

# CODING MANUAL

Coding Manual V2000  
for Home and Leisure Accidents  
*including product related accidents*

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## Introduction

The new version, V2000 of the coding manual for recording injuries due to home and leisure accidents is an update of the previous version (July 1996). The general guidelines of the July 1996 version (V96) have been maintained, since amendments have only been made for certain sets of codes and/or data formats.

The Community action programme on injury prevention in the framework for action in the field of public health was implemented in 1999 (Decision no. 372/99/EC) as the Injury Prevention Programme (IPP) 1999-2003. The IPP will for the duration of the programme continue the data collection on **home and leisure accidents (HLA)** according to the principles and guidelines laid down for the former EHLASS system (European Home and Leisure Accident Surveillance System). It should be recognised that the continuation of data collection on HLA after 2003 may change with regard to both the contents of the data and the reporting format. In future the data may be collected as minimum datasets on injuries (MDS) that require a format, which can meet the demand for harmonisation of injury surveillance systems across all sectors involved in prevention of injuries. For the time being, the present coding manual 2000 (V2000) aims at preserving the quality of data on HLA, which have been included in the HIEMS database (Health Indicator Exchange and Monitoring System). Data on HLA in the HIEMS are aggregations of the raw data on HLA stored in the European Home and Leisure Injury Database named ISS (Injury Surveillance System).

In conclusion, the present coding manual, V2000 concerns the coding of HLA. Compared to V96 the corrections are only minor and shown in *italics*. However, the corrections are important for the quality of the data, cf. for example the format for date entries. In accordance with the functional specifications made for the raw data on HLA (Functional Specification IHLA, Version 1.2) the V2000 should be Y2K compliant. The dates have consequently been changed from 6 positions to 8 positions. Amendments to the code tables are included in conversion lists, which may be useful for analyses of data as time series as well as for updating the HIEMS database.

Updating the coding manual as V2000 has included the development of software, which enables the user to perform the coding of data and data entry according to the coding manual V2000. PSYTEL has developed reference software (using Microsoft ACCESS 97) to fulfil the following goals:

- Data entry software in English, which can be downloaded via Internet, and can be used by any actor collecting data in emergency departments for the ISS database.
- Integrating functions that make it easier to look up code tables, coding of cases, and perform common control of data and their transfer in a standard format.

At present the software is available for download from <http://servinfo.citi2.fr/ehlid>

The philosophy of the surveillance system remains the same as for EHLASS Coding Manual 1986 (V86). The operability has, however, been improved by placing emphasis on the following practical aspects:

- More detailed inclusion criteria
- Use of certain variables and modes has been specified
- Addition of modes to existing variables
- Organisation of modes around a logical nomenclature
- Addition of variables such as date and time of injury, and codes for athletics and sports practised at the time of injury
- A thorough revision of the product classification.

Previous revision work has in this way been improved by enhancing the system's efficiency in order to facilitate drawing of practical conclusions (legal, economical, preventive, informative) from collected information. The revised coding manual also facilitates increased flexibility in use of the system. The hierarchical codes (e.g. place of occurrence, sports, or products) make it feasible to add specifications at

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national level, which may be required for local purposes, while at the same time preserving comparability between countries at the aggregate level of the codes.

The coding manual V96 was based on the preliminary updated version of NOMESCO Classification of External Causes of Injuries (NCECI), 3<sup>rd</sup> revised edition. This Classification was published in 1997, and the present coding manual, V2000 has included the codes of the final version as corrections to V96. The NOMESCO Classification may be considered as a forerunner of an international classification, which is under development (International Classification of External Causes of Injuries (ICECI)). The NOMESCO Classification is therefore recommended as basis for the coding of home and leisure accidents until such time, when the proposed international classification may be adopted for use.

It is important to note that the modular and hierarchical structure of NCECI and ICECI may facilitate the design of the reporting format of MDSs (mentioned above). The MDS will typically refer to the aggregate level of codes for a given variable. By using V2000 it is possible to utilise experiences from the present coding of data in a future surveillance system.

The updated version was made possible through the collaboration of participants in the EHLASS system. A special note of thanks should be given to the coding clerks and national project managers whose experience was invaluable in advancing the system. In order to continue to refine the quality of the system and of this manual, your comments are heartily welcome.

## Inclusions, definitions, and criteria

It is fundamental that all member states apply the **same inclusion and exclusion criteria**, based on the same definitions, in order to achieve the best comparability of information on an EU level. To assist you in your task of observation selection, we will provide you with definitions, a "**decision tree**" and a **list of illustrative examples** of observations to include or exclude.

### BASIC DEFINITIONS

**Accidents included in HLA registration can be defined as followed:**

All accidents, except for road traffic and occupational accidents, are considered as home and leisure accidents and as such fall into the scope of the HLA system

### DEFINITION OF AN ACCIDENT

EHLASS has adopted the definition of an accident used by the World Health Organization:

*An accident is any event, independent of the will of man, characterized by a sudden release of an external force, which can manifest itself as body injury.*

### DEFINITION OF ROAD TRAFFIC ACCIDENTS

For road traffic accidents we use the definition of the Economic Committee of the United Nations:

*A road traffic accident is any accident which occurs on the road, in which at least one moving vehicle has participated and which has caused injury or damage to property.*

### DEFINITION OF OCCUPATIONAL ACCIDENTS

*An occupational accident is an accident that occurs during working hours in connection with wage-earning employment or independent business.*

**EXCLUDED FROM HLA:**

**Sudden illness**

**Intentionally self-inflicted injuries** (suicide attempt etc.)

**Violence** (aggressions, fights, etc.), except for brawls between children under 10 years of age

**INCLUDED IN HLA:**

**School accidents**

**Accidents due to exposure to natural elements**

**Injuries inflicted by animals or insects**

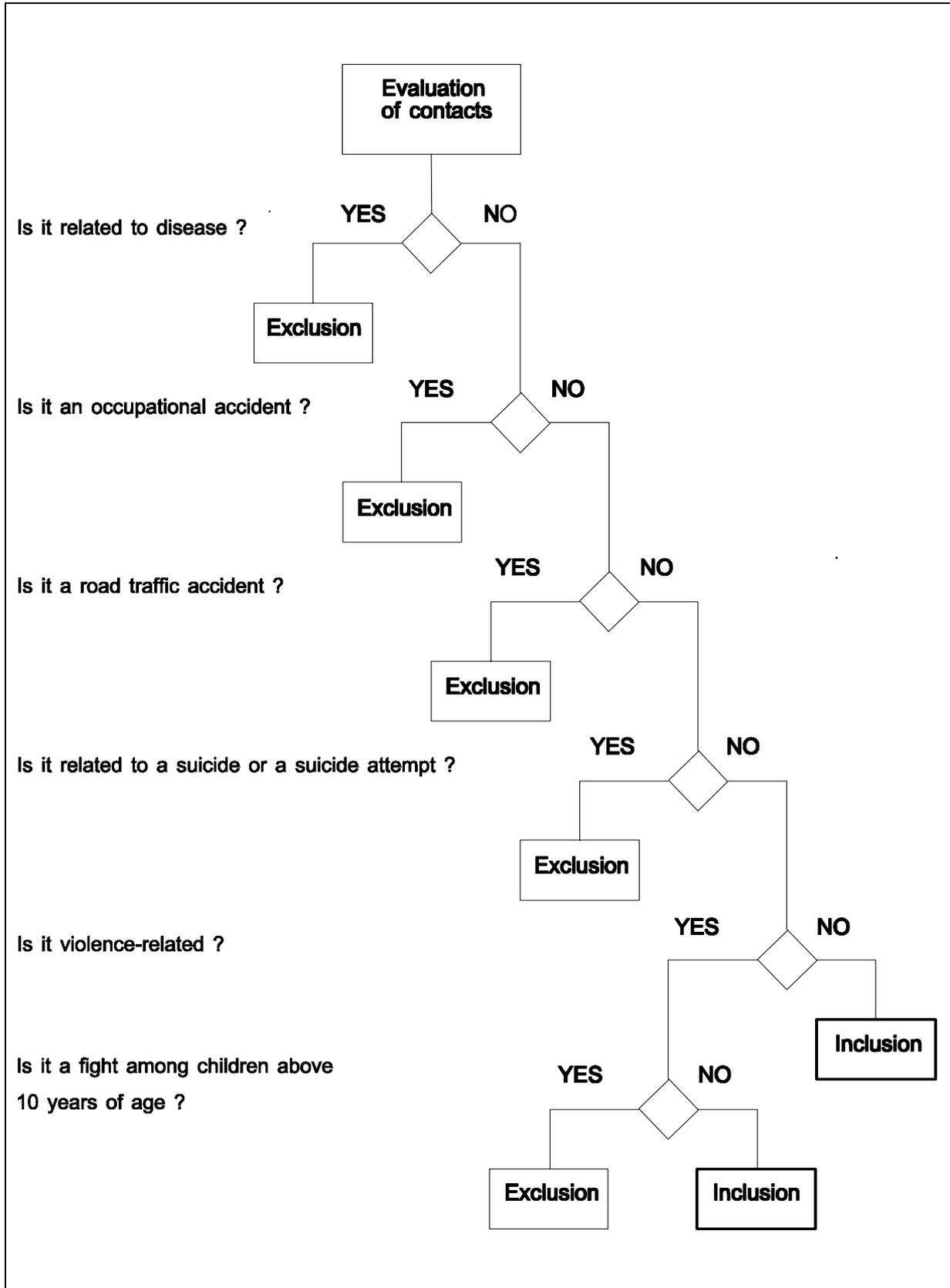
We would like to propose a more operational approach to define accidents to be included in the HLA system. By examining the reasons for encounter with the Emergency Service of a hospital, we are able to provide the following diagram:

**PATIENTS' REASONS FOR ENCOUNTER WITH THE EMERGENCY SERVICE**

<b>Diseases</b>
<b>Occupational accidents</b>
<b>Road traffic accidents</b>
<b>Suicide attempts</b>
<b>Violence</b> (aggression, fights, etc.) except for brawls between children under 10 years of age
This leaves: <b>Home and Leisure Accidents</b> <b>HLA</b> (including brawls between children under 10 years of age)

By successively eliminating the patients' reasons for contact, we thus achieve a simple and coherent approach to HLA, a kind of "decision tree". This "decision tree" can be applied to all patients arriving at the Emergency Service in order to decide whether to include them or not in the HLA system.

DECISION TREE



**ILLUSTRATIVE EXAMPLES**

For most observations it is quite easy to decide whether to include them or not. But there are borderline cases, where decisions are sometimes difficult. Below please find a series of illustrative examples of observations that could be included or excluded, with short descriptions of accident circumstances. To obtain these examples, we consulted several coding clerks who have encountered the same experiences.

<b>MOTIVES</b>	<b>CASES INCLUDED IN HLA</b>	<b>CASES EXCLUDED IN HLA</b>
<b>Illness?</b>	<ul style="list-style-type: none"> <li>- A walker is poisoned by a mushroom he has collected</li> <li>- A patient is bitten by a rabid dog</li> </ul>	<ul style="list-style-type: none"> <li>- A student faints during school time</li> <li>- A housewife has a heart attack</li> </ul>
<b>Occupational accident?</b>	<ul style="list-style-type: none"> <li>- A plumber hurts himself while doing a repair job at home</li> <li>- A taxi driver hurts himself while washing his taxi after work</li> </ul>	<ul style="list-style-type: none"> <li>- A farmer has his foot squashed by his tractor in a field</li> <li>- A plumber hurts himself while moon-lighting for a customer</li> <li>- During a training course in a factory, a student injures himself with a machine</li> </ul>
<b>Road traffic accident?</b>	<ul style="list-style-type: none"> <li>- Adult´s fall from a bicycle on the sidewalk</li> <li>- A pedestrian falls from the sidewalk</li> </ul>	<ul style="list-style-type: none"> <li>- Collision between a cyclist and a pedestrian crossing the street</li> <li>- A student is knocked over by a motorcycle while walking on a street</li> <li>- A jogger on a street is knocked over by a car</li> </ul>
<b>Suicide attempt?</b>	<ul style="list-style-type: none"> <li>- An adult swallows accidentally a tube of sleeping pills</li> <li>- A student falls out of a school window</li> </ul>	<ul style="list-style-type: none"> <li>- An adult swallows voluntarily a tube of sleeping pills</li> <li>- A student throws himself out of a school window</li> </ul>
<b>Violence?</b>	<ul style="list-style-type: none"> <li>- Fracture after violent play among children in the schoolyard</li> </ul>	<ul style="list-style-type: none"> <li>- Wound inflicted by an adult to a child with intent</li> <li>- Wound after a brawl between adults in the street</li> </ul>

Comments:

- Accidents due to violence among children are difficult to determine with regard to intent. Therefore, the age group below 10 yrs. has been proposed as a delimitation of intentional violence.
- Intentional, self-inflicted injuries are excluded from the survey scope, but sometimes it is difficult to judge whether it is really an intentionally self-inflicted injury or not.
- There are always intermediate cases where one hesitates on whether or not to include the observation. Consult the EHLASS project leader in your country if you have questions or doubts.

