

**Item ID:** D0100

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

#### Item Subsets

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,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.
-3916	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]), 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]), then if D0100 is active it must equal [-].
-4028	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below. The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped. (c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items. (d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer.

			(e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer.
			(f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0] and D0100=[1], then D0160 must equal [99].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4026	Skip pattern	Fatal	(a) If D0100=[1], then the following items must not be equal to [^]: D0150A1, D0150B1. (b) If D0100=[0], then the following items must be equal to [^]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160. (c) If D0100=[-], then the following items must be equal to [-]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160.

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0150A1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Little interest/pleasure doing things: Pres	Asmt		Code	1	1890-1890

#### Item Subsets

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,ST,XX

State optional:

#### Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		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.
-3897	Consistency	Warning	If A0310B=[01], then the following warning message will apply if a dash is submitted for this item:  Payment Reduction Warning: A dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3908	Consistency	Warning	Payment Reduction Warning: If A0310H=[1], then a dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-4027	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.
-4028	Consistency	Fatal	Total Severity Score Calculation:

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4026	Skip pattern	Fatal	(a) If D0100=[1], then the following items must not be equal to [^]: D0150A1, D0150B1. (b) If D0100=[0], then the following items must be equal to [^]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160. (c) If D0100=[-], then the following items must be equal to [-]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160.
-4029	Skip pattern	Fatal	(a) If D0150A1=[0], then D0150A2 must equal [0]. (b) If D0150A1=[1], then D0150A2 must equal [0,1,2,3]. (c) If D0150A1=[9,-,^], then D0150A2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.
Consistency	-3908	[V3.02.0]-Added mapping to new item O0350.

**Item ID:** D0150A2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Little interest/pleasure doing things: Freq	Asmt		Code	1	1891-1891

**Item Subsets**

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,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)
^		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.
-4027	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.
-4028	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below. The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped.

- (c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items.
- (d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer.
- (e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer.
- (f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0] and D0100=[1], then D0160 must equal [99].

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4029	Skip pattern	Fatal	(a) If D0150A1=[0], then D0150A2 must equal [0]. (b) If D0150A1=[1], then D0150A2 must equal [0,1,2,3]. (c) If D0150A1=[9,-,^], then D0150A2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0150B1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Feeling down, depressed, or hopeless: Pres	Asmt		Code	1	1892-1892

#### Item Subsets

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,ST,XX

State optional:

#### Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		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.
-3897	Consistency	Warning	If A0310B=[01], then the following warning message will apply if a dash is submitted for this item:  Payment Reduction Warning: A dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3908	Consistency	Warning	Payment Reduction Warning: If A0310H=[1], then a dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-4027	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.
-4028	Consistency	Fatal	Total Severity Score Calculation:

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4026	Skip pattern	Fatal	(a) If D0100=[1], then the following items must not be equal to [^]: D0150A1, D0150B1. (b) If D0100=[0], then the following items must be equal to [^]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160. (c) If D0100=[-], then the following items must be equal to [-]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160.
-4030	Skip pattern	Fatal	(a) If D0150B1=[0], then D0150B2 must equal [0]. (b) If D0150B1=[1], then D0150B2 must equal [0,1,2,3]. (c) If D0150B1=[9,-,^], then D0150B2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.
Consistency	-3908	[V3.02.0]-Added mapping to new item O0350.



**Item ID:** D0150B2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Feeling down, depressed, or hopeless: Freq	Asmt		Code	1	1893-1893

**Item Subsets**

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,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)
^		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.
-4027	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.
-4028	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below. The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped.

- (c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items.
- (d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer.
- (e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer.
- (f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0] and D0100=[1], then D0160 must equal [99].

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4030	Skip pattern	Fatal	(a) If D0150B1=[0], then D0150B2 must equal [0]. (b) If D0150B1=[1], then D0150B2 must equal [0,1,2,3]. (c) If D0150B1=[9,-,^], then D0150B2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0150C1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Trouble falling or staying asleep: Pres	Asmt		Code	1	1894-1894

**Item Subsets**

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,ST,XX

State optional:

**Item Values**

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		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.
-3897	Consistency	Warning	If A0310B=[01], then the following warning message will apply if a dash is submitted for this item:  Payment Reduction Warning: A dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3908	Consistency	Warning	Payment Reduction Warning: If A0310H=[1], then a dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-4027	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4026	Skip pattern	Fatal	(a) If D0100=[1], then the following items must not be equal to [^]: D0150A1, D0150B1. (b) If D0100=[0], then the following items must be equal to [^]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160. (c) If D0100=[-], then the following items must be equal to [-]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160.
-4031	Skip pattern	Fatal	(a) If D0150C1=[0], then D0150C2 must equal [0]. (b) If D0150C1=[1], then D0150C2 must equal [0,1,2,3]. (c) If D0150C1=[9,-,^], then D0150C2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.
Consistency	-3908	[V3.02.0]-Added mapping to new item O0350.

