

Data Submission Specifications for the OASIS Item Set (V3.01.0)

Detailed Data Specifications Report

Section: C

Item ID: C0100

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Brief Interview for Mental Status	Asmt		Code	1	1880-1880

Item Subsets

Active: 01,03,09
Inactive: 04,05,06,07,08,XX

Item Values

Value	LOINC Code	Value Text
0		No (patient is rarely/never understood)
1		Yes
-		Not assessed/no information

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3060	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.
-5790	Skip pattern	Fatal	(a) If C0100=[0], then all active items from C0200 through C0500 must equal [^]. (b) If C0100=[1], then all active items from C0200 through C0500 must not equal [^]. (c) If C0100=[-], then all active items from C0200 through C0500 must equal [-].

Changes for Version

Type	ID	Description
Format	-3060	[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350.

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Section: C

Item ID: C0200

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Repetition of three words	Asmt		Code	1	1881-1881

Item Subsets

Active: 01,03,09
Inactive: 04,05,06,07,08,XX

Item Values

Value	LOINC Code	Value Text
0		None
1		One
2		Two
3		Three
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3060	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.
-5800	Consistency	Fatal	The following rules refer to the "BIMS component items" which are C0200, C0300A, C0300B, C0300C, C0400A, C0400B and C0400C: (a) If all of the BIMS component items are active and have numeric values (not dash) and if three or fewer of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items. (b) If all of the BIMS component items are active and have numeric values (not dash) and if four or more of the BIMS component items are equal to [0] then C0500 must equal the sum of the values of the component items OR it must equal [99]. (c) If some, but not all, of the BIMS component items have a value of [-], then C0500 must equal [99]. (d) If all of the BIMS component items have a value of [-], then C0500 must equal [-].

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-5790	Skip pattern	Fatal	(a) If C0100=[0], then all active items from C0200 through C0500 must equal [^]. (b) If C0100=[1], then all active items from C0200 through C0500 must not equal [^]. (c) If C0100=[-], then all active items from C0200 through C0500 must equal [-].
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Changes for Version

Type	ID	Description
Format	-3060	[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350.

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Item ID: C0300A

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Temporal Orientation: Able to report correct year	Asmt		Code	1	1882-1882

Item Subsets

Active: 01,03,09
Inactive: 04,05,06,07,08,XX

Item Values

Value	LOINC Code	Value Text
0		Missed by > 5 years or no answer
1		Missed by 2-5 years
2		Missed by 1 year
3		Correct
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3060	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.
-5800	Consistency	Fatal	The following rules refer to the "BIMS component items" which are C0200, C0300A, C0300B, C0300C, C0400A, C0400B and C0400C: (a) If all of the BIMS component items are active and have numeric values (not dash) and if three or fewer of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items. (b) If all of the BIMS component items are active and have numeric values (not dash) and if four or more of the BIMS component items are equal to [0] then C0500 must equal the sum of the values of the component items OR it must equal [99]. (c) If some, but not all, of the BIMS component items have a value of [-], then C0500 must equal [99]. (d) If all of the BIMS component items have a value of [-], then C0500 must equal [-].

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-5790	Skip pattern	Fatal	(a) If C0100=[0], then all active items from C0200 through C0500 must equal [^]. (b) If C0100=[1], then all active items from C0200 through C0500 must not equal [^]. (c) If C0100=[-], then all active items from C0200 through C0500 must equal [-].
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Changes for Version

Type	ID	Description
Format	-3060	[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350.

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Item ID: C0300B

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Temporal Orientation: Able to report correct month	Asmt		Code	1	1883-1883

Item Subsets

Active: 01,03,09
Inactive: 04,05,06,07,08,XX

Item Values

Value	LOINC Code	Value Text
0		Missed by > 1 month or no answer
1		Missed by 6 days to 1 month
2		Accurate within 5 days
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3060	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.
-5800	Consistency	Fatal	The following rules refer to the "BIMS component items" which are C0200, C0300A, C0300B, C0300C, C0400A, C0400B and C0400C: (a) If all of the BIMS component items are active and have numeric values (not dash) and if three or fewer of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items. (b) If all of the BIMS component items are active and have numeric values (not dash) and if four or more of the BIMS component items are equal to [0] then C0500 must equal the sum of the values of the component items OR it must equal [99]. (c) If some, but not all, of the BIMS component items have a value of [-], then C0500 must equal [99]. (d) If all of the BIMS component items have a value of [-], then C0500 must equal [-].
-5790	Skip pattern	Fatal	(a) If C0100=[0], then all active items from C0200 through C0500 must equal [^].

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Changes for Version

Type	ID	Description
Format	-3060	[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350.