**IF YOU HAVE A DOUBT**

***If you doubt whether to include an accident or not - PLEASE MENTION IT !***

Or if you have a question on how to code a specific observation or any other problem, please remember that your national representative or project leader will be happy to assist you. You can call or write him/her.

**You can reach the project leader of your country:**



## Coding principles

The HLA coding form contains 20 variables and free text to be filled in, of which 9 variables constitute tables of codes. It is important to complete all the variables.

For a variable that contains a table of codes, it is necessary, of course, to study the table. This can be very simple (e.g. the variable "sex" consists of 3 codes: "1", "2", "9" - corresponding to the modalities "Male", "Female", "Unknown") or much more complex (the table of product codes contains nearly 2000 codes). It is important that you are familiar with the tables of codes and understand how they are constructed.

The table may be a simple list of codes, e.g. the variable "Type of injury" (from "01" to "19", "97", "98", "99"), or the table may have a logical structure of nomenclature, e.g. the variable "Mechanism of injury". The first character of the code corresponds to the information at the first level, while the second character specifies the information given at the first level.

### *HIERARCHICAL CODES*

The codes for place of occurrence of the accident, mechanism of injury, activity at time of injury, sports classification, part of body injured, and the product classification are structured as hierarchical codes. The first level is specified at the second level, and this may again be further specified at the third level and so on (see e.g. the product codes). The purpose of the hierarchical structure is to make it feasible to add more specified information at a certain level - as long as you make sure to abide with the type of information which is aggregated at the level above.

Example: If you wish to specify "stairs, indoors" which is the second level of "Residential area" in the Place of occurrence code, you can include a third level (3 digits) below "13 stairs, indoors", i.e. "130 ...., 131 ....". But make sure that the sub groupings of "stairs" can be aggregated to "stairs, indoors". If the hierarchical structure is used correctly, it is still possible to make e.g. international comparisons of the levels given in the Classification.

For the HLA coding the most specified level must be used ( i.e. the full length of positions indicated for the respective codes).

For a variable of 1 character, the code "9" is reserved for the modality "Unknown" or "Unspecified". For a variable of 2 characters, the code "99" is reserved for the modality "Unknown" etc. This principle is valid for all the variables (e.g. "dates" with 8 characters), except for the product codes, where "Unspecified" is coded "Z9999".

The objective of the surveillance system is to document those products that may be of harmful nature. Therefore, it is essential to describe as precisely as possible the product involved and/or the product causing injury.

The free text is indispensable as supplementary information about the circumstances of the accident, and should be used for description of details of the products (e.g. the trademark and/or the model).

## Medical information codes

### **GENERAL REMARKS**

The European Injury Surveillance System is based on the principle of collecting information about home and leisure accidents within normal hospital registration procedures, but without - in most cases - being completely formalized and incorporated in normal procedures. To put it differently, most of the participating hospitals have agreed to gather the necessary extra information.

**It is one of your responsibilities that the extra data will be actually recorded in the way it has been agreed upon.**

One forgets only too easily to make notes of: the cause(s) of the incident, the place where it happened, the activity of the patient at the moment of the accident and the consumer product(s) involved. Therefore you should work closely with all other persons who put such information on A&E department records. If these individuals are thoroughly familiar with this coding manual, especially the product listing, you will be able to get accurate and complete data and eliminate guesswork or inadequate product identification.

### **SELECTING CASES TO REPORT**

Each weekday you have to select those A&E department forms, which correspond to the definition of a home and leisure accident. If a form does not show clearly the kind of accident, then you have to try to get the missing information from those who were in charge at the A&E department at the time of the patients attendance.

Next you have to check if all the information needed for HLA recording is actually on each of the forms. If not, you have to inquire about the missing information.

The **HLA coding form** is illustrated on the following page. The contents of the coding form show the information *recommended* for the recording of injury cases. This information is intended for identification of the registration unit (cf. 'country' and 'hospital'), identification of the patient and the time of injury and attendance, and furthermore, the types of information needed to answer the questions: Where did the accident occur, how was the injury sustained, what was the activity of the victim (at the time of injury), and which products were involved in the accident, etc. The description of the injury and the body part affected follows the principles of the first EHLASS coding manual, i.e. using lay language – in stead of medical diagnoses in Latin – in order to enable non-medical persons to interpret the information without difficulty.

The section following the coding form explains in detail the variables and how they should be coded. It is of utmost importance to the quality of data that the coding is performed with the highest possible uniformity and standardization. This facilitates the reliability and validity of the data, and thereby comparisons of injury statistics across time and geographical boundaries incl. inter-country comparisons.

Delivery of data for inter-country analyses must, however, abide with national legislation concerning protection of confidentiality, etc. Therefore, the **data delivery format** of the common EU database, **ISS** (Injury Surveillance System) is slightly different from the HLA coding form. The optional and mandatory datasets which are requested by the European Commission for inclusion in the ISS database are shown on page 24, cf. **ISS data structure**.

## HLA coding form

COUNTRY CODE		— — —	2
HOSPITAL NUMBER		— — —	6
CASE NUMBER		— — —	10
SEX OF PATIENT		— — —	1
DATE OF BIRTH (YYYYMMDD)		— — —	8
DATE OF INJURY (YYYYMMDD)		— — —	8
TIME OF INJURY		— — —	2
DATE OF ATTENDANCE (YYYYMMDD)		— — —	8
TIME OF ATTENDANCE		— — —	2
DATE OF DISCHARGE (YYYYMMDD) (for admitted cases)		— — —	8
TREATMENT AND FOLLOW-UP			1
PLACE OF OCCURRENCE		— — —	2
MECHANISM OF INJURY		— — —	2
ACTIVITY		— — —	2
SPORTS		— — —	3
TYPE OF INJURY	Type 1	—	2
	Type 2	—	2
PART OF THE BODY INJURED	Part 1	—	2
	Part 2	—	2
PRODUCT INVOLVED IN THE ACCIDENT		— — —	5
PRODUCT CAUSING THE INJURY		— — —	5
OTHER PRODUCT		— — —	5
ACCIDENT DESCRIPTION (120 characters)			

**COUNTRY CODE**  
(2 spaces)

The coding form has 2 spaces for coding country. For identification of countries participating in a future common data base, use the 2 digit code given below:

<b>Code</b>	<b>Country</b>
01	Andorra (AD)
02	Albania (AL)
03	Austria (AT)
04	Bosnia and Herzegovina (BA)
05	Belgium (BE)
06	Bulgaria (BG)
07	Switzerland (CH)
08	Cyprus (CY)
09	Czech Republic (CZ)
10	Germany (DE)
11	Denmark (DK)
12	Spain (ES)
13	Finland (FI)
14	France (FR)
15	Greece (GR)
16	Croatia (HR)
17	Hungary (HU)
18	Ireland (IE)
19	Iceland (IS)
20	Italy (IT)
21	Liechtenstein (LI)
23	Lithuania (LT)
24	Luxembourg (LU)
25	Latvia (LV)
26	Monaco (MC)
27	Moldova, Republic of (MD)
28	Macedonia, The former Yugoslav Republic of (MK)
29	Malta (MT)
30	Netherlands (NL)
31	Norway (NO)
32	Poland (PL)
33	Portugal (PT)
34	Romania (RO)
35	Sweden (SE)
36	Slovenia (SI)
37	Slovakia (SK)
38	Turkey (TR)
39	United Kingdom (UK)
98	Other specified country of residence
99	Unspecified country of residence

**HOSPITAL NUMBER**  
(6 spaces)

The coding form has 6 spaces for coding the hospital number. If your country uses fewer spaces than 6, fill in the extra spaces with zeros in front of the number (cf. example shown for case number below).

**CASE or RECORD NUMBER**  
(10 spaces)

The coding form has 10 spaces for coding the A&E department case or record number. If your hospital uses fewer spaces for its case numbers, fill the extra spaces with zeros in front of the number.

Example:

Case number **1234567** should be coded as **0001234567**.

Do code the letters (if any) which appear in your hospital's case number. Delete any spaces that appear between the letters and numbers.

Example:

Case number **AW 12345** should be coded as **000AW12345**.

**SEX OF PATIENT**  
(1 space)

The coding form has 1 space for coding sex of patient. Use the codes given below to indicate the sex of the patient.

<u>Code</u>	<u>Sex</u>
1	Male
2	Female
9	Unknown

**DATE OF BIRTH**  
(8 spaces)

The coding form has 8 spaces for coding date of birth. Use 4 digits for the year, and 2 digits for month, and day of the month. For the year use all numbers of the given year, e.g. for 1996 code 1996, for 1997 code 1997. For the month code the usual number with a zero in front of the numbers under 10. Days of the month from 1 to 9 also have a zero in front.

Examples:

January 11, 1996 should be coded as 19960111

June 13, 1997 should be coded as 19970613

December 15, 1995 should be coded as 19951215

**DATE OF INJURY**  
(8 spaces)

The coding form has 8 spaces for coding date of injury. Use 4 digits for the year, and 2 digits for month, and day of the month. For the year use all numbers of the given year, e.g. for 1996 code 1996, for 1997 code 1997. For the month code the usual number with a zero in front of the numbers under 10. Days of the month from 1 to 9 also have a zero in front.

Examples:

January 11, 1996 should be coded as 19960111

June 13, 1997 should be coded as 19970613

December 15, 1995 should be coded as 19951215

If the date is unknown fill in with 99999999.

**TIME OF INJURY**  
(2 spaces)

The coding form has 2 spaces for coding time of injury. You should code here the time of injury using the 24 hour clock. The minutes can be ignored.

Examples:

For any time from 15.00 to 15.59           code 15  
For any time from 08.00 to 08.59           code 08  
For any time from midnight to 00.59       code 00

If the time of injury is unknown fill in with 99.

**DATE OF ATTENDANCE**  
(8 spaces)

The coding form has 8 spaces for coding date of attendance. Use 4 digits for the year, and 2 digits for month, and day of the month. For the year use all numbers of the given year, e.g. for 1996 code 1996, for 1997 code 1997. For the month code the usual number with a zero in front of the numbers under 10. Days of the month from 1 to 9 also have a zero in front.

Examples:

January 11, 1996 should be coded as 19960111  
June 13, 1997 should be coded as 19970613  
December 15, 1995 should be coded as 19951215

Note that the date of attendance will be the date of admission for those cases that are admitted to hospital. This date will be used in calculation of bed-days.

**TIME OF ATTENDANCE**  
(2 spaces)

The coding form has 2 spaces for coding time of attendance. You should code here the time of injury using the 24 hour clock. The minutes can be ignored.

Examples:

For any time from 15.00 to 15.59           code 15  
For any time from 08.00 to 08.59           code 08  
For any time from midnight to 00.59       code 00

**DATE OF DISCHARGE**  
(8 spaces)

The coding form has 8 spaces for coding date of discharge. Use 4 digits for the year, and 2 digits for month, and day of the month. For the year use all numbers of the given year, e.g. for 1996 code 1996, for 1997 code 1997. For the month code the usual number with a zero in front of the numbers under 10. Days of the month from 1 to 9 also have a zero in front.

Examples:

January 11, 1996 should be coded as 19960111  
June 13, 1997 should be coded as 19970613  
December 15, 1995 should be coded as 19951215

Note: Calculation of bed-days - see annex.

**TREATMENT AND  
FOLLOW-UP***(1 space)*

The coding form has 1 space for coding treatment and follow-up. Use the codes given below to indicate the kind of first (and follow-up) treatment the patient received.

<u>Code</u>	<u>Treatment/follow-up</u>
1	Examined and sent home without treatment
2	Sent home after treatment
3	Treated and referred for further treatment by general practitioner
4	Treated and referred for further treatment as an outpatient
5	Treated and admitted to this hospital
6	Transferred to another hospital
7	Deceased*
8	Other
9	Unknown

\* Deceased: The code indicates death of the patient at arrival at or during stay in the A&E department. A victim of a fatal accident (e.g. instantaneous death) is normally not admitted to hospital. Hence, deaths in the A&E department are not representative as "injury deaths". Mortality registers are the source for analysis of injury deaths.