Item ID: D0150C2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Trouble falling or staying asleep: Freq	Asmt		Code	1	1895-1895

#### Item Subsets

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,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)
^		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.
-4028	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below. The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped. (c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items. (d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer. (e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer. (f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0] and D0100=[1], then D0160 must equal [99].

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4031	Skip pattern	Fatal	(a) If D0150C1=[0], then D0150C2 must equal [0]. (b) If D0150C1=[1], then D0150C2 must equal [0,1,2,3]. (c) If D0150C1=[9,-,^], then D0150C2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0150D1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Feeling tired or having little energy: Pres	Asmt		Code	1	1896-1896

#### Item Subsets

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,ST,XX

State optional:

#### Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		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.
-3897	Consistency	Warning	If A0310B=[01], then the following warning message will apply if a dash is submitted for this item:  Payment Reduction Warning: A dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3908	Consistency	Warning	Payment Reduction Warning: If A0310H=[1], then a dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-4027	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4026	Skip pattern	Fatal	(a) If D0100=[1], then the following items must not be equal to [^]: D0150A1, D0150B1. (b) If D0100=[0], then the following items must be equal to [^]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160. (c) If D0100=[-], then the following items must be equal to [-]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160.
-4032	Skip pattern	Fatal	(a) If D0150D1=[0], then D0150D2 must equal [0]. (b) If D0150D1=[1], then D0150D2 must equal [0,1,2,3]. (c) If D0150D1=[9,-,^], then D0150D2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.
Consistency	-3908	[V3.02.0]-Added mapping to new item O0350.



**Item ID:** D0150D2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Feeling tired or having little energy: Freq	Asmt		Code	1	1897-1897

#### Item Subsets

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,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)
^		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.
-4028	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below. The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped. (c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items. (d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer. (e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer. (f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0] and D0100=[1], then D0160 must equal [99].

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4032	Skip pattern	Fatal	(a) If D0150D1=[0], then D0150D2 must equal [0]. (b) If D0150D1=[1], then D0150D2 must equal [0,1,2,3]. (c) If D0150D1=[9,-,^], then D0150D2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0150E1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Poor appetite or overeating: Pres	Asmt		Code	1	1898-1898

**Item Subsets**

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,ST,XX

State optional:

**Item Values**

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		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.
-3897	Consistency	Warning	If A0310B=[01], then the following warning message will apply if a dash is submitted for this item:  Payment Reduction Warning: A dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3908	Consistency	Warning	Payment Reduction Warning: If A0310H=[1], then a dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-4027	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4026	Skip pattern	Fatal	(a) If D0100=[1], then the following items must not be equal to [^]: D0150A1, D0150B1. (b) If D0100=[0], then the following items must be equal to [^]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160. (c) If D0100=[-], then the following items must be equal to [-]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160.
-4033	Skip pattern	Fatal	(a) If D0150E1=[0], then D0150E2 must equal [0]. (b) If D0150E1=[1], then D0150E2 must equal [0,1,2,3]. (c) If D0150E1=[9,-,^], then D0150E2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.
Consistency	-3908	[V3.02.0]-Added mapping to new item O0350.

**Item ID:** D0150E2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Poor appetite or overeating: Freq	Asmt		Code	1	1899-1899

#### Item Subsets

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,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)
^		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.
-4028	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below. The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped. (c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items. (d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer. (e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer. (f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0] and D0100=[1], then D0160 must equal [99].

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4033	Skip pattern	Fatal	(a) If D0150E1=[0], then D0150E2 must equal [0]. (b) If D0150E1=[1], then D0150E2 must equal [0,1,2,3]. (c) If D0150E1=[9,-,^], then D0150E2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0150F1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Feeling bad about yourself: Pres	Asmt		Code	1	1900-1900

#### Item Subsets

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,ST,XX

State optional:

#### Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		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.
-3897	Consistency	Warning	If A0310B=[01], then the following warning message will apply if a dash is submitted for this item:  Payment Reduction Warning: A dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3908	Consistency	Warning	Payment Reduction Warning: If A0310H=[1], then a dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-4027	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4026	Skip pattern	Fatal	(a) If D0100=[1], then the following items must not be equal to [^]: D0150A1, D0150B1. (b) If D0100=[0], then the following items must be equal to [^]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160. (c) If D0100=[-], then the following items must be equal to [-]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160.
-4034	Skip pattern	Fatal	(a) If D0150F1=[0], then D0150F2 must equal [0]. (b) If D0150F1=[1], then D0150F2 must equal [0,1,2,3]. (c) If D0150F1=[9,-,^], then D0150F2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.
Consistency	-3908	[V3.02.0]-Added mapping to new item O0350.



