Item ID: B0100

	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Item Label					
Comatose	Asmt		Code	1	511-511

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
-		Not assessed/no information

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.
-3826	Consistency	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from C0100 through C0600 must equal [^] and all active items from C0700 through C1000 must not equal [^].
-3837	Consistency	Fatal	If B0100=[0,-] and A0310G=[2] and A0310A=[99] and A0310B=[99], then all active items from J0200 through J0850 must equal [^].
-3915	Consistency	Fatal	a) If B0100=[0] and A0310G=[1,^], then if C0100 is active it must not equal [^]. b) If B0100=[-] and A0310G=[1,^], then if C0100 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 C0100 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 C0100 is active it must equal [-].
-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 [-].
-3918	Consistency	Fatal	a) If B0100=[0] and A0310G=[1,^], then if J0200 is active it must not equal [^]. b) If B0100=[-] and A0310G=[1,^], then if J0200 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 J0200 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 J0200 is active it must equal [-].
-4028	Consistency	Fatal	***THIS EDIT WAS DELETED IN V3.10.0***
-4083	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].
-3523	Skip pattern	Fatal	a) If B0100=[0], then all active items from E0100A through E0300 must not equal [^]. b) If B0100=[-], then all active items from E0100A through E0300 must equal [-].
-3524	Skip pattern	Fatal	a) If B0100=[0], then all active items from E0800 through E0900 must not equal [^]. b) If B0100=[-], then all active items from E0800 through E0900 must equal [-].
-3525	Skip pattern	Fatal	a) If B0100=[0], then all active items from E1100 through F0300 must not equal [^]. b) If B0100=[-], then all active items from E1100 through F0300 must equal [-].
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3610	Skip pattern	Fatal	If B0100=[1], then all active items from J0200 through J0850 must equal [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1300 must equal [-].
-3862	Skip pattern	Fatal	a) If B0100=[0], then all active items from C1310A through C1310D must not equal [^]. b) If B0100=[-], then all active items from C1310A through C1310D 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 [^].
-3994	Skip pattern	Fatal	B1300 skip patterns: NPE skip: (a) If A0310A=[99] AND A0310B=[99] AND A0310F=[99], then if B1300 is active, it must not equal [^]. Otherwise:

			(b) If B0100=[0] AND (A0310B=[01] OR (A0310G=[1] AND A0310H=[1])), then if B1300 is active, it must not equal [^].
			(c) If B0100=[0] AND (A0310B=[99] AND (A0310G=[2,^] OR A0310H=[0])), then if B1300 is active, it 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:
			(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 [^].
-4078	Skip pattern	Fatal	If A0310A=[99] AND A0310B=[99] AND A0310F=[99] AND B0100=[0] then if D0700 is active, it must not equal

Version Changes

Type	ID	Description
Format	-3676	[V3.10.0]-Mappings were added to the following new items: O0390A-E, O0390Z, R0310, R0320A, R0320B, R0330, R0340. Mappings were removed from the following deleted items: A1250A-Y.
Consistency	-4028	[V3.10.0]-This edit was deleted and replaced with edit -4083.
Consistency	-4083	[V3.10.0]-New edit.
Skip pattern	-4078	[V3.10.0]-New edit. Replaces edit -4072.

Item ID: B0200

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Hearing	Asmt		Code	1	512-512

Item Subsets

Active:	NC,NQ,NP,SP
Inactive:	ND,NT,NPE,IPA,SD,ST,XX
State optional:	

Item Values

Value	LOINC Code	Value Text
0		Adequate-no difficulty in normal conversation, social interaction, listening to TV
1		Minimal difficulty-difficulty in some environments (e.g.,when person speaks softly or setting is noisy)
2		Moderate difficulty-speaker has to increase volume and speak distinctly
3		Highly impaired-absence of useful hearing
-		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.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1300 must equal [-].

Version Changes

Type	ID	Description
Format	-3676	[V3.10.0]-Mappings were added to the following new items: O0390A-E, O0390Z, R0310, R0320A, R0320B, R0330, R0340. Mappings were removed from the following deleted items: A1250A-Y.
Consistency	-3897	[V3.10.0]-Mappings were removed from the following deleted items: A1250A-Y. Mappings were added to the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2, D0160, R0310, R0320A, R0320B, R0330, R0340

Item ID: B0300

	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Item Label					
Hearing aid	Asmt		Code	1	513-513

Item Subsets

Active:	NC,NQ,NP,SP
Inactive:	ND,NT,NPE,IPA,SD,ST,XX
State optional:	

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1300 must equal [-].

Version Changes

Type	ID	Description
Format	-3676	[V3.10.0]-Mappings were added to the following new items: O0390A-E, O0390Z, R0310, R0320A, R0320B, R0330, R0340. Mappings were removed from the following deleted items: A1250A-Y.

Item ID: B0600

	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Item Label					
Speech clarity	Asmt		Code	1	514-514

Item Subsets

Active: NC,NQ,NP,SP
Inactive: ND,NT,NPE,IPA,SD,ST,XX
State optional:

Item Values

Value	LOINC Code	Value Text
0		Clear speech-distinct intelligible words
1		Unclear speech-slurred or mumbled words
2		No speech-absence of spoken words
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1300 must equal [-].