**PLACE OF OCCURRENCE**  
(2 spaces)

The coding form has 2 spaces for coding place of occurrence. To indicate where an accident happened, use one of the codes from the "Place of occurrence code". It is not possible to have a code for every location. You should not need the code "other" very often.

Examples:

- "Breakfast room" should be coded as "11 Living room, etc." which includes "dining room" (see manual), and not as "other".
- "Fell from stairs to hall" should be coded as "stairs indoors" (see code 13).

As a rule you should always code the location where the victim was when the mechanism of injury happened. N.B. the place of accident should be coded as a two digit number.

**MECHANISM OF INJURY**  
(2 spaces)

The coding form has 2 spaces for coding mechanism of injury. Code here how the injury itself was caused – whether it was fire, a fall, or some other mechanism that caused the injury. This aspect should not be confused with the nature of the injury which is coded in another section. An "accident" can be described as a chain of events. Most of the time one can clearly distinguish an event which disturbs an intentional activity of a person or persons and causes an injury. Sometimes there are intermediate events where the actor(s) is trying to cope with the disturbance.

For example: "Victim was walking with a pan of hot soup, little brother knocks into her, she loses her balance, stumbles for some steps and finally falls and is badly hurt by the hot soup".

It should be clear from this example that the disturbing act "the collision" is the event which ultimately leads to the act of injuring i.e. "the scald". In our example one should code as mechanism of injury 12 (collision with person) and as type of injury 14 (burns, scalds).

Injury mechanism is coded by use of the "Mechanism of injury codes".

**ACTIVITY AT THE TIME OF THE INJURY**  
(2 spaces)

The coding form has 2 spaces for coding the activity at the time of the injury. Here you have to code what the patient was doing at the time of the accident. It is important that you code the most specific code possible so that we preserve as much information as possible to get the best picture of how the accident happened. If you tick off for sports, code the specific type of sport using the "Sports codes".

**1 Domestic work**

- 10 Cooking
- 11 Cleaning, maintenance
- 12 Childcare, etc.
- 13 Shopping
- 14 Gardening
- 18 Domestic work, other specified
- 19 Domestic work, unspecified

**2 Do-it-yourself work**

- 20 Repairs
- 28 Do-it-yourself work, other specified
- 29 Do-it-yourself work, unspecified

**3 Educational activity**

- 39 Educational activity, unspecified

**4 Play and leisure activity**

- 40 Play
- 41 Hobby
- 48 Play and leisure activity, other specified
- 49 Play and leisure activity, unspecified

**5 Sports, athletics, exercise**

- 50 Physical education
- 51 Sports/athletics
- 58 Sports, athletics, exercise, other specified
- 59 Sports, athletics, exercise, unspecified

**6 Vital (basic) activity**

- 60 Taking meals (eating/drinking)
- 61 Sleeping, resting
- 62 Personal hygiene
- 68 Vital activity, other specified
- 69 Vital activity, unspecified

**8 Other specified activity**

- 80 General walking around
- 88 Other specified activity

**99 Unspecified activity**

**SPORTS PRACTISED AT THE TIME OF THE INJURY**  
(3 spaces)

The coding form has 3 spaces for coding sports practised at the time of the injury.

The code is alpha-numeric in order to accommodate future expansions of the classification. The first level is coded with a letter only. At the 2nd level the letter is followed by one digit. At the highest level the letter is followed by 2 digits connotating the specific type of sports activity. Note the hierarchical structure of the codes.

**TYPE OF INJURY**

Type 1 and 2  
(2 x 2 spaces)

The coding form has 2 x 2 spaces for coding type of injury. When assigning these codes, use the diagnosis of the physician attending the patient to determine the type of an injury.

If more than one diagnosis appears on the A&E department record, code the one that seems to be the most severe first. You may only code two injuries. If there are more injuries you should note them in the free text description.

Code	Type of injury
01	Concussion
02	Contusion, bruise
03	Abrasion
04	Open wound
05	Fracture
06	Luxation, dislocation
07	Distorsion, sprain
08	Lesion of nerve(s)
09	Lesion of blood vessel(s)
10	Lesion of tendon(s) and/or muscle(s)
11	Crushing
12	Amputation
13	Poisoning
14	Burns, scalds (thermal)
15	Corrosion (chemical)
16	Electrocution
17	Radiation (sunlight, X-rays, etc.)
18	Frostbite
19	Suffocation (asphyxia)
97	No injury diagnosed
98	Type of injury, other specified
99	Type of injury, unspecified

**PART OF THE BODY INJURED**

Part 1 and 2  
(2 x 2 spaces)

The coding form has 2 x 2 spaces for coding part of the body injured. Use the table of codes given below to record the body part most affected by an injury. As noted before, if necessary you may code two different injured body parts. If so, you must always be careful to code the corresponding body parts with the injuries coded.

*The classification of body regions is compatible with the ICD-10, chapter XIX, codes S00-T14*

The first coded injury refers to the first coded body part and the second injury (if any) refers to the second coded body part. You should always code the most severe injury first.

Examples:

"Fracture of hip and contusion of lower arm" would look like this when coded:

Type of injury: 1st = 05 (fracture)    2nd = 02 (contusion)  
 Body part:        1st = 60 (hip)            2nd = 54 (lower arm)

**PART OF THE BODY  
INJURED**

Part 1 and 2  
(2 x 2 spaces)  
...continued...

- 1 Head**
  - 10 Brain
  - 11 Skull
  - 12 Ear
  - 13 Eyeball, eyelid
  - 14 Nose
  - 15 Teeth
  - 16 Jaw/cheek
  - 17 Lip and oral cavity
  - 18 Head, other specified
  - 19 Head, unspecified
  
- 2 Neck, throat**
  - 20 Neck
  - 21 Throat, internal parts
  - 22 Cervical spine
  - 28 Neck/throat, other specified
  - 29 Neck/throat, unspecified
  
- 3 Thorax**
  - 30 Chest, external
  - 31 Ribs and sternum
  - 32 Thoracic spine
  - 33 Lungs, bronchus
  - 34 Heart
  - 38 Thorax, other specified
  - 39 Thorax, unspecified
  
- 4 Abdomen, lower back, lumbar spine and pelvis**
  - 40 Abdomen, external
  - 41 Abdomen, internal organs (incl. liver, kidney)
  - 42 Lower spine (lumbar and sacral)
  - 43 Lower back, buttocks
  - 44 Pelvis
  - 45 Genitals
  - 48 Abdomen, other specified
  - 49 Abdomen, unspecified
  
- 5 Upper extremities**
  - 50 Collar bone
  - 51 Shoulder (incl. scapula)
  - 52 Upper arm (humerus)
  - 53 Elbow
  - 54 Forearm, lower arm
  - 55 Wrist
  - 56 Hand, excl. Fingers
  - 57 Finger
  - 58 Upper extremities, other specified
  - 59 Upper extremities, unspecified
  
- 6 Lower extremities**
  - 60 Hip
  - 61 Upper leg/thigh
  - 62 Knee
  - 63 Lower leg
  - 64 Ankle
  - 65 Foot, excl. Toes
  - 66 Toe
  - 68 Lower extremities, other specified
  - 69 Lower extremities, unspecified

**PART OF THE BODY  
INJURED**

Part 1 and 2  
(2 x 2 spaces)  
...continued...

**7 Multiple body parts/whole body affected**

70 Multiple body parts affected  
75 Whole body affected

**9 Other and unknown body part**

98 Body part, other specified  
99 Body part, unspecified

**PRODUCT CODES**

In product-related accidents this system distinguishes between products involved in the accident, products causing injury, and other products. Therefore, the coding form has 3 x 5 spaces for coding products. It is important to work closely together with hospital A&E department staff to be sure that all consumer products involved in reported accidents appear on the A&E department records.

The product codes are alpha-numerical and hierarchical. This structure allows for future expansions.

**PRODUCT INVOLVED  
IN AN ACCIDENT**  
(5 spaces)

The coding form has 5 spaces for coding the product involved in an accident. Here you should code the product that in combination with other factors caused the accident. This does not necessarily mean that the product was at fault, but merely was involved in the accident.

For example "a child falls down a staircase and bumps his/her head on the wooden floor". The staircase in this example is the product that is involved in the accident. Another example, "fallen from tricycle". In this case tricycle should be coded as product involved. But in the description "with coat caught in between spokes, fell from bicycle", two products are involved. Here you must decide which of the two products is the first in the chain of events (i.e. the accident) that eventually produced the injury. The second product should be coded as "other product".

Product involved in an accident is coded by use of the "Product codes".

**PRODUCT CAUSING INJURY***(5 spaces)*

The coding form has 5 spaces for coding the product that directly caused the injury. For example, a boy riding a bicycle ran into a swing and received contusions and abrasions to his face. In this case the swing should be coded as the "product causing injury", and the bicycle as "product involved".

Product causing injury is coded by use of the "Product codes".

**OTHER PRODUCT***(5 spaces)*

If there is a second "product involved" you should code this as "other product".

Example:

A child riding a bicycle, collides with a dog, falls and is injured by the gravel. This case should be coded as:

- product involved = dog  
 - product causing the injury = gravel  
 - other product involved = bicycle

As a general rule, code product unspecified as "Z9999" and in cases where no products were involved at all, *leave the coding spaces blank*.

General remarks on coding products: Whenever possible, particular consumer products rather than general types of products should be reported and coded. For example: electric oven, gas oven, gas range (with oven), electric range (with oven), or microwave oven should be recorded - not just oven. As another example, you should try to find out whether an injury from a saw involved a chain saw, a portable circular saw, or a hand saw, jigsaw, etc. If you cannot get this kind of detail, try to discover at least if the product was powered or manual (e.g. power saw or hand saw). To get such detailed information, coders should make sure that hospital admissions clerks, nurses and physicians are familiar with the HLA coding requirements.

Products included in a code: Unless a product code title has qualifying words or phrases, it includes all varieties of that product. For example, "watch" includes pocket watches, electric watches, children's nontoy watches, ladies' watches, Mickey Mouse watches, wristwatches, etc.

Product parts: Accidents involving only particular parts or components of a consumer product should be coded with the number for the product as a whole. For example, an injury from the wringer on a washing machine should be coded as E0062 (washing machines).

Toys: A product is considered a toy only if it is specifically described as a toy (e.g., play money, toy watch, toy bear) or if it cannot be anything but a toy, such as a rocking horse, teddy bear, or yo-yo. Even if the injured person is a child, the product involved is not necessarily a toy. In the case of a child injured, for instance, while digging in the yard with a shovel, the shovel should be coded as a toy tool only if the emergency department record explicitly states that the shovel was a toy shovel. Otherwise, assume that the particular shovel was not a toy shovel and use code H7120 (shovel).

**ACCIDENT  
DESCRIPTION**  
(120 spaces)

The coding form contains 120 spaces for free text. The free text is a very important element useful in more detailed analysis of the accident event. The free text is a description of the injury event in plain language, concentrating on describing "what went wrong?". It should furthermore contain specific information on the place of occurrence. In case of accident in an institution, the specific type of institution and the name and address is very valuable information. Furthermore information on the involved product is substantially increased if the text contains information on the product name, brand and functional condition.

Note with attention the following bad and good examples of free text:

**Bad examples:**

Fall

Falling from stairs

Burn

Intoxication

A cut

Sports accident

Injured in a swimming pool

**Good examples:**

Fall from rocking-horse against radiator.

The light went out and I fell on the staircase.

Burned myself on boiling oil.

Drinking chlorine from a beer bottle.

Was opening a carton with a sharp knife.

Jumped on a trampoline and his foot was caught in the elastic rope.

Bumped against another person while using the slide into the pool.

## DATA STRUCTURE

The following table shows the structure of the **HLA record**. As mentioned earlier (page 10), the variables are *recommended* for the recording of injury cases. In principle, this type of information is similar to that, which has consistently been delivered to the European Commission since the start of the EHLASS project (1986). For each variable is shown the no. of characters, and the corresponding position number in the record.

New variables in the list (compared to earlier versions) are: 'Date of birth', 'Date of injury', 'Time of injury' and 'Date of discharge'. This type of information is recommended for analysis of age, study of relationship between injury event and time of attendance, calculation of bed days, etc. However, recording of dates is subject to national data protection rules. Therefore, the *mandatory datasets*, which are requested by the European Commission for inclusion in the ISS database, are shown on page 24.

