

eInjury.02 - Mechanism of Injury

Definition

The mechanism of the event which caused the injury.

National Element	No	Pertinent Negatives (PN)	No
State Element	Yes	NOT Values	Yes
Version 2 Element	E10_03	Is Nillable	Yes
Usage	Recommended	Recurrence	0 : M

Associated Performance Measure Initiatives

Trauma

Attributes

NOT Values (NV)

7701001 - Not Applicable

7701003 - Not Recorded

7701005 - Not Reporting

CorrelationID

Data Type: string

minLength: 2

maxLength: 255

Code List

Code	Description
2902001	Blunt
2902003	Burn
2902005	Other
2902007	Penetrating

Data Element Comment

Associated Validation Rules

Rule ID	Level	Message
nemSch_e001	Error	When Mechanism of Injury is empty, it should have a Not Value (Not Applicable, Not Recorded, or Not Reporting, if allowed for the element) or a Pertinent Negative (if allowed for the element), or it should be omitted (if the element is optional).
nemSch_e002	Error	When Mechanism of Injury has a Not Value (Not Applicable, Not Recorded, or Not Reporting), it should be empty.
nemSch_e009	Warning	When Mechanism of Injury has a Not Value, no other value should be recorded.