

Data Submission Specifications for the OASIS Item Set (V3.01.1)

Detailed Data Specifications Report

Section: D

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	1894-1894

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No Response
-		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.
-5810	Consistency	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 [^].
-5900	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.

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-5910	Consistency	Fatal	<p>Total Severity Score Calculation:</p> <p>(a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^].</p> <p>(b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2.</p> <p>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.</p> <p>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.</p> <p>(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.</p> <p>(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.</p> <p>(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.</p> <p>(f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^], then D0160 must equal [99].</p>
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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: 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	1895-1895

Item Subsets

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

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
-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.
-5810	Consistency	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 [^].
-5900	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.

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(e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

-5910 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 = [^], then D0160 must equal [99].

Changes for Version

Type	ID
Format	-3060

Description

[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: D

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	1896-1896

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		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.
-5820	Consistency	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 [^].
-5900	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.

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-5910	Consistency	Fatal	<p>Total Severity Score Calculation:</p> <p>(a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^].</p> <p>(b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2.</p> <p>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.</p> <p>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.</p> <p>(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.</p> <p>(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.</p> <p>(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.</p> <p>(f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^], then D0160 must equal [99].</p>
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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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Detailed Data Specifications Report

Section: D

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	1897-1897

Item Subsets

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

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
-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.
-5820	Consistency	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 [^].
-5900	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.

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(e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

-5910 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 = [^], then D0160 must equal [99].

Changes for Version

Type	ID
Format	-3060

Description

[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: D

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	1898-1898

Item Subsets

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

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
-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.
-5830	Consistency	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 [^].
-5900	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.

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(e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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: D

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	1899-1899

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
0		Never or 1 day
1		2-6 days (several days)
2		7-11 days (more than half the days)
3		12-14 days (nearly every day)
^		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.
-5830	Consistency	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 [^].
-5910	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

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- "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 = [^], then D0160 must equal [99].

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: D

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	1900-1900

Item Subsets

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

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
-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.
-5840	Consistency	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 [^].
-5900	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.

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(e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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: D

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	1901-1901

Item Subsets

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

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
-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.
-5840	Consistency	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 [^].
-5910	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

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- "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 = [^], then D0160 must equal [99].

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: 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	1902-1902

Item Subsets

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

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
-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.
-5850	Consistency	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 [^].
-5900	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.

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(e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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: D

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	1903-1903

Item Subsets

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

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
-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.
-5850	Consistency	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 [^].
-5910	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

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- "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 = [^], then D0160 must equal [99].

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: D

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	1904-1904

Item Subsets

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

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
-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.
-5860	Consistency	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 [^].
-5900	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.

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(e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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: D

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	1905-1905

Item Subsets

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

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
-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.
-5860	Consistency	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 [^].
-5910	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

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- "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 = [^], then D0160 must equal [99].

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: D

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	1906-1906

Item Subsets

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

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
-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.
-5870	Consistency	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 [^].
-5900	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.

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(e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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: D

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	1907-1907

Item Subsets

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

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
-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.
-5870	Consistency	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 [^].
-5910	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

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- "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 = [^], then D0160 must equal [99].

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: D

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	1908-1908

Item Subsets

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

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
-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.
-5880	Consistency	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 [^].
-5900	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.

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(e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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: D

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	1909-1909

Item Subsets

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

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
-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.
-5880	Consistency	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 [^].
-5910	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

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- "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 = [^], then D0160 must equal [99].

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: 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	1910-1910

Item Subsets

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

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
-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.
-5890	Consistency	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 [^].
-5900	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.

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(e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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: D

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	1911-1911

Item Subsets

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

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
-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.
-5890	Consistency	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 [^].
-5910	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

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- "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 = [^], then D0160 must equal [99].

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: D

Item ID: D0160

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Total severity score	Asmt		Number	2	1912-1913

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
00		Minimum value
27		Maximum value
99		Unable to complete interview
^		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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-5910	Consistency	Fatal	<p>Total Severity Score Calculation:</p> <p>(a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^].</p> <p>(b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2.</p> <p>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.</p> <p>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.</p> <p>(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.</p> <p>(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.</p> <p>(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.</p> <p>(f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^], then D0160 must equal [99].</p>
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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: D

Item ID: D0700

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Social Isolation	Asmt		Code	1	1914-1914

Item Subsets

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

Item Values

Value	LOINC Code	Value Text
0		Never
1		Rarely
2		Sometimes
3		Often
4		Always
7		Patient declines to respond
8		Patient unable to respond

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.