The European Commission has set minimum requirements for acceptance of data to be delivered to the ISS database. These requirements honour the demand for representativity of the data. The collected data must be population based. The catchment population must be stratified by sex and 1 year age groups, and data should be delivered in absolute numbers – see the table "ISS-catchment population data structure" on page 24.

**HLA record**

		No. of characters	Positions
COUNTRY CODE		2	1-2
HOSPITAL NUMBER		6	3-8
CASE NUMBER		10	9-18
SEX OF PATIENT		1	19-19
DATE OF BIRTH (YYYYMMDD)		8	20-27
DATE OF INJURY (YYYYMMDD)		8	28-35
TIME OF INJURY		2	36-37
DATE OF ATTENDANCE (YYYYMMDD)		8	38-45
TIME OF ATTENDANCE		2	46-47
DATE OF DISCHARGE		8	48-55
TREATMENT AND FOLLOW-UP		1	56-56
PLACE OF OCCURRENCE		2	57-58
MECHANISM OF INJURY		2	59-60
ACTIVITY		2	61-62
SPORTS		3	63-65
TYPE OF INJURY	Type 1	2	66-67
	Type 2	2	68-69
PART OF THE BODY INJURED	Part 1	2	70-71
	Part 2	2	72-73
PRODUCT INVOLVED IN THE ACCIDENT		5	74-78
PRODUCT CAUSING THE INJURY		5	79-83
OTHER PRODUCT		5	84-88
ACCIDENT DESCRIPTION		120	89-208

Bed-days are calculated as date of discharge minus date of admission. If the date of discharge is the same as date of admission the result is one bed-day.

## ISS data structure

Field	Number of positions	Type of data
Country code	2	Numeric
Hospital number	6	Alphanumeric
Case number	10	Alphanumeric
Sex of patient	1	Numeric
Date of birth	8	<b>MUST be left empty</b>
Date of injury (yyyymmdd) *	8	Numeric
Time of injury *	2	Numeric
Date of attendance (yyyymmdd)	8	Numeric
Time of attendance	2	Numeric
Date of discharge (yyyymmdd) *	8	Numeric
Treatment and follow-up	1	Numeric
Place of occurrence	2	Numeric
Mechanism of injury	2	Numeric
Activity at time of accident	2	Numeric
Sports	3	Alphanumeric
Type of injury 1	2	Numeric
Type of injury 2	2	Numeric
Part of the body injured 1	2	Numeric
Part of the body injured 2	2	Numeric
Product involved in the accident	5	Alphanumeric
Product causing injury	5	Alphanumeric
Other product	5	Alphanumeric
Accident description	120	String
Age of patient	3	Numeric
Number of days hospitalised	3	Numeric

Note: \*: The variable is optional and can be left empty.

## ISS-catchment population data structure

Field	Number of positions	Type of data
Country code	2	Numeric
Sex	1	Numeric
Age (in 1-year age group)	3	Numeric
Number of catchment population	10	Numeric

## Sex of patient

- 1 Male
- 2 Female
- 9 Unknown

## Treatment and follow-up

- 1 Examined and sent home without treatment
- 2 Sent home after treatment
- 3 Treated and referred for further treatment by general practitioner
- 4 Treated and referred for further treatment as an outpatient
- 5 Treated and admitted to this hospital
- 6 Transferred to another hospital
- 7 Deceased
- 8 Other
- 9 Unknown

## Place of occurrence Codes

### 0 Transport area

- 00 Pavement, pedestrian mall
- 01 Cycle way
- 02 Motorway
- 03 Public road outside urban area
- 04 Public road inside urban area
- 05 Road, unspecified
- 06 Bus station, railway area, freight terminal, etc.
- 07 Quay, trackway and vehicle access route in docks
- 08 Transport area, other specified
- 09 Transport area, unspecified

### 1 Residential area

- 10 Kitchen
- 11 Living room, bedroom
- 12 Bathroom, washroom
- 13 Stairs, indoors
- 14 Residence indoors, other
- 15 Residence, outdoors
- 16 Playground in residential area
- 17 Garden
- 18 Private driveway, parking area, garage, carport, path, walking area
- 19 Residential area, other and unspecified

### 2 Production and workshop area

- 20 Farm, market garden
- 21 Forest and plantation as production area
- 22 Mine, quarry, gravel pit, etc.
- 23 Workshop, factory, shipyard
- 24 Public works
- 25 Buildings and roads under construction
- 26 Warehouse, storage
- 27 Administrative premises
- 28 Production and workshop area, other specified
- 29 Production and workshop area, unspecified

### 3 Retail, commercial and service area

- 30 Shop, wholesale and retail area, auction building, market stall
- 31 Private service area
- 32 Hotel, motel
- 38 Retail, commercial and service area, other specified
- 39 Retail, commercial and service area, unspecified

### 4 School, institutional area and public premises

- 40 Day-care institution for children and adolescents
- 41 School, university, college
- 42 School yard
- 43 Playground in institutional area
- 44 Buildings and offices accessible to the public
- 45 Hospital, outpatient clinic, health centre
- 46 Nursing home, home for the sick, institution for disabled
- 47 Military institution
- 48 School, institutional area and public premises, other specified
- 49 School, institutional area and public premises, unspecified

### 5 Sports area

- 50 Sportshall, gymnasium
- 51 Sportsground (outdoors)
- 52 Swimmingpool/baths
- 53 Riding school
- 54 Racetrack
- 55 indoor ice rink, skating rink
- 56 Skiing and alpine facility
- 58 Sports area, other specified
- 59 Sports area, unspecified

### 6 Amusement, entertainment and park area

- 60 Restaurant, cafeteria, pub
- 61 Discotheque, jazzclub
- 62 Cinema, theatre, concert hall
- 63 Amusement park, etc.
- 64 Playground in park area, etc.
- 65 Public gardens
- 66 Grand stand indoor/outdoors
- 68 Amusement, entertainment and park area, other specified
- 69 Amusement, entertainment and park area, unspecified

### 7 Open nature

- 70 Uncultivated land
- 74 Beach incl. foreshore
- 75 Ice-cap, glacier
- 76 Camping site
- 77 Military training area
- 78 Open nature, other specified
- 79 Open nature, unspecified

**8 Sea, lake and river**

- 80 Sea
- 81 Lake
- 82 River, stream, canal
- 83 Vessel
- 84 Off-shore installation
- 85 Ice on water
- 88 Sea and wet area, other specified
- 89 Sea and wet area, unspecified

**9 Place, other and unspecified**

- 98 Place, other specified
- 99 Place, unspecified

Codes	Manual
	<p>General instructions: The level of specification differs from one main group to the other. Therefore, the superior code for place should be used, if <i>no</i> inclusion or exclusion criteria are stated.</p> <p>Example: Sportshall in prison is coded as <i>sportshall</i>, whereas bathroom in a prison is coded as <i>prison</i>.</p>
<b>0 Transport area</b>	<p>0 Public areas and areas accessible to the public, incl. bridges and tunnels.</p> <p>Access and exit routes not accessible to the public, walking areas and footpaths, etc. within the other areas of the place code are coded the respective places.</p> <p>Excl. transport area under construction (25) as well as transport in the air (78) and on water (8).</p>
00 Pavement, Pedestrian mall	00 Incl. footbridge, tunnel and stairs in pedestrian area.
01 Cycleway	
02 Motorway	
03 Public road outside urban area	03 Incl. intersection between railroad/tram rails and road. Excl. motorway (02).
04 Public road inside urban area	04 Incl. intersection between railroad/tram rails and road.
05 Road, unspecified	05 Incl. private road accessible to the public, intersection between railroad/tram rails and road.
06 Bus station, railway area, freight terminal, etc.	06 Incl. coach, track area, subway, shunting yard, platform, waiting room with adjoining walking areas and access roads. Excl. railway workshop (23) and administration area (27).
07 Quay, trackway and vehicle access route in docks	07 Excl. shipyard (23), sea, lake, etc. (8) and vessel alongside quay (83).
08 Transport area, other specified	08 Incl. parking lot and parking house, gasoline station, airport with runways, walking and vehicle access area, public area in airport terminal. Excl. garage at gasoline station, aircraft repair shop, hanger (23) and administration area (27).
09 Transport area, unspecified	
<b>1 Residential</b>	<p>1 Private residences incl. protected home, pensioners' home, weekend cottage, residential caravan park. Excl. residential institution (4), public institution, e.g. nursing home and home for the sick (46), day-and-night centre (48), prison (48), hotel, motel (32).</p>

Codes	Manual
10 Kitchen	
11 Living room, bedroom	11 Incl. hall, lobby, dining room, lounge, study.
12 Bathroom, washroom	12 Incl. bath, toilet, shower, sauna, laundry room, scullery.
13 Stairs, indoors	13 Incl. landing.
14 Residence indoors, other	14 Incl. basement, cellar, loft, porch, passage, corridor, lift. Excl. building under construction (25).
15 Residence outdoors	15 Incl. balcony, frontage, roof, outdoor staircase. landing.
16 Playground in residential area	16 Incl. playground with play equipment, etc. in area for this purpose within residential area. Excl. playground in school-/institutional area (43) and playground in park area (64).
17 Garden	17 Incl. terrace, garden path, swimmingpool, outhouse, toolshed.
18 Private driveway, parking area, garage, carport, path, walking area	18 Incl. yard and courtyard. Excl. path and walking area in park area (65), in the open country otherwise (7) and path and walking/driving area accessible to the public (00 and 05).
19 Residential area, other and unspecified	19 Incl. stairs, unspecified.
<b>2 Production and workshop area</b>	2 Includes road network and garages on the premises of any production field. Administrative areas within any kind of production field are to be coded under 27.
20 Farm, market garden	20 Incl. cultivated field, orchard and fish farm, pen/fold for reindeer, sheep, etc. Excl. residential area in connection with home industrial area, farm, fish farm, etc. which is coded as residential area (10-19).
21 Forest and plantation as production area	
22 Mine, quarry, gravel, pit, etc.	
23 Workshop, factory, shipyard	23 Excl. vessels (83), oil rig and other offshore installations (84).
24 Public works	24 Incl. refuse disposal plant, refuse dump, (nuclear) power plant.
25 Buildings and roads under construction	25 Incl. demolition.
26 Warehouse, storage	26 Incl. garage and road network.
27 Administrative	27 Incl. canteens within any kind of production area.

Codes	Manual
premises	
28 Production and workshop area, other specified	28 Excl. vessels (83), oil rig and other offshore installations (84).
29 Production and workshop area, unspecified	
<b>3 Retail, commercial and service area</b>	
30 Shop, wholesale and retail area, auction building, market stall	30 Excl. gasoline station (08).
31 Private service area	31 Independent business, such as physician, dentist, lawyer, hairdresser, bank, insurance company, etc.
32 Hotel, motel	
38 Retail, commercial and service area, other unspecified	
39 Retail, commercial and service area, unspecified	
<b>4 School, institutional area and public premises</b>	
	4 Incl. residential institutions. Excl. sports areas in connection with all types of institutions (5).
40 Day-care institution for children and adolescents	40 Incl. leisure centre and youth club, `after school care`, kindergarten. Excl. playground (43). Private day-care home is coded as residential area (10-19).
41 School, university, college	41 Incl. scientific plants and research stations. Excl. sports area (5), and private residence in connection with school and institutional area, which is coded as residential area (10-19).
42 School yard	42 Incl. school playground. Playground equipment involved in accident may be coded by the product classification.
43 Playground in institutional area	43 Incl. playground in institutions for children and adolescents. Excl. playground in residential area (16) and playground in park area (64).
44 Buildings and offices accessible to the public	44 Incl. post office, social insurance office, parish hall, police station, courthouse, museum, library, association premises, church.
45 Hospital, outpatient clinic, health centre	

Codes	Manual
46 Nursing home, home for sick, institution for the disabled	46 Incl. day-centre for elderly and disabled people, hospice. Excl. protected home and pensioners' dwelling (10-19).
47 Military institution	47 Excl. military training area (77).
48 School, institutional area and public premises, other specified	48 Incl. day-and-night centre for children and adolescents, open and closed prison, asylum centre. Excl. playground in day-and-night centre for children (43).
49 School, institutional area and public premises, unspecified	
<b>5 Sports area</b>	5 Incl. sports area in connection with all types of institutions. Note that the type of sports, etc. may be coded by the sports codes.
50 Sportshall, gymnasium	
51 Sportsgrounds (outdoors)	
52 Swimmingpool/baths	52 Incl. bathing facility with water slide. Excl. holiday recreation centre (63) and private swimming pool (17).
53 Riding school	53 Indoors/outdoors.
54 Racetrack	54 Incl. racetracks for animals, bicycles, motor vehicles
55 Indoor ice rink, skating rink	
56 Skiing and alpine facility	56 Incl. skilift.
58 Sports area, other specified	
59 Sports area, unspecified	
<b>6 Amusement, entertainment and park area</b>	6 Incl. the immediate surroundings (see especially 60, 61 and 62).
60 Restaurant, cafeteria, pub	60 Incl. inn, bodega, bar.
61 Discotheque, jazz club, dance hall	
62 Cinema, theatre, concert hall	62 Excl. grand stand for audience at special entertainment (66).

<b>Codes</b>	<b>Manual</b>
63 Amusement park, etc.	63 Incl. circus, tivoli, zoo, animal park, fair ground, holiday recreation centre.
64 Playground in park area, etc.	64 Excl. playground in residential area (16), and playground in institutional areas (43).
65 Public gardens	65 Incl. park, green area, walking area, footpath, picnic area.
66 Grand stand indoors/outdoors	66 Incl. indoors/outdoors grand stand of permanent or temporary kind for audience in sports-/athletic grounds or at special entertainment. Example: At ice hockey rink, rock concert in sportsground or open square, drive-in cinema. Excl. cinema hall, theatre, concert hall (62).
68 Amusement, entertainment and park area, other specified	68 Incl. cemetery.
69 Amusement, entertainment and park area, unspecified	
<b>7 Open nature</b>	
70 Uncultivated land	70 Incl. mountain, nature park, forest, desert, with lanes, paths and tracks.
74 Beach incl. foreshore	74 Incl. wharf, bathing jetty. Excl. sea, lake, etc. (80-89).
75 Ice-cap, glacier	
76 Camping site	76 Incl. hut, etc. for temporary use. Example: Nomad settlement.
77 Military training area	77 Excl. military institution (47).
78 Open nature, other specified	78 Incl. air space.
79 Open nature, unspecified.	
<b>8 Sea, lake and river</b>	
80 Sea, inlet	
81 Lake	81 Incl. marsh, moor.
82 River, stream, canal	82 Incl. brook, spring, creek.
83 Vessel	83 Incl. vessels and boats of all types at sea and alongside quay. Excl. quay, etc. (07).
84 Off-shore installation	84 Incl. oil rig, etc.

**Codes****Manual**

85 Ice on water

88 Sea and wet area,  
other specified

89 Sea and wet area,  
unspecified

**9 Place, other and  
unspecified**

98 Place, other specified

99 Place, unspecified

## Mechanism of Injury Codes

### 0 Struck, hit by fall

- 01 Fall on same level
- 03 Fall on or from stairs
- 04 Fall/jump from lesser height
- 05 Fall/jump from greater height
- 08 Fall, other specified
- 09 Fall, unspecified

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

- 10 Contact with moving object
- 11 Contact with static object
- 12 Contact with person
- 13 Contact with animal
- 18 Contact, other specified
- 19 Contact, unspecified

### 2 Crushing, cutting, piercing

- 20 Pinching, crushing
- 21 Cutting, clipping
- 22 Slash, sawing
- 23 Tearing
- 24 Puncture, piercing
- 25 Bite/sting by animal/human/insect
- 28 Crushing, cutting, piercing, other specified
- 29 Crushing, cutting, piercing, unspecified

### 3 Foreign body in natural orifice

- 30 In eye
- 31 In nose
- 32 Through mouth
- 33 In ear
- 38 Other natural orifice
- 39 Entrance of foreign body, unspecified

### 4 Suffocation

- 40 Strangulation
- 41 Obstruction of airways
- 42 Drowning and near-drowning
- 43 Compression of chest
- 44 Oxygen deficient inhaled air
- 48 Suffocation, other specified
- 49 Suffocation, unspecified

### 5 Chemical effect

- 50 Corrosion by solid substances
- 51 Corrosion by liquid substances
- 52 Corrosion by gaseous substances

- 53 Corrosion, unspecified
- 54 Poisoning by solid substances
- 55 Poisoning by liquid substances
- 56 Poisoning by gaseous substances
- 57 Poisoning, unspecified
- 58 Chemical effect, other specified
- 59 Chemical effect, unspecified

### 6 Thermal effect

- 60 Hot liquid
- 61 Steam
- 62 Hot objects
- 63 Open fire, flames
- 64 Heat, unspecified
- 65 Cold, unspecified
- 66 Body cooling
- 67 Contact cooling
- 68 Thermal effect, other specified
- 69 Thermal effect, unspecified

### 7 Electric/radiation and effect of other energy-waves

- 70 Contact with electric current
- 71 Contact with electric arc
- 72 Welding light
- 73 Other light radiation
- 74 Acoustic
- 75 Vibrations
- 76 Other radiation
- 78 Electric/radiation and effect of other energy-waves, other specified
- 79 Electric/radiation and effect of other energy-waves, unspecified

### 8 Acute overexertion of body or part of body

- 80 Overexertion by pushing, pulling
- 81 Overexertion by lifting
- 82 Overexertion by catching
- 83 Overexertion by twisting, turning
- 84 Overexertion of own accord
- 88 Acute overexertion, other specified
- 89 Acute overexertion, unspecified

### 9 Mechanism of injury, other and unspecified

- 98 Mechanism of injury, other specified
- 99 Mechanism of injury, unspecified

Code	Manual
	Groups 0-3 comprise the <i>mechanical forces</i> which may cause injury, i.e. when the victim through his own motion meets with a <i>resting object</i> (incl. person, animal), or when the victim is injured by a <i>moving object</i> and the harmful effect is chiefly of a <i>mechanical</i> kind. Objects, persons or animals may be specified by use of the Product classification.
<b>0 Struck, hit by fall</b>	0 Comprises falls on the same level or to a lower level, and falling down stairs.
01 Fall on same level	01 Comprises falls from stumbling, slipping, tripping due to irregularities of the ground, e.g. a threshold or uneven terrain, or fall due to overbalance. Incl. falls to levels higher than the ground. Excl. twisting of an ankle <i>without fall</i> (84).
03 Fall on or from stairs	03 Comprises <i>all</i> falls on or from stairs.
04 Fall/jump from lesser height	04 Falls from less than 1 meter.
05 Fall/jump from greater height	05 Falls from 1 meter or more.
08 Other specified fall	
09 Unspecified fall	
<b>1 Struck, hit by contact with other object, person or animal</b>	1 Comprises blunt trauma such as struck, hit by contact/collision with objects, means of transport, persons, animals, etc. at rest or in motion.
10 Contact with moving object	10 Contact with moving object irrespective of the direction of the motion, incl. strong acceleration or deceleration. Example: Driving vehicle, falling or thrown object (e.g. ball). A falling object is defined both as falling freely and as falling due to seesaw motion around a hinge (e.g. hatch, trap door). A thrown object is defined by the projectile motion (e.g. caused by breakage or explosion).
11 Contact with static object	11 Contact between resting object and person in motion.
12 Contact with person	12 Any contact with persons – e.g. kicking, pulling and pushing, occurring intentionally (violence) or unintentionally (e.g. violent play). Excl. slash, bite/sting (2).
13 Contact with animal	13 Any contact with animals – e.g. trampling, kicking, pulling and pushing. Excl. slash, bite/sting (2).
18 Contact, other specified	
19 Contact, unspecified	

Code	Manual
<b>2 Crushing, cutting, piercing</b>	
20 Pinching, crushing	20 Two-sided effect, i.e. injury due to interaction between different objects or parts hereof, and when objects/surfaces are blunt.
21 Cutting, clipping	21 Two-sided effect due to interaction between sharp objects/edges. Excl. bite by animal/person (25).
22 Slash, sawing	22 One-sided effect due to contact with sharp object/edge.
23 Tearing	23 One-sided effect due to contact with rough object/edge.
24 Puncture, piercing	24 One-sided effect due to more directly penetrating contact. Incl. penetration of the skin by foreign body (splinter, chip of metal, projectile, wood, etc.). Excl. sting by insect (25). Excl. foreign body in eye or through natural orifice (3).
25 Bite/sting by animal/human/insect	25 Comprises all bites by animals/humans/insects, e.g. dog bite, wasp sting, weever sting.
28 Crushing, cutting, piercing, other specified	
29 Crushing, cutting, piercing, unspecified	
<b>3 Foreign body in natural orifice</b>	3 Comprises all types of objects entering natural orifices. Excl. suffocation due to foreign body (4).
30 In eye	
31 In nose	
32 Through mouth	
33 In ear	
38 Other natural orifice	
39 Unspecified entrance of foreign body	
<b>4 Suffocation</b>	4 Comprises suffocation due to lack of oxygen in inhaled air. The oxygen deficiency may be caused by obstruction of airways, by for instance solid mass or snow.
40 Strangulation	
41 Obstruction of airways	41 Incl. foreign body/food in airway.
42 Drowning and near-drowning	42 Incl. aspiration of water/fluid.
43 Compression of chest	43 Incl. buried under corn, earth, snow, etc.
44 Oxygen deficient inhaled air	44 Incl. enveloped in oxygen deficient air.

Code	Manual
48 Suffocation, other specified	
49 Suffocation, unspecified	
<b>5 Chemical effect</b>	5 Comprises poisonings, etc. as effect of short-lasting exposure (less than 48 hours) which is related to accidental circumstances or events of intentional injury.
50 Corrosion by solid substances	
51 Corrosion by liquid substances	
52 Corrosion by gaseous substances	
53 Corrosion, unspecified	
54 Poisoning by solid substances	
55 Poisoning by liquid substances	
56 Poisoning by gaseous substances	56 Incl. inhalation of smoke (fire).
57 Poisoning, unspecified	
58 Chemical effect, other specified	
59 Chemical effect, unspecified	
<b>6 Thermal effect</b>	
60 Hot liquid	
61 Steam	61 Incl. thermal effect of inhalation of steam.
62 Hot objects	
63 Open fire, flames	
64 Heat, unspecified	64 Extremely high ambient temperature.
65 Cold, unspecified	65 Extremely low ambient temperature.
66 Body cooling	66 Incl. cooling of whole body or part hereof. Incl. airway cooling. Hypothermia without aspiration of water may be the main injury mechanism for victims of near-drowning.
67 Contact cooling	67 Contact with cold, frozen object.
68 Thermal effect, other specified	
69 Thermal effect, unspecified	
<b>7 Electric, radiation and effect of other energy-waves</b>	
70 Contact with electric current	

Code	Manual
71 Contact with electric arc	71 Electric spark between electrodes. Incl. electric shock. Excl. burn (63).
72 Welding light	73 Incl. sunburn, burn from solarium, etc.
73 Other light radiation	74 Acute effect of loud noise, e.g. gunshot, explosion of fireworks.
74 Acoustic	75 Vibration from pneumatic drill, infrasound waves.
75 Vibrations	76 Incl. radioactive radiation, x-ray radiation, etc.
76 Other radiation	
78 Electric, radiation and effect of other energy-waves, other specified	
79 Electric, radiation and effect of other energy-waves, unspecified	
<b>8 Acute overexertion of body or part of body</b>	8 Comprises acute overexertion (occurred within the last 48 hours) of muscles, joints, etc. due to the effect of external force transferred to the victim from object/person/animal (80-83), or when acute overexertion is due to the victim's own violent movement or strenuous position and <i>not</i> an effect of external force (84). Note that this group does not comprise exterior injury – e.g. struck, hit by object – which is covered by the groups 0-3.
80 Overexertion by pushing, pulling	80 Acute overexertion due to pushing, pulling heavy load, incl. object, person, animal.
81 Overexertion by lifting	81 Acute overexertion due to lifting, carrying heavy load, incl. object, person, animal.
82 Overexertion by catching	82 Acute overexertion due to unexpected catch of heavy load, incl. object, person, animal.
83 Overexertion by twisting, turning	83 Acute overexertion due to twist, turn of body or body part while carrying heavy load, incl. object, person, animal.
84 Overexertion of own accord	84 Acute overexertion due to own violent movement or strenuous position <i>without</i> transfer of external force from object, person, animal. Incl. twisting of an ankle without fall (type of ground/underlay may be coded by use of the Product classification). <i>Incl. twisting of ankle without fall.</i>
88 Acute overexertion, other specified	88 Incl. acute shock following fright due to accident or event of threatening violence, etc.
89 Acute overexertion, unspecified	

**Code**  
**9 Mechanism of injury,  
other and unspecified**

**Manual**

98 Mechanism of injury,  
other specified

99 Mechanism of injury,  
unspecified

## Activity at the time of the injury

### 1 Domestic work

- 10 Cooking
- 11 Cleaning, maintenance
- 12 Childcare, etc.
- 13 Shopping
- 14 Gardening
- 18 Domestic work, other specified
- 19 Domestic work, unspecified

### 2 Do-it-yourself work

- 20 Repairs
- 28 Do-it-yourself work, other specified
- 29 Do-it-yourself work, unspecified

### 3 Educational activity

- 39 Educational activity, unspecified

### 4 Play and leisure activity

- 40 Play
- 41 Hobby
- 48 Play and leisure activity, other specified
- 49 Play and leisure activity, unspecified

### 5 Sports, athletics, exercise

- 50 Physical education
- 51 Sports/athletics
- 58 Sports activity, other specified
- 59 Sports activity, unspecified

### 6 Vital (basic) activity

- 60 Taking meals (eating/drinking)
- 61 Sleeping, resting
- 62 Personal hygiene
- 68 Vital activity, other specified
- 69 Vital activity, unspecified

### 8 Other specified activity

- 80 General walking around
- 88 Other specified activity

### 99 Unspecified activity

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## Codes for athletics, sports and exercise

### 1<sup>st</sup> character level

- A Athletics
- B Gymnastics
- C Sports with racket, bat or stick
- D Teams sports with ball
- E Combat sports
- F Non-motorised wheel sports
- G Motor sports
- H Animal sports
- J Winter sports
- K Water sports
- L Air sports
- M Weapon sports
- N Sports with solid balls
- P Climbing sports
- Q Dance sports
- X Combined sports
- Z Athletics, sports and exercise,  
other and unspecified

**2<sup>nd</sup> and 3<sup>rd</sup> character level****A Athletics****A0 Running**

- A00 Track running without hurdles
- A01 Hurdle racing
- A02 Marathon racing
- A03 Orienteering and cross-country running
- A04 Jogging
- A05 Walking
- A08 Running, other specified
- A09 Running, unspecified

**A1 Throwing**

- A10 Javelin throwing
- A11 Shot-putting
- A12 Discus-throwing
- A13 Hammer throwing
- A18 Throwing, other specified
- A19 Throwing, unspecified

**A2 Jumping**

- A20 High jumping
- A21 Pole vaulting
- A22 Long jumping
- A23 Hop, step and jump
- A28 Jumping, other specified
- A29 Jumping, unspecified

**A3 Lifting**

- A30 Weight lifting
- A31 Power lifting
- A38 Lifting, other specified
- A39 Lifting, unspecified

**A4 Training of muscle strength/bodybuilding**

- A40 Training of muscle strength
- A45 Bodybuilding
- A48 Training of muscle strength/bodybuilding, other specified
- A49 Training of muscle strength/bodybuilding, unspecified

**A9 Athletics, other and unspecified**

- A98 Athletics, other specified
- A99 Athletics, unspecified

**B GYMNASTICS****B0 Gymnastics without appliance**

- B08 Gymnastics without appliance, other specified
- B09 Gymnastics without appliance, unspecified

**B1 Gymnastics with appliance**

- B10 Horizontal bar
- B11 Parallel bars
- B12 Boom
- B13 Flying rings
- B14 Horse/Swedish box
- B15 Trampoline
- B16 Wall bar
- B17 Rope
- B18 Gymnastics with appliance, other specified
- B19 Gymnastics with appliance, unspecified

**B2 Gymnastics with manual appliance**

- B20 Clubs
- B21 Hoop
- B22 Balls
- B23 Skipping rope
- B28 Gymnastics with manual appliance, other specified
- B29 Gymnastics with manual appliance, unspecified

**B3 Aerobics**

- B38 Aerobics, other specified
- B39 Aerobics, unspecified

**B9 Gymnastics, other and unspecified**

- B98 Gymnastics, other specified
- B99 Gymnastics, unspecified

**C SPORTS WITH RACKET, BAT OR STICK****C0 Sports with racket**

(Incl. table tennis.

Excl. in enclosed court (C3))

C00 Tennis

C02 Badminton

C03 Table tennis

C08 Sports with racket, other specified

C09 Sports with racket,  
unspecified

**C1 Sports with bat**

C10 Baseball

C11 Cricket

C12 Rounders

C18 Sports with bat, other  
specified

C19 Sports with bat,  
unspecified

**C2 Sports with stick**

C20 Ordinary hockey

C21 Ice hockey

C22 Bandy

C23 Bandy, on ice

C24 Roller skate hockey

C25 Hurling

C26 Camogie

C28 Sports with stick, other  
specified

C29 Sports with stick,  
unspecified

**C3 Sports (with racket) played in enclosed court**

C30 Squash

C31 Racket ball

C38 Sports (with racket) played in enclosed  
court, other specified

C39 Sports (with racket) played in enclosed  
court, unspecified

**C9 Sports with racket, bat or stick, other and unspecified**

C98 Sports with racket, bat or stick, other  
specified

C99 Sports with racket, bat or stick,  
unspecified

**D TEAM SPORTS WITH BALL**

(Excl. water polo, see K02)

**D0 Football**

D00 Football (soccer)

D01 Rugby

D02 American football

D03 Gaelic football

D08 Football, other specified

D09 Football, unspecified

**D1 Handball**

D10 Handball (team)

D12 Handball (enclosed court)

D18 Handball, other specified

D19 Handball, unspecified

**D2 Volleyball**

D20 Volleyball (conventional)

D28 Volleyball, other specified

D29 Volleyball, unspecified

**D3 Basketball**

D30 Basketball (conventional)

D38 Basketball, other specified

D39 Basketball, unspecified

**D9 Team sports with ball, other and unspecified**

D98 Team sports with ball, other specified

D99 Team sports with ball, unspecified

**E COMBAT SPORT****E0 Boxing**

E08 Boxing, other specified

E09 Boxing, unspecified

**E1 Wrestling**

E10 Greek/Roman wrestling

E11 All-in wrestling

E18 Wrestling, other specified

E19 Wrestling, unspecified

**E2 Asian combat sports**

E20 Jiu-jitsu

E21 Karate

E22 Judo

E23 Aikido

E24 Kendo

E25 Taek-won-do

E28 Asian combat sports,  
other specified

E29 Asian combat sports,  
unspecified

### **E3 Fencing**

E30 Fencing (rapier)  
E31 Swordplay  
E38 Fencing, other specified  
E39 Fencing, unspecified

### **E9 Combat sports, other and unspecified**

E98 Combat sports, other specified  
E99 Combat sports, unspecified

## **F NON-MOTORISED WHEEL SPORTS**

(Excl. animal-drawn vehicles (H))

### **F0 Cycling**

F00 Cycling on road  
F01 Cycling on track  
F02 Mountainbiking  
F03 Trick cycling  
F08 Cycling, other specified  
F09 Cycling, unspecified

### **F3 Roller-skates/ski/board**

F30 Roller-skating  
F31 Roller-skiing  
F32 Skateboarding  
F38 Roller-skates/ski/board,  
other specified  
F39 Roller-skates/ski/board,  
unspecified

### **F9 Non-motorised wheel sports, other and unspecified**

F98 Non-motorised wheel sports, other  
specified  
F99 Non-motorised wheel sports,  
unspecified

## **G MOTOR SPORTS**

### **G0 Automobile sports**

G00 Automobile sports, on roads  
G01 Automobile sports, on track  
G08 Automobile sports, other specified  
G09 Automobile sports, unspecified

### **G1 Motor cycling**

(Excl. snowscooter, see J50)  
G10 Motor cycling, roadracing

G11 Speedway  
G12 Motor-cross  
G18 Motor cycling, other specified  
G19 Motor cycling, unspecified

### **G7 Go-cart racing**

G78 Go-cart racing, other specified  
G79 Go-cart racing,  
unspecified

### **G9 Motor sports, other and unspecified**

G98 Motor sports, other specified  
G99 Motor sports, unspecified

## **H ANIMAL SPORTS**

### **H0 Horse riding**

H00 Horse riding  
H01 Show jumping  
H02 Terrain riding, without obstacles  
H03 Terrain riding, with obstacles (military)  
H08 Horse riding, other specified  
H09 Horse riding, unspecified

### **H1 Horse-racing**

H10 Horse-racing, gallop  
H11 Trotting race  
H12 Steeplechase  
H13 Point-to-point racing  
H18 Horse-racing, other  
specified  
H19 Horse-racing, unspecified

### **H2 Other sports on horseback**

H20 Polo on horseback  
H28 Polo, other specified  
H29 Polo, unspecified

### **H5 Sports with dogs**

H50 Dog racing  
H51 Agility  
H58 Sports with dogs, other specified  
H59 Sports with dogs, unspecified

### **H9 Animal sports, other and unspecified**

H98 Animal sports, other specified  
H99 Animal sports, unspecified

**J WINTER SPORTS**

(The following types of 'winter' sports comprise activities practised on natural or artificial snow/ice and other types of surfaces, during any season of the year. Excl. biathlon, see X00)

**J0 Ski sports**

J00 Cross-country skiing  
 J01 Downhill racing  
 J02 Slalom  
 J03 Ski jumping  
 J04 Ski bob  
 J05 Skiboard/snowboard  
 J08 Ski sports, other specified  
 J09 Ski sports, unspecified

**J3 Sledge sports**

J30 Sledge, ordinary  
 J31 Bob sleigh  
 J38 Sledge sports, other specified  
 J39 Sledge sports, unspecified

**J4 Skating sports**

(Excl. ice hockey, see C21)  
 J40 Ice skating  
 J41 Figure skating  
 J42 Skate racing  
 J43 Skating with sail  
 J48 Skating sports, other specified  
 J49 Skating sports, unspecified

**J5 Sports with snowscooter**

J50 Snowscooter racing  
 J58 Sports with snowscooter, other specified  
 J59 Sports with snowscooter, unspecified

**J6 Iceboat sailing**

J68 Iceboating, other specified  
 J69 Iceboating, unspecified

**J9 Winter sports, other and unspecified**

J98 Winter sports, other specified  
 J99 Winter sports, unspecified

**K WATER SPORTS****K0 Swim sports**

K00 Swimming in pool  
 K01 Swimming in open water

K02 Water polo  
 K03 Diving (from height into water)  
 K08 Swim sports, other specified  
 K09 Swim sports, unspecified

**K1 Underwater sports**

K10 Diving without equipment  
 K11 Diving with snorkel  
 K12 Scuba-diving  
 K13 Underwater hockey  
 K18 Underwater sports, other specified  
 K19 Underwater sports, unspecified

**K2 Rowing/paddling**

K20 Paddling in canoe  
 K21 Paddling in kayak  
 K22 Boat-racing  
 K28 Rowing/paddling, other specified  
 K29 Rowing/paddling, unspecified

**K3 Sailing**

K30 Yachting  
 K31 Windsurfing  
 K38 Sailing, other specified  
 K39 Sailing, unspecified

**K4 Motor vessel sailing**

K40 Motor boat navigation  
 K41 Water scooter sailing  
 K42 Jet-skiing  
 K48 Motor vessel sailing, other specified  
 K49 Motor vessel sailing, unspecified

**K5 Water skiing**

K58 Water skiing, other specified  
 K59 Water skiing, unspecified

**K6 Surfing (without sail)**

K68 Surfing (without sail), other specified  
 K69 Surfing (without sail), unspecified

**K7 Rafting sports**

K70 River rafting  
 K78 Rafting sports, other specified  
 K79 Rafting sports, unspecified

**K9 Water sports, other and unspecified**

K98 Water sports, other specified  
 K99 Water sports, unspecified

**L AIR SPORTS****L0 Sports with gliders**

- L00 Kite-gliding
- L01 Hang-gliding
- L02 Gliding
- L08 Sports with gliders, other specified
- L09 Sports with gliders, unspecified

**L1 Parachuting**

- L10 Parachute jumping
- L18 Parachuting, other specified
- L19 Parachuting, unspecified

**L2 Flying balloon**

- L20 Flying hot air balloon
- L28 Flying balloon, other specified
- L29 Flying balloon, unspecified

**L3 Bungee jumping**

- L38 Bungee jumping, other specified
- L39 Bungee jumping, unspecified

**L6 Motor flying**

- (Incl. gliding with use of motor)
- L68 Motor flying, other specified
- L69 Motor flying, unspecified

**L9 Air sports, other and unspecified**

- L98 Air sports, other specified
- L99 Air sports, unspecified

**M WEAPON SPORTS**

(Excl. fencing, see E3)

**M0 Sports with firearms**

- M00 Pistol shooting
- M01 Rifle shooting
- M02 Field shooting
- M03 Claypigeon shooting
- M08 Sports with firearms, other specified
- M09 Sports with firearms, unspecified

**M1 Shooting with bow and arrow**

- M10 Archery
- M12 Crossbow
- M18 Shooting with bow and arrow, other specified
- M19 Shooting with bow and arrow, unspecified

**M7 Darts**

- M70 Darts (conventional)

M78 Darts, other specified

M79 Darts, unspecified

**M9 Weapon sports, other and unspecified**

- M98 Weapon sports, other specified
- M99 Weapon sports, unspecified

**N SPORTS WITH SOLID BALLS****N0 Golf**

- N08 Golf, other specified
- N09 Golf, unspecified

**N1 Bowling**

- N10 Ten-pin bowling
- N11 Lawn bowling
- N12 Road bowling
- N18 Bowling, other specified
- N19 Bowling, unspecified

**N8 Sports with solid balls, other**

- N80 Billiard
- N81 Croquet
- N82 Boccia
- N83 Petanque
- N88 Sports with solid balls, other specified

**N9 Sports with solid balls, unspecified**

- N99 Sports with solid balls, unspecified

**P CLIMBING SPORTS****P1 Mountain climbing**

- P10 Mountaineering
- P11 Abseiling
- P18 Mountain climbing, other specified
- P19 Mountain climbing, unspecified

**P2 Cave sports**

- P20 Climbing in caves
- P28 Cave sports, other specified
- P29 Cave sports, unspecified

**P3 Wall-climbing**

- P38 Wall-climbing, other specified
- P39 Wall-climbing, unspecified

**P9 Climbing sports, other and unspecified**

- P98 Climbing sports, other specified
- P99 Climbing sports, unspecified

**Q DANCE SPORTS****Q0 Dancing**

- Q00 Ballet
- Q01 Ballroom dancing, etc.
- Q02 Jitterbug
- Q08 Dancing, other specified
- Q09 Dancing, unspecified

**Q9 Dance sports, other and unspecified**

- Q98 Dance sports, other specified
- Q99 Dance sports, unspecified

**X COMBINED SPORTS****X0 Athlon**

- X00 Biathlon
- X01 Triathlon
- X02 Pentathlon
- X05 Decathlon
- X08 Athlon, other specified
- X09 Athlon, unspecified

**X9 Combined sports, other and unspecified**

- X98 Combined sports, other specified
- X99 Combined sports, unspecified

**Z ATHLETICS, SPORTS AND EXERCISE,  
OTHER AND UNSPECIFIED****Z9 Athletics, sports and exercise, other and unspecified**

- Z90 Sports fishing/angling
- Z98 Athletics, sports and exercise, other specified
- Z99 Athletics, sports and exercise, unspecified

## Type of injury

- 01 Concussion
- 02 Contusion, bruise
- 03 Abrasion
- 04 Open wound
- 05 Fracture
- 06 Luxation, dislocation
- 07 Distorsion, sprain
- 08 Lesion of nerve(s)
- 09 Lesion of blood vessel(s)
- 10 Lesion of tendon(s) and/or muscle(s)
- 11 Crushing
- 12 Amputation
- 13 Poisoning
- 14 Burns, scalds (thermal)
- 15 Corrosion (chemical)
- 16 Electrocutation
- 17 Radiation (sunlight, X-rays, etc.)
- 18 Frostbite
- 19 Suffocation (asphyxia)
- 97 No injury diagnosed
- 98 Type of injury, other specified
- 99 Type of injury, unspecified

## Part of body injured

### 1 Head

- 10 Brain
- 11 Skull
- 12 Ear
- 13 Eyeball, eyelid
- 14 Nose
- 15 Teeth
- 16 Jaw/cheek
- 17 Lip and oral cavity
- 18 Head, other specified
- 19 Head, unspecified

### 2 Neck, throat

- 20 Neck
- 21 Throat, internal parts
- 22 Cervical spine
- 28 Neck/throat, other specified
- 29 Neck/throat, unspecified

### 3 Thorax

- 30 Chest, external
- 31 Ribs and sternum
- 32 Thoracic spine
- 33 Lungs, bronchus
- 34 Heart
- 38 Thorax, other specified
- 39 Thorax, unspecified

### 4 Abdomen, lower back, lumbar spine and pelvis

- 40 Abdomen, external
- 41 Abdomen, internal organs (incl. liver, kidney)
- 42 Lower spine (lumbar and sacral)
- 43 Lower back, buttocks
- 44 Pelvis
- 45 Genitals
- 48 Abdomen, other specified
- 49 Abdomen, unspecified

### 5 Upper extremities

- 50 Collar bone
- 51 Shoulder (incl. scapula)
- 52 Upper arm, humerus
- 53 Elbow
- 54 Forearm, lower arm
- 55 Wrist
- 56 Hand, excl. fingers
- 57 Finger
- 58 Upper extremities, other specified
- 59 Upper extremities, unspecified

### 6 Lower extremities

- 60 Hip
- 61 Upper leg/thigh
- 62 Knee
- 63 Lower leg
- 64 Ankle
- 65 Foot, excl. toes
- 66 Toe
- 68 Lower extremities, other specified
- 69 Lower extremities, unspecified

### 7 Multiple body parts/whole body affected

- 70 Multiple body parts affected
- 75 Whole body affected

### 9 Other and unknown body part

- 98 body part other specified
- 99 Body part unspecified

## Product Codes

### 1<sup>st</sup> and 2<sup>nd</sup> character level

#### **A Raw materials, structural elements and particles**

- A0 Raw material, semi-manufacture
- A1 Structural element
- A7 Particle
- A8 Chip, splinter, piece

#### **B Stationary equipment outside, processed surface outdoors and natural surface**

- B0 Stationary equipment outside
- B1 Stairs and processed surface, outdoors
- B2 Natural surface

#### **C Part of building and stationary furniture**

- C0 Part of building
- C5 Stationary furniture

#### **D Industrial installations, stationary installations for water, sanitation and electricity**

- D0 Water, ventilation, sanitary and industrial water/steam installation/equipment
- D2 Special installation in industry, agriculture, ship, etc.
- D4 Stationary electric installations
- D5 Stationary gas installations
- D6 Sanitary installation in kitchen, bathroom, etc.

#### **E Equipment primarily for use in household**

- E0 Household machines
- E1 Sewing and knitting machines
- E2 Lighting equipment, electric
- E3 Radio, TV/video and telephone
- E4 Heating apparatus, electric
- E5 Heating apparatus with open fire and barbecue

#### **F Furniture and textile**

- F0 Baby/child furniture
- F1 Furniture
- F2 Garden furniture
- F4 Textile

#### **G Domestic appliances and equipment**

- G0 Cutlery, tableware and kitchen utensils
- G1 Washing accessories, cleaning tool/implement, manual
- G3 Non-fixtures

#### **H Machinery, implement for industry, handicraft and hobby**

- H0 Fixed machinery for industry
- H1 Machines for lifting, construction, transport and agriculture
- H2 Fishing tackle
- H3 Tool/implement, mechanical (driven by electricity, petrol or air-pressure)
- H4 Tool/implement, manual
- H5 Tool/implement for painting, needlework and measuring
- H6 Ladder, scaffold
- H7 Garden tool

#### **I Office and shop furniture**

- I0 Office machines
- I1 Shop furniture
- I3 Writing/drawing implement

#### **J Medico-technical equipment, laboratory equipment**

- J0 Medical equipment
- J5 Laboratory equipment

#### **K Means of transport**

- K0 Motor vehicle, part hereof, and safety equipment
- K1 Motorcycle, moped, snowmobile
- K2 Bicycle and bicycle accessories
- K3 Railway, tramcar, aerial ropeway
- K4 Ship/boat
- K5 Aircraft
- K7 Animal-drawn vehicle
- K9 Means of transport, other and unspecified

#### **L Toys**

- L0 Toys

#### **M Musical instrument, photographic/optical equipment**

- M0 Musical instrument
- M1 Photographic/optical equipment

#### **N Sports equipment**

- N0 Equipment for ball games

- N1 Equipment for skiing, sledging, skating and rollersport
- N2 Equipment for gymnastics, body-building and athletics
- N3 Equipment for water sports
- N8 Equipment for other sports

**P Clothing and personal effects**

- P0 Clothing and accessories
- P1 Helmet
- P2 Shoes/footwear
- P3 Baby caring equipment
- P4 Carrying equipment for baby/child
- P5 Article for personal care/hygiene
- P6 Jewellery, spectacles/contact lenses, other personal effects
- P7 Ancillary equipment, aids for walking
- P8 Carrying equipment, luggage

**Q Food, beverages, tobacco**

- Q0 Food
- Q3 Beverages
- Q7 Tobacco, snuff, smoking accessories

**R Chemical products, detergents, pharmaceutical products**

- R0 Chemical products
- R3 Soap, polish and detergent
- R6 Pharmaceutical products

**S Packaging, containers**

- S0 Packaging, containers

**T Human being, animals, animal's articles, human and animal tissue fluids**

- T0 Human being
- T1 Animal
- T2 Human and animal tissue fluids
- T3 Animal's articles

**X Weapons, war matériel**

- X0 Weapons
- X5 War matériel

**Y Natural element, plants and trees**

- Y0 Natural element
- Y1 Vegetation and garden accessories

**Z Product, other and unspecified**

- Z0 Isotopes, rays
- Z9 Product, other and unspecified

## Product Codes

### 3<sup>rd</sup> and 5<sup>th</sup> character level

#### **A Raw materials, structural elements and particles**

##### **A0 Raw material, semi-manufacture**

##### **A00 Raw material, semi-manufacture**

- A0010 Bale of straw
- A0011 Agricultural product, unspecified (e.g. grass, hay, straw, silo content)
- A0020 Fire wood
- A0021 Tree trunk
- A0022 Cardboard (roll, bale)
- A0023 Paper (roll, bale)
- A0024 Paper, wood pulp product, unspecified
- A0030 Cotton, yarn, fabric
- A0031 Wool, yarn, fabric
- A0035 Textile product, unspecified (e.g. bale of textile)
- A0040 Coal, coke
- A0045 Rubber
- A0050 Sand
- A0051 Stone
- A0052 Gravel
- A0060 Cement, mortar, concrete
- A0070 Glass (raw material) (Insulation material, see A17)
- A0098 Raw material, semi-manufacture, other specified
- A0099 Raw material, semi-manufacture, unspecified

##### **A1 Structural element**

##### **A10 Structural element of wood**

- A1000 Plank, piece of a wood plank
- A1005 Wood beam, timber beam, rafter
- A1020 Sleeper, railway
- A1025 Chipboard
- A1098 Structural element of wood, other specified
- A1099 Structural element of wood, unspecified

##### **A11 Structural element of tile, concrete/cement, etc.**

- A1100 Brick (Wall, see Part of building C0)
- A1105 Tile
- A1110 Concrete brick, block
- A1120 Plasterboard
- A1130 Pipe of cement
- A1198 Structural element of tile, concrete/cement, etc., other specified
- A1199 Structural element of tile, concrete/cement, etc., unspecified

##### **A12 Structural element of metal**

- A1200 Metal sheet
- A1205 Metal beam
- A1210 Metal pipe
- A1215 Metal bar, steel reinforcement
- A1298 Structural element of metal, other specified

A1299 Structural element of metal, unspecified

### **A13 Structural element of stone**

A1300 Prepared stone  
A1310 Stoneslab  
A1398 Structural element of stone, other specified  
A1399 Structural element of stone, unspecified

### **A14 Structural element of plastic**

A1400 Plastic tube/pipe (e.g. waste pipe) (On house, see Part of building CO)  
A1410 Plastic laminates w/o glass fibres  
A1498 Structural element of plastic, other specified  
A1499 Structural element of plastic, unspecified

### **A15 Structural element of glass**

A1500 Glass panes  
A1505 Glass brick  
A1598 Structural element of glass, other specified  
A1599 Structural element of glass, unspecified

### **A16 Structural element, material unspecified**

A1600 Beam, unspecified  
A1618 Pipe, tube, unspecified  
A1628 Plate, sheet, unspecified  
A1698 Structural element, material unspecified, other specified  
A1699 Structural element, material unspecified, unspecified

### **A17 Insulation material**

A1700 Foam insulation  
A1710 Glass wool, rock wool  
A1798 Insulation material, other specified  
A1799 Insulation material, unspecified

### **A18 Nail, screw, bolt, nut**

A1810 Nail  
A1815 Drawing pin  
A1820 Screw, bolt  
A1825 Nut (mechanics)  
A1830 Hook (construction element)  
A1898 Nail, screws, bolt, nut, other specified  
A1899 Nail, screws, bolt, nut, unspecified

### **A19 Structural element, other and unspecified**

A1998 Structural element, other specified  
A1999 Structural element, unspecified

## **A7 Particle**

### **A70 Particle**

A7000 Wood dust, sawdust, slip, wood particle  
A7005 Plastic particle  
A7007 Metal particle  
A7009 Cement particle  
A7011 Glass particle  
A7013 Plaster particle

A7015 Stone particle  
A7017 Earth particle  
A7019 Grain of sand, gravel, road dirt  
A7030 Particle of grass, grain, hay, straw, etc.  
A7040 Textile particle  
A7045 Asbestos, particle  
A7050 Ember, iron scale  
A7055 Slip, (grinding) unspecified  
A7098 Particle, other specified  
A7099 Particle, unspecified

**A8 Chip, splinter, piece****A80 Chip, splinter, piece**

A8000 Wooden splinter  
A8005 Metal shaving  
A8010 Glass chip, splinter  
A8015 Stone splinter  
A8098 Chip, splinter, piece, other specified  
A8099 Chip, splinter, piece, unspecified

**B Stationary equipment outside, processed surface outdoors and natural surface****B0 Stationary equipment outside****B00 Stationary equipment on roads, etc.**

B0000 Rail on/by road, sidewalk  
B0010 Crash barrier  
B0015 Road block, barrier  
B0017 Road hump ("sleeping policeman")  
B0019 Road chicane/traffic calming measure, other (e.g. trough, pillar)  
B0020 Manhole cover  
B0022 Outlet grating  
B0030 Road sign, traffic sign  
B0032 Advertising sign  
B0033 Pylon, lamp standard  
B0034 High-voltage pylon  
B0050 Letter box, pillar box  
B0060 Bicycle stand, bicycle rack  
B0070 Bench (fixed)  
B0075 Telephone box  
B0098 Stationary equipment on roads, etc., other specified  
B0099 Stationary equipment on roads, etc., unspecified

**B01 Stationary equipment in recreational grounds, gardens, etc.**

B0100 Sculpture, statue  
B0105 Tombstone  
B0110 Well  
B0112 Well cover  
B0115 Flagpole  
B0118 Flower trough  
B0120 Garden frame  
B0121 Green house  
B0122 Garden pool  
B0140 Wire, wire fence  
B0142 Barbed wire, barbed wire fence  
B0144 Electric fence  
B0146 Railing, picket fence, wood

- B0148 Fencing post
- B0150 Stone fence
- B0152 Wall, garden-wall
- B0155 Gate in fence, wall, garden gate
- B0159 Fence, wall with equipment, unspecified
- B0198 Stationary equipment in recreational grounds, gardens, etc., other specified
- B0199 Stationary equipment in recreational grounds, gardens, etc., unspecified

### **B02 Stationary equipment in playground**

- B0200 Sand box, sandpit
- B0205 Swing
- B0210 Seesaw
- B0212 Climbing frame
- B0214 Chute, slide, play (Water-, see B04)
- B0216 Playhouse
- B0218 Roundabout in playground
- B0220 Ropeway/suspension bridge, play
- B0230 Playbar/-bars
- B0298 Stationary equipment in playground, other specified
- B0299 Stationary equipment in playground, unspecified

### **B03 Stationary equipment in amusement park, etc.**

- B0300 Joy car, bumper car
- B0305 Merry-go-round
- B0307 Roller-coaster
- B0309 Amusement trains
- B0311 Maze
- B0320 Bumper boat
- B0325 Ferris wheel
- B0330 Rodeo horse/bull (artificial)
- B0340 Inflatable bouncer, bouncing castle
- B0398 Stationary equipment in amusement park, other specified
- B0399 Stationary equipment in amusement park, unspecified

### **B04 Stationary equipment for bathing, water sports and shipping**

- B0402 Swimmingpool, outdoors (indoors, see C07)
- B0403 Swimmingpool, unspecified
- B0404 Floor, swimming pool
- B0406 Stairs in swimming pool
- B0408 Basin edge, swimming pool
- B0410 Water chute
- B0420 Diving board
- B0430 Bathing jetty
- B0432 Floating bridge
- B0435 Quay and permanent bridge with equipment
- B0460 Sluice, lock
- B0498 Stationary equipment for bathing, water sports and shipping, other specified
- B0499 Stationary equipment for bathing, water sports and shipping, unspecified

### **B09 Stationary equipment outside building, other and unspecified**

- B0998 Stationary equipment outside building, other specified
- B0999 Stationary equipment outside building, unspecified

## **B1 Stairs and processed surface, outdoors**

### **B10 Processed surface, outdoors (excl. stairs outdoors)**

- B1000 Asphalt surface, outdoors
- B1002 Kerbstone

- B1004 Gravel surface, outdoors (Natural surface, see B20)
- B1006 Cement surface, outdoors (Concrete/cement block, see Structural element, A11)
- B1009 Processed stone surface, outdoors (e.g. marble floor, flagstones, paving stones, etc.)
- B1012 Ceramic tile surface, outdoors
- B1014 Wooden surface, outdoors
- B1020 Artificial grass, outdoors (Natural grass, see B20)
- B1030 Plastic/synthetic surface, outdoors
- B1040 Processed surface, outdoors, snow/ice covered
- B1098 Processed surface, outdoors, other specified
- B1099 Processed surface, outdoors, unspecified

**B11 Stairs, outdoors (Stairs, part of building, etc., see C00)**

- B1100 Stairs, outdoors, of concrete
- B1102 Stairs, outdoors, of stone
- B1104 Stairs, outdoors, of wood
- B1140 Escalator, outdoors
- B1198 Stairs, outdoors, of other material
- B1199 Stairs, outdoors, of unspecified material

**B19 Stairs and processed surface, outdoors, other and unspecified**

- B1998 Stairs and processed surface, outdoors, other specified
- B1999 Stairs and processed surface, outdoors, unspecified

**B2 Natural surface**

**B20 Earthen surface**

- B2000 Earthen surface, cultivated field
- B2002 Sand, gravel surface
- B2009 Stone, rock surface
- B2020 Lawn, grass surface
- B2098 Earthen surface, other specified
- B2099 Earthen surface, unspecified

**B21 Waters, stream (incl. ice on water)**

- B2100 Ditch
- B2105 Brook/stream
- B2110 Lake
- B2115 River/canal
- B2120 Sea
- B2130 Ice on river, water, lake
- B2198 Waters, stream, other specified
- B2199 Waters, stream, unspecified

**B29 Natural surface, other and unspecified**

- B2998 Natural surface, other specified
- B2999 Natural surface, unspecified

**C Part of building and stationary furniture**

(Wherever relevant, the codes may also apply to means of transport, K)

**C0 Part of building**

**C00 Stairs, part of building**

- C0005 Stairs, running straight
- C0010 Stairs with landing
- C0012 Winding stairs
- C0015 Loft ladder, lowering stairs

C0020 Escalator, indoors  
C0025 Banisters  
C0030 Baby safety gate  
C0040 Fire escape  
C0098 Stairs, part of building, other specified  
C0099 Stairs, part of building, unspecified

**C01 Wall, roof, balcony, etc.**

C0100 Brick wall  
C0105 Wooden wall  
C0107 Wall, ceramic  
C0109 Wall, unspecified  
C0110 Skirting board  
C0112 Ceiling, inside of roof  
C0115 Outside of roof  
C0120 Balcony, veranda  
C0130 Sleeping recess above the upper beams  
C0198 Wall, roof, balcony, etc., other specified  
C0199 Wall, roof, balcony, etc., unspecified

**C02 Floor, flooring, indoors**

C0200 Wooden floor, indoors  
C0205 Vinyl, linoleum floor, indoors  
C0207 Wall-to-wall carpet, indoors  
C0210 Ceramic tiles, indoors  
C0212 Concrete floor, indoors  
C0220 Stone floor, indoors (e.g. marble)  
C0298 Floor, flooring, indoors, other specified  
C0299 Floor, flooring, indoors, unspecified

**C03 Window**

C0300 Window  
C0302 Window frame/sill  
C0310 Skylight  
C0315 Window block, hasp  
C0398 Window, other specified  
C0399 Window, unspecified

**C04 Door**

C0400 Threshold, threshold board  
C0405 Door frame  
C0410 Door with glass  
C0420 Sliding door  
C0425 Folding door  
C0430 Door lock  
C0432 Door handle  
C0498 Door, other specified  
C0499 Door, unspecified

**C05 Shutter, gate, opening**

C0500 Trapdoor of a cellar  
C0505 Trapdoor of a loft  
C0510 Overhead garage door, garage door  
C0520 Opening in floor without trap-door (e.g. feedstuff opening in barn/stable)  
C0530 Light shaft  
C0535 Grease pit  
C0598 Shutter, gate, opening, other specified

C0599 Shutter, gate, opening, unspecified

**C06 Chimney, fireplace (Heating apparatus, mobile, see E4-E5)**

C0600 Chimney stack/pot  
C0610 Fireplace  
C0620 Woodburning stove  
C0630 Gas stove (heating)  
C0640 Furnace (central heating), gas  
C0642 Furnace (central heating), oil  
C0644 Furnace (central heating), coal/wood  
C0698 Chimney, fireplace, other specified  
C0699 Chimney, fireplace, unspecified

**C07 Swimmingpool indoors**

C0799 Swimmingpool indoors, unspecified (outdoors, see B04)

**C09 Other part of building**

C0900 Porch  
C0905 Loft bridge/chute  
C0910 Dais, stage, tribune  
C0920 Lift  
C0925 Loading platform  
C0930 Ramp for wheelchair, etc.  
C0935 Chute, rubbish/garbage  
C0937 Down pipe (on buildings)  
C0938 Gutter (on buildings)  
C0940 Sunblind, awning  
C0950 Aerial, satellite dish  
C0955 Railing (part of building)  
C0998 Part of building, other specified  
C0999 Part of building, unspecified

**C5 Stationary furniture (furniture, see F1)**

**C50 Stationary cupboard, table, bench, entire or part hereof**

C5000 Stationary cupboard  
C5010 Mirror wardrobe  
C5015 Built-in cupboard  
C5020 Safe  
C5030 Kitchen table  
C5040 Counter  
C5050 Fixed bench  
C5098 Stationary cupboard, table, bench, entire or part hereof, other specified  
C5099 Stationary cupboard, table, bench, entire or part hereof, unspecified

**D Industrial installations, stationary installations for water, sanitation and electricity**

**D0 Water, ventilation, sanitary and industrial water/steam installation/equipment**

**D00 Water, ventilation, sanitary and industrial water/steam installation/equipment**

D0000 Ventilating installation, ventilator, unspecified  
D0010 Boiler, container in industrial water/steam installation  
D0018 Industrial water/steam installation, other specified  
D0019 Industrial water/steam installation, unspecified  
D0020 Pump for water, ventilation, sanitary and industrial water/steam installation/equipment  
D0025 Fittings, water tap in industrial water/steam installation  
D0098 Water, ventilation, sanitary and industrial water/steam installation/equipment, other

specified

D0099 Water, ventilation, sanitary and industrial water/steam installation/equipment, unspecified

## **D2 Special installation in industry, agriculture, ship, etc.**

### **D20 Special installation in industry, agriculture, ship, etc.**

D2000 Silo, container, storage vessel  
 D2010 Threshing machine  
 D2012 Grinding mill  
 D2015 Crushing machine/mill, rotary screen  
 D2020 Compressed-air plant  
 D2022 Hydraulic plant  
 D2024 Sand blasting machine  
 D2026 High pressure cleaner  
 D2030 Melting furnace  
 D2035 Casting machine  
 D2040 Refrigerating and freezing plant industrial, agriculture, ship, etc.  
 D2050 Pump  
 D2052 Compressor  
 D2054 Pressure tank  
 D2060 Petrol pump  
 D2062 Gas cylinder  
 D2070 Pipe installation, industrial  
 D2075 Galvanization, electroplating equipment  
 D2098 Special installation in industry, agriculture, ship, etc., