E0200B or E0200C is equal to [1,2,3], then if E0300 is active it must be equal to [1]. b) If E0200A and E0200B and E0200C are all equal to [0], then if E0300 is active it must be equal to [0]. c) If E0200A, E0200B or E0200C is equal to [-] and the remaining two items are equal to [0,-], then if E0300 is active it must be equal to [0,-].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3523	Skip pattern	Fatal	a) If B0100=[0], then all active items from E0100A through E0300 must not equal [^]. b) If B0100=[-], then all active items from E0100A through E0300 must equal [-].

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Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
E0300	Overall presence of behavioral symptoms	Asmt		Code	1	594-594

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
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.
-3675	Consistency	Fatal	a) If E0200A or E0200B or E0200C is equal to [1,2,3], then if E0300 is active it must be equal to [1]. b) If E0200A and E0200B and E0200C are all equal to [0], then if E0300 is active it must be equal to [0]. c) If E0200A, E0200B or E0200C is equal to [-] and the remaining two items are equal to [0,-], then if E0300 is active it must be equal to [0,-].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3523	Skip pattern	Fatal	a) If B0100=[0], then all active items from E0100A through E0300 must not equal [^]. b) If B0100=[-], then all active items from E0100A through E0300 must equal [-].
-3531	Skip pattern	Fatal	a) If E0300=[0,^], then all active items from E0500A through E0600C must equal [^]. b) If E0300=[1], then all active items from E0500A through E0600C must not equal [^]. c) If E0300=[-], then all active items from E0500A through E0600C must equal [-].

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Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
E0500A	Behav symptoms put res at risk for illness/injury	Asmt		Code	1	595-595

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
1		Yes
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3531	Skip pattern	Fatal	a) If E0300=[0,^], then all active items from E0500A through E0600C must equal [^]. b) If E0300=[1], then all active items from E0500A through E0600C must not equal [^]. c) If E0300=[-], then all active items from E0500A through E0600C must equal [-].

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Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
E0500B	Behav symptoms interfere with resident care	Asmt		Code	1	596-596

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
1		Yes
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3531	Skip pattern	Fatal	a) If E0300=[0,^], then all active items from E0500A through E0600C must equal [^]. b) If E0300=[1], then all active items from E0500A through E0600C must not equal [^]. c) If E0300=[-], then all active items from E0500A through E0600C must equal [-].

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Section: E

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
E0500C	Behav symptoms interfere with social activities	Asmt		Code	1	597-597

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
1		Yes
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3531	Skip pattern	Fatal	a) If E0300=[0,^], then all active items from E0500A through E0600C must equal [^]. b) If E0300=[1], then all active items from E0500A through E0600C must not equal [^]. c) If E0300=[-], then all active items from E0500A through E0600C must equal [-].

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Section: E

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
E0600A	Behav symptoms put others at risk for injury	Asmt		Code	1	598-598

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
1		Yes
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3531	Skip pattern	Fatal	a) If E0300=[0,^], then all active items from E0500A through E0600C must equal [^]. b) If E0300=[1], then all active items from E0500A through E0600C must not equal [^]. c) If E0300=[-], then all active items from E0500A through E0600C must equal [-].

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Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
E0600B	Behav symptoms intrude on privacy of others	Asmt		Code	1	599-599

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
1		Yes
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3531	Skip pattern	Fatal	a) If E0300=[0,^], then all active items from E0500A through E0600C must equal [^]. b) If E0300=[1], then all active items from E0500A through E0600C must not equal [^]. c) If E0300=[-], then all active items from E0500A through E0600C must equal [-].

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Section: E

Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
E0600C	Behav symptoms disrupt care or living environment	Asmt		Code	1	600-600

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
1		Yes
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3531	Skip pattern	Fatal	a) If E0300=[0,^], then all active items from E0500A through E0600C must equal [^]. b) If E0300=[1], then all active items from E0500A through E0600C must not equal [^]. c) If E0300=[-], then all active items from E0500A through E0600C must equal [-].

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Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
E0800	Rejection of care: presence and frequency	Asmt		Code	1	601-601

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		Behavior not exhibited
1		Behavior of this type occurred 1 to 3 days
2		Behavior of this type occurred 4 to 6 days, but less than daily
3		Behavior of this type occurred daily
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3524	Skip pattern	Fatal	a) If B0100=[0], then all active items from E0800 through E0900 must not equal [^]. b) If B0100=[-], then all active items from E0800 through E0900 must equal [-].

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Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
E0900	Wandering: presence and frequency	Asmt		Code	1	602-602

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		Behavior not exhibited
1		Behavior of this type occurred 1 to 3 days
2		Behavior of this type occurred 4 to 6 days, but less than daily
3		Behavior of this type occurred daily
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3524	Skip pattern	Fatal	a) If B0100=[0], then all active items from E0800 through E0900 must not equal [^]. b) If B0100=[-], then all active items from E0800 through E0900 must equal [-].
-3532	Skip pattern	Fatal	a) If E0900=[0,^], then all active items from E1000A through E1000B must equal [^]. b) If E0900=[1,2,3], then all active items from E1000A through E1000B must not equal [^]. c) If E0900=[-], then all active items from E1000A through E1000B must equal [-].

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Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
E1000A	Wandering: risk of getting to dangerous place	Asmt		Code	1	603-603

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
1		Yes
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3532	Skip pattern	Fatal	a) If E0900=[0,^], then all active items from E1000A through E1000B must equal [^]. b) If E0900=[1,2,3], then all active items from E1000A through E1000B must not equal [^]. c) If E0900=[-], then all active items from E1000A through E1000B must equal [-].

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Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
E1000B	Wandering: intrude on privacy of others	Asmt		Code	1	604-604

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
1		Yes
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3532	Skip pattern	Fatal	a) If E0900=[0,^], then all active items from E1000A through E1000B must equal [^]. b) If E0900=[1,2,3], then all active items from E1000A through E1000B must not equal [^]. c) If E0900=[-], then all active items from E1000A through E1000B must equal [-].

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Item ID	Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
E1100	Change in behavioral or other symptoms	Asmt		Code	1	605-605

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		Same
1		Improved
2		Worse
3		N/A because no prior MDS assessment
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-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 [-].