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Section: C

Item ID: C0300C

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Temporal Orientation: Able to report correct day	Asmt		Code	1	1884-1884

Item Subsets

Active: 01,03,09
Inactive: 04,05,06,07,08,XX

Item Values

Value	LOINC Code	Value Text
0		Incorrect or no answer
1		Correct
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3060	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.
-5800	Consistency	Fatal	The following rules refer to the "BIMS component items" which are C0200, C0300A, C0300B, C0300C, C0400A, C0400B and C0400C: (a) If all of the BIMS component items are active and have numeric values (not dash) and if three or fewer of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items. (b) If all of the BIMS component items are active and have numeric values (not dash) and if four or more of the BIMS component items are equal to [0] then C0500 must equal the sum of the values of the component items OR it must equal [99]. (c) If some, but not all, of the BIMS component items have a value of [-], then C0500 must equal [99]. (d) If all of the BIMS component items have a value of [-], then C0500 must equal [-].
-5790	Skip pattern	Fatal	(a) If C0100=[0], then all active items from C0200 through C0500 must equal [^]. (b) If C0100=[1], then all active items from C0200 through C0500 must not equal [^]. (c) If C0100=[-], then all active items from C0200 through C0500 must equal [-].

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Changes for Version

Type	ID	Description
Format	-3060	[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350.

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Item ID: C0400A

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Recall: Able to recall "sock"	Asmt		Code	1	1885-1885

Item Subsets

Active: 01,03,09
Inactive: 04,05,06,07,08,XX

Item Values

Value	LOINC Code	Value Text
0		No - could not recall
1		Yes, after cueing ("something to wear")
2		Yes, no cue required
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3060	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.
-5800	Consistency	Fatal	The following rules refer to the "BIMS component items" which are C0200, C0300A, C0300B, C0300C, C0400A, C0400B and C0400C: (a) If all of the BIMS component items are active and have numeric values (not dash) and if three or fewer of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items. (b) If all of the BIMS component items are active and have numeric values (not dash) and if four or more of the BIMS component items are equal to [0] then C0500 must equal the sum of the values of the component items OR it must equal [99]. (c) If some, but not all, of the BIMS component items have a value of [-], then C0500 must equal [99]. (d) If all of the BIMS component items have a value of [-], then C0500 must equal [-].
-5790	Skip pattern	Fatal	(a) If C0100=[0], then all active items from C0200 through C0500 must equal [^].

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Changes for Version

Type	ID	Description
Format	-3060	[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350.

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Section: C

Item ID: C0400B

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Recall: Able to recall "blue"	Asmt		Code	1	1886-1886

Item Subsets

Active: 01,03,09
Inactive: 04,05,06,07,08,XX

Item Values

Value	LOINC Code	Value Text
0		No - could not recall
1		Yes, after cueing ("a color")
2		Yes, no cue required
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3060	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.
-5800	Consistency	Fatal	The following rules refer to the "BIMS component items" which are C0200, C0300A, C0300B, C0300C, C0400A, C0400B and C0400C: (a) If all of the BIMS component items are active and have numeric values (not dash) and if three or fewer of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items. (b) If all of the BIMS component items are active and have numeric values (not dash) and if four or more of the BIMS component items are equal to [0] then C0500 must equal the sum of the values of the component items OR it must equal [99]. (c) If some, but not all, of the BIMS component items have a value of [-], then C0500 must equal [99]. (d) If all of the BIMS component items have a value of [-], then C0500 must equal [-].
-5790	Skip pattern	Fatal	(a) If C0100=[0], then all active items from C0200 through C0500 must equal [^].

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Changes for Version

Type	ID	Description
Format	-3060	[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350.

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Section: C

Item ID: C0400C

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Recall: Able to recall "bed"	Asmt		Code	1	1887-1887

Item Subsets

Active: 01,03,09
Inactive: 04,05,06,07,08,XX

Item Values

Value	LOINC Code	Value Text
0		No - could not recall
1		Yes, after cueing ("a piece of furniture")
2		Yes, no cue required
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3060	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.
-5800	Consistency	Fatal	The following rules refer to the "BIMS component items" which are C0200, C0300A, C0300B, C0300C, C0400A, C0400B and C0400C: (a) If all of the BIMS component items are active and have numeric values (not dash) and if three or fewer of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items. (b) If all of the BIMS component items are active and have numeric values (not dash) and if four or more of the BIMS component items are equal to [0] then C0500 must equal the sum of the values of the component items OR it must equal [99]. (c) If some, but not all, of the BIMS component items have a value of [-], then C0500 must equal [99]. (d) If all of the BIMS component items have a value of [-], then C0500 must equal [-].
-5790	Skip pattern	Fatal	(a) If C0100=[0], then all active items from C0200 through C0500 must equal [^].

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Changes for Version

Type	ID	Description
Format	-3060	[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350.

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Section: C

Item ID: C0500

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
BIMS Summary Score	Asmt		Number	2	1888-1889

Item Subsets

Active: 01,03,09
Inactive: 04,05,06,07,08,XX

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3090	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
-3100	Format	Fatal	FORMATTING OF POSITIVE INTEGER NUMERIC ITEMS Only positive 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 are not allowed. A sign will not be accepted.