**Item ID:** D0150F2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Feeling bad about yourself: Freq	Asmt		Code	1	1901-1901

#### Item Subsets

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,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)
^		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.
-4028	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below. The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped. (c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items. (d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer. (e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer. (f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0] and D0100=[1], then D0160 must equal [99].

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4034	Skip pattern	Fatal	(a) If D0150F1=[0], then D0150F2 must equal [0]. (b) If D0150F1=[1], then D0150F2 must equal [0,1,2,3]. (c) If D0150F1=[9,-,^], then D0150F2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0150G1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Trouble concentrating on things: Pres	Asmt		Code	1	1902-1902

**Item Subsets**

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,ST,XX

State optional:

**Item Values**

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		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.
-3897	Consistency	Warning	If A0310B=[01], then the following warning message will apply if a dash is submitted for this item:  Payment Reduction Warning: A dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3908	Consistency	Warning	Payment Reduction Warning: If A0310H=[1], then a dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-4027	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4026	Skip pattern	Fatal	(a) If D0100=[1], then the following items must not be equal to [^]: D0150A1, D0150B1. (b) If D0100=[0], then the following items must be equal to [^]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160. (c) If D0100=[-], then the following items must be equal to [-]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160.
-4035	Skip pattern	Fatal	(a) If D0150G1=[0], then D0150G2 must equal [0]. (b) If D0150G1=[1], then D0150G2 must equal [0,1,2,3]. (c) If D0150G1=[9,-,^], then D0150G2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.
Consistency	-3908	[V3.02.0]-Added mapping to new item O0350.

**Item ID:** D0150G2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Trouble concentrating on things: Freq	Asmt		Code	1	1903-1903

#### Item Subsets

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,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)
^		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.
-4028	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below. The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped. (c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items. (d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer. (e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer. (f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0] and D0100=[1], then D0160 must equal [99].

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4035	Skip pattern	Fatal	(a) If D0150G1=[0], then D0150G2 must equal [0]. (b) If D0150G1=[1], then D0150G2 must equal [0,1,2,3]. (c) If D0150G1=[9,-,^], then D0150G2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0150H1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Moving or speaking so slowly: Pres	Asmt		Code	1	1904-1904

#### Item Subsets

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,ST,XX

State optional:

#### Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		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.
-3897	Consistency	Warning	If A0310B=[01], then the following warning message will apply if a dash is submitted for this item:  Payment Reduction Warning: A dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3908	Consistency	Warning	Payment Reduction Warning: If A0310H=[1], then a dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-4027	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4026	Skip pattern	Fatal	(a) If D0100=[1], then the following items must not be equal to [^]: D0150A1, D0150B1. (b) If D0100=[0], then the following items must be equal to [^]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160. (c) If D0100=[-], then the following items must be equal to [-]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160.
-4036	Skip pattern	Fatal	(a) If D0150H1=[0], then D0150H2 must equal [0]. (b) If D0150H1=[1], then D0150H2 must equal [0,1,2,3]. (c) If D0150H1=[9,-,^], then D0150H2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.
Consistency	-3908	[V3.02.0]-Added mapping to new item O0350.



**Item ID:** D0150H2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Moving or speaking so slowly: Freq	Asmt		Code	1	1905-1905

#### Item Subsets

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,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)
^		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.
-4028	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below. The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped. (c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items. (d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer. (e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer. (f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0] and D0100=[1], then D0160 must equal [99].

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4036	Skip pattern	Fatal	(a) If D0150H1=[0], then D0150H2 must equal [0]. (b) If D0150H1=[1], then D0150H2 must equal [0,1,2,3]. (c) If D0150H1=[9,-,^], then D0150H2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0150I1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Thoughts of better off dead: Pres	Asmt		Code	1	1906-1906

#### Item Subsets

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,ST,XX

State optional:

#### Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		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.
-3897	Consistency	Warning	If A0310B=[01], then the following warning message will apply if a dash is submitted for this item:  Payment Reduction Warning: A dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3908	Consistency	Warning	Payment Reduction Warning: If A0310H=[1], then a dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-4027	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].

-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4026	Skip pattern	Fatal	(a) If D0100=[1], then the following items must not be equal to [^]: D0150A1, D0150B1. (b) If D0100=[0], then the following items must be equal to [^]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160. (c) If D0100=[-], then the following items must be equal to [-]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160.
-4037	Skip pattern	Fatal	(a) If D0150I1=[0], then D0150I2 must equal [0]. (b) If D0150I1=[1], then D0150I2 must equal [0,1,2,3]. (c) If D0150I1=[9,-,^], then D0150I2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.
Consistency	-3908	[V3.02.0]-Added mapping to new item O0350.

