

# Injury event—external cause, mechanism of main injury code N[N].N{.N}

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# Injury event—external cause, mechanism of main injury code N[N].N{.N}

## Identifying and definitional attributes

<b>Metadata item type:</b>	Data Element
<b>Short name:</b>	Main mechanism of injury
<b>METEOR identifier:</b>	777114
<b>Registration status:</b>	<a href="#">Australian Institute of Health and Welfare</a> , Recorded 09/08/2023
<b>Definition:</b>	Environmental event, circumstance or condition as the cause of injury, poisoning, or other adverse effect, as represented by a code.
<b>Data Element Concept:</b>	<a href="#">Injury event—external cause</a>
<b>Value Domain:</b>	<a href="#">Mechanism of main injury code N[N].N{.N}</a>

## Value domain attributes

## Representational attributes

<b>Representation class:</b>	Code
<b>Data type:</b>	String
<b>Format:</b>	N[N].N{.N}
<b>Maximum character length:</b>	5

	Value	Meaning
<b>Permissible values:</b>	1.0	Fall or stumble on same level
	1.1	Fall, slip or trip on same/uneven level
	1.2	Fall on or from stairs
	1.3	Fall/jump/awkward landing from lesser height (< 1m)
	1.4	Fall/jump/awkward landing from greater height (=> 1m)
	1.6	Other specified fall
	1.9	Unspecified fall
	2.0	Contact with moving object
	2.0.0	Object is another participant's equipment
	2.0.6	Other moving object
	2.1	Contact with static object (fence, equipment, posts)
	2.1.0	Object is another participant's equipment
	2.1.6	Other static object
	2.2	Contact with person (umpire, player, spectator)
	2.2.0	Moving person
	2.2.1	Stationary person
	2.2.2	Person, unknown whether moving
	2.3	Contact with animal (horse, cattle)
	2.4	Other specified contact
	2.5	Unspecified contact
	3.0	Pinching, crushing

3.1	Cutting, tearing
3.2	Puncture
3.3	Bite/sting by animal/human/insect
3.4	Abrading, rubbing, friction (e.g. foot on boot, sliding across ground)
3.6	Other specified crushing/piercing
3.9	Unspecified crushing/piercing
4.0	Strangulation
4.1	Obstruction of airways
4.2	Drowning and near drowning
4.3	Compression of chest
4.4	Asphyxia due to smoke, or oxygen depletion
4.6	Other specified suffocation
4.9	Unspecified suffocation
5.0	Corrosion by solid substances
5.1	Corrosion by liquid substances
5.2	Corrosion by gaseous substances
5.3	Corrosion unspecified
5.4	Poisoning by solid substances
5.5	Poisoning by liquid substances
5.6	Poisoning by gaseous substances
5.7	Poisoning unspecified
5.8	Other chemical effect
5.9	Unspecified chemical effect
6.0	Hot liquids or steam
6.1	Hot objects
6.2	Open fires, flames
6.3	Whole body heating (e.g. hyperthermia)
6.4	Part of body cooling (e.g. frostbite)
6.5	Whole body cooling (e.g. hypothermia)
6.6	Contact cooling
6.7	Cold unspecified
6.8	Other specified thermal effect
6.9	Unspecified thermal effect
7.0	Electric current
7.1	Welding light
7.2	Sunlight
7.6	Other specified electric/radiation effect
7.9	Unspecified electric/radiation effect
8.0	Repetitive trauma, overuse
8.9	Unspecified gradual or chronic over-exertion
9.0	Sudden or rapid change of speed (includes accelerating, decelerating by own effort)

9.1	Sudden or rapid change of direction (includes pivoting, twisting)
9.2	Unspecified acute over-exertion of body part or part of body (includes lifting heavy objects, dehydration)
10.0	Acoustic energy, loud noise
10.6	Other specified mechanism of injury
10.9	Other unspecified

## Collection and usage attributes

### Guide for use:

Select the category which best describes the main mechanism of injury, i.e. the last step in the chain of events which causes the injury. For example, in a sporting event, if a player is tackled and collides with the knee of another player with their head, it is the collision with the knee that is the injury mechanism, not the tackle.

Where two or more categories are judged to be equally appropriate, select the one that comes first in the code list.

CODES 1.0 - 1.6 & 1.9

Falls

CODES 2.0, 2.0.1, 2.0.6, 2.1, 2.1.1, 2.1.6, 2.2, 2.2.0, 2.2.1, 2.2.2, 2.3, 2.4 & 2.5

Contact with moving object (bicycle, javelin, racquet, ball)

Struck, hit by contact with other object, person or animal

CODE 3.0 - 3.4, 3.6 & 3.9

Object is another participant's equipment (racquet, bat, vehicle etc)

Crushing, piercing, abrading

CODE 4.0 - 4.4, 4.6 & 4.9

Suffocation

CODE 5.0 - 5.9

Chemical Effect

CODE 6.0 - 6.9

Thermal Effect

CODE 7.0, 7.1, 7.2, 7.6 & 7.9

Electric, radiation effect

CODE 8.0 & 8.9

Gradual or chronic over-exertion of body or part of body

CODE 9.0, 9.1 & 9.2

Acute over-exertion of body or part of body

CODE 10.0, 10.6 & 10.9

Other and unspecified mechanism of injury

## Source and reference attributes

**Submitting organisation:** Australian Institute of Health and Welfare

**Origin:** National Data Standards for Injury Surveillance. Version 2.1 (NDS-ISv2.1)

**Reference documents:** (AIHW) Australian Institute of Health and Welfare and Research Centre for Injury Studies (1998) National Data Standards for Injury Surveillance Version 2.1.(NDS-IS2.1c January 1998), Adelaide: AIHW National Injury Surveillance Unit.

## Data element attributes

### Source and reference attributes

**Submitting organisation:** Australian Institute of Health and Welfare

### Relational attributes

**Implementation in Data Set** [Australian Sports Injury Data Dictionary](#)

**Specifications:** [Australian Institute of Health and Welfare](#), Recorded 09/08/2023