Version Changes

Type	ID	Description
Format	-3676	[V3.10.0]-Mappings were added to the following new items: O0390A-E, O0390Z, R0310, R0320A, R0320B, R0330, R0340. Mappings were removed from the following deleted items: A1250A-Y.

Item ID: B0700

	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Item Label					
Makes self understood	Asmt		Code	1	515-515

Item Subsets

Active: NC,NQ,NP,IPA,SP
Inactive: ND,NT,NPE,SD,ST,XX
State optional:

Item Values

Value	LOINC Code	Value Text
0		Understood
1		Usually understood-difficulty communicating some words or finishing thoughts but is able if prompted or given time
2		Sometimes understood-ability is limited to making concrete requests
3		Rarely/never understood
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1300 must equal [-].

Version Changes

Type	ID	Description
Format	-3676	[V3.10.0]-Mappings were added to the following new items: O0390A-E, O0390Z, R0310, R0320A, R0320B, R0330, R0340. Mappings were removed from the following deleted items: A1250A-Y.

Item ID: B0800

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Ability to understand others	Asmt		Code	1	516-516

Item Subsets

Active: NC,NQ,NP,SP
Inactive: ND,NT,NPE,IPA,SD,ST,XX
State optional:

Item Values

Value	LOINC Code	Value Text
0		Understands-clear comprehension
1		Usually understands-misses some part/intent of message but comprehends most conversation
2		Sometimes understands-responds adequately to simple, direct communication only
3		Rarely/never understands
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1300 must equal [-].

Version Changes

Type	ID	Description
Format	-3676	[V3.10.0]-Mappings were added to the following new items: O0390A-E, O0390Z, R0310, R0320A, R0320B, R0330, R0340. Mappings were removed from the following deleted items: A1250A-Y.

Item ID: B1000

	Item Group	**LOINC Code**	**Item Type**	**Max Length**	**Fixed Format Start-End Bytes**
Item Label					
Vision	Asmt		Code	1	517-517

Item Subsets

Active:	NC,NQ,NP,SP
Inactive:	ND,NT,NPE,IPA,SD,ST,XX
State optional:	

Item Values

Value	LOINC Code	Value Text
0		Adequate-sees fine detail, such as regular print in newspapers/books
1		Impaired-sees large print, but not regular print in newspapers/books
2		Moderately impaired-limited vision; not able to see newspaper headlines but can identify objects
3		Highly impaired-object identification in question, but eyes appear to follow objects
4		Severely impaired-no vision or sees only light, colors or shapes; eyes do not appear to follow objects
-		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.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1300 must equal [-].

Version Changes

Type	ID	Description
Format	-3676	[V3.10.0]-Mappings were added to the following new items: O0390A-E, O0390Z, R0310, R0320A, R0320B, R0330, R0340. Mappings were removed from the following deleted items: A1250A-Y.

Consistency	-3897	[V3.10.0]-Mappings were removed from the following deleted items: A1250A-Y. Mappings were added to the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2, D0160, R0310, R0320A, R0320B, R0330, R0340

Item ID: B1200

	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Item Label					
Corrective lenses	Asmt		Code	1	518-518

Item Subsets

Active: NC,NQ,NP,SP
Inactive: ND,NT,NPE,IPA,SD,ST,XX
State optional:

Item Values

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

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-3676	Format	Fatal	Values of Code and Checklist Items: Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3609	Skip pattern	Fatal	If B0100=[1], then all active items from B0200 through F0800Z must equal [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1300 must equal [-].

Version Changes

Type	ID	Description
Format	-3676	[V3.10.0]-Mappings were added to the following new items: O0390A-E, O0390Z, R0310, R0320A, R0320B, R0330, R0340. Mappings were removed from the following deleted items: A1250A-Y.

Item ID: B1300

	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Item Label					
Health Literacy	Asmt		Code	1	1889-1889

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 [^].
-3829	Skip pattern	Fatal	a) If B0100=[0], then all active items from B0200 through B1200 must not equal [^]. b) If B0100=[-], then all active items from B0200 through B1300 must equal [-].
-3994	Skip pattern	Fatal	B1300 skip patterns: NPE skip:

(a) If A0310A=[99] AND A0310B=[99] AND A0310F=[99], then if B1300 is active, it must not equal [^].

Otherwise:
(b) If B0100=[0] AND (A0310B=[01] OR (A0310G=[1] AND A0310H=[1])), then if B1300 is active, it must not equal [^].
(c) If B0100=[0] AND (A0310B=[99] AND (A0310G=[2,^] OR A0310H=[0])), then if B1300 is active, it must equal [^].

Version Changes

Type	ID	Description
Format	-3676	[V3.10.0]-Mappings were added to the following new items: O0390A-E, O0390Z, R0310, R0320A, R0320B, R0330, R0340. Mappings were removed from the following deleted items: A1250A-Y.
Consistency	-3897	[V3.10.0]-Mappings were removed from the following deleted items: A1250A-Y. Mappings were added to the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2, D0160, R0310, R0320A, R0320B, R0330, R0340
Consistency	-3908	[V3.10.0]-Mappings were removed from the following deleted items: A1250A-Y. Mappings were added to the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2,