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.],

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-5800	Consistency	Fatal	[01.0], [1.1], [01.1], [1.01], [+1], [-2], [+1.3], [-4.5].
			The following rules refer to the "BIMS component items" which are C0200, C0300A, C0300B, C0300C, C0400A, C0400B and C0400C: (a) If all of the BIMS component items are active and have numeric values (not dash) and if three or fewer of the BIMS component items are equal to [0], then C0500 must equal the sum of the values of the component items. (b) If all of the BIMS component items are active and have numeric values (not dash) and if four or more of the BIMS component items are equal to [0] then C0500 must equal the sum of the values of the component items OR it must equal [99]. (c) If some, but not all, of the BIMS component items have a value of [-], then C0500 must equal [99]. (d) If all of the BIMS component items have a value of [-], then C0500 must equal [-].
-5790	Skip pattern	Fatal	(a) If C0100=[0], then all active items from C0200 through C0500 must equal [^]. (b) If C0100=[1], then all active items from C0200 through C0500 must not equal [^]. (c) If C0100=[-], then all active items from C0200 through C0500 must equal [-].

Changes for Version

Type	ID	Description
Format	-3090	[V3.01.0]-Removed mapping to item M2200_THER_NEED_NBR, since that item was deleted.
Format	-3100	[V3.01.0]-Removed mapping to item M2200_THER_NEED_NBR, since that item was deleted.

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Section: C

Item ID: C1310A

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Delirium: Acute Onset Mental Status Change	Asmt		Code	1	1890-1890

Item Subsets

Active: 01,03,09
Inactive: 04,05,06,07,08,XX

Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
-		Not assessed/no information

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3060	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.

Changes for Version

Type	ID	Description
Format	-3060	[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350.

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Item ID: C1310B

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Delirium: Inattention	Asmt		Code	1	1891-1891

Item Subsets

Active: 01,03,09
Inactive: 04,05,06,07,08,XX

Item Values

Value	LOINC Code	Value Text
0		Behavior not present
1		Behavior continuously present, does not fluctuate
2		Behavior present, fluctuates (comes and goes, changes in severity)
-		Not assessed/no information

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3060	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.

Changes for Version

Type	ID	Description
Format	-3060	[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350.

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Section: C

Item ID: C1310C

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Delirium: Disorganized thinking	Asmt		Code	1	1892-1892

Item Subsets

Active: 01,03,09
Inactive: 04,05,06,07,08,XX

Item Values

Value	LOINC Code	Value Text
0		Behavior not present
1		Behavior continuously present, does not fluctuate
2		Behavior present, fluctuates (comes and goes, changes in severity)
-		Not assessed/no information

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3060	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.

Changes for Version

Type	ID	Description
Format	-3060	[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350.

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Section: C

Item ID: C1310D

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Delirium: Altered level of consciousness	Asmt		Code	1	1893-1893

Item Subsets

Active: 01,03,09
Inactive: 04,05,06,07,08,XX

Item Values

Value	LOINC Code	Value Text
0		Behavior not present
1		Behavior continuously present, does not fluctuate
2		Behavior present, fluctuates (comes and goes, changes in severity)
-		Not assessed/no information

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3060	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.

Changes for Version

Type	ID	Description
Format	-3060	[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350.

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Section: C

Item ID: M1700_COG_FUNCTION

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Cognitive functioning	Asmt		Code	2	874-875

Item Subsets

Active: 01,03,09
Inactive: 04,05,06,07,08,XX

Item Values

Value	LOINC Code	Value Text
00		Alert/oriented, able to focus and shift attention, comprehends and recalls task directions independently.
01		Requires prompting (cuing, repetition, reminders) only under stressful or unfamiliar conditions.
02		Requires assistance and some direction in specific situations (for example, on all tasks involving shifting attention), or consistently requires low stimulus environment due to distractibility.
03		Requires considerable assistance in routine situations. Is not alert and oriented or is unable to shift attention and recall directions more than half the time.
04		Totally dependent due to disturbances such as constant disorientation, coma, persistent vegetative state, or

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3060	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.

Changes for Version

Type	ID	Description
Format	-3060	[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350.

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Section: C

Item ID: M1710_WHEN_CONFUSED

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
When confused (reported or observed)	Asmt		Code	2	876-877

Item Subsets

Active: 01,03,09
Inactive: 04,05,06,07,08,XX

Item Values

Value	LOINC Code	Value Text
00		Never
01		In new or complex situations only
02		On awakening or at night only
03		During the day and evening, but not constantly
04		Constantly
NA		Patient nonresponsive

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3060	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.

Changes for Version

Type	ID	Description
Format	-3060	[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350.

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Item ID: M1720_WHEN_ANXIOUS

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
When anxious (reported or observed)	Asmt		Code	2	878-879

Item Subsets

Active: 01,03,09
Inactive: 04,05,06,07,08,XX

Item Values

Value	LOINC Code	Value Text
00		None of the time
01		Less often than daily
02		Daily, but not constantly
03		All of the time
NA		Patient nonresponsive

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3060	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.

Changes for Version

Type	ID	Description
Format	-3060	[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350.