**Item ID:** D0150I2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Thoughts of better off dead: Freq	Asmt		Code	1	1907-1907

#### Item Subsets

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,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)
^		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.
-4028	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below. The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped. (c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items. (d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer. (e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer. (f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0] and D0100=[1], then D0160 must equal [99].

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4037	Skip pattern	Fatal	(a) If D0150I1=[0], then D0150I2 must equal [0]. (b) If D0150I1=[1], then D0150I2 must equal [0,1,2,3]. (c) If D0150I1=[9,-,^], then D0150I2 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0160

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Total severity score	Asmt		Number	2	1908-1909

#### Item Subsets

Active: NC,NQ,NP,ND,NPE,IPA,SP,SD

Inactive: NT,ST,XX

State optional:

#### Item Values

Value	LOINC Code	Value Text
00		Minimum Value
27		Maximum Value
99		Unable to complete the 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
-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].
-4028	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below.

The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped.

(c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items.

(d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer.

(e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer.

(f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0] and D0100=[1], then D0160 must equal [99].

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].
-4026	Skip pattern	Fatal	<p>(a) If D0100=[1], then the following items must not be equal to [^]: D0150A1, D0150B1.</p> <p>(b) If D0100=[0], then the following items must be equal to [^]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160.</p> <p>(c) If D0100=[-], then the following items must be equal to [-]: D0150A1, D0150B1, D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1, D0160.</p>



**Item ID:** D0500A1

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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 [-].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

#### Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500A2

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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.

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500B1

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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 [-].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

#### Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500B2

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

**Item Subsets**

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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.

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500C1

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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 [-].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

#### Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500C2

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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.

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500D1

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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 [-].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

#### Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500D2

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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.

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500E1

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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 [-].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

#### Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500E2

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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.

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500F1

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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 [-].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

#### Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.



**Item ID:** D0500F2

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

**Item Subsets**

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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.

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500G1

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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 [-].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

#### Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500G2

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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.

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500H1

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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 [-].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

#### Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500H2

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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.

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.



**Item ID:** D0500I1

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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 [-].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

#### Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500I2

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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.

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500J1

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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 [-].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

#### Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0500J2

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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.

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.

**Item ID:** D0600

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

#### Item Subsets

Active: NC,NQ,NP,ND,IPA,SP,SD

Inactive: NT,NPE,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
-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.

-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3809	Skip pattern	Fatal	(a) If D0100=[0], then all active items from D0500A1 through D0600 must not equal [^]. (b) If D0100=[1], then all active items from D0500A1 through D0600 must equal [^].
-3930	Skip pattern	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from D0100 through D0600 must equal [^].

## Supplemental Information

Info ID	Type	Text
-9013	Information	<p>Rounding of Integer Items:</p> <p>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.</p>



**Item ID:** D0700

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Social Isolation	Asmt		Code	1	1910-1910

**Item Subsets**

Active: NC,NQ,NP,ND,NPE,SP,SD

Inactive: NT,IPA,ST,XX

State optional:

**Item Values**

Value	LOINC Code	Value Text
0		Never
1		Rarely
2		Sometimes
3		Often
4		Always
7		Resident declines to respond
8		Resident unable to respond
-		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.
-3897	Consistency	Warning	If A0310B=[01], then the following warning message will apply if a dash is submitted for this item:  Payment Reduction Warning: A dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3908	Consistency	Warning	Payment Reduction Warning: If A0310H=[1], then a dash (-) submitted in this quality measure assessment item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-4059	Skip pattern	Fatal	D0700 skip patterns:  (a) If A0310A=[99] AND A0310B=[99] AND A0310F=[10,11] and A0310G=[1] and B0100=[0] then if D0700 is active, it must not equal [^]. (b) If A0310A=[99] AND A0310B=[99] AND A0310F=[10,11] and A0310G=[2] then if D0700 is active, it must

equal [^].

-4071	Skip pattern	Fatal	D0700 skip patterns:  (a) If A0310A=[99] AND A0310B=[99] AND A0310F=[99] AND B0100=[0] then if D0700 is active, it must not equal [^]. (b) If A0310A=[99] AND A0310B=[01] AND B0100=[0] then if D0700 is active, it must not equal [^]. (c) If A0310A=[01,02,03,04,05,06] AND A0310B=[01,99] AND B0100=[0] then if D0700 is active, it must not equal [^].
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## Version Changes

Type	ID	Description
Format	-3676	[V3.02.0]-Mappings to the GG goal items were removed, since the items were deleted. Added mappings to new items N0415K1, N0415K2 and O0350.
Consistency	-3908	[V3.02.0]-Added mapping to new item O0350.
Skip pattern	-4059	[V3.02.0]-Revised subedit b to remove A0310G=[^]. Since A0310F=[10,11], A0310G cannot be skipped.
Skip pattern	-4071	[V3.02.0]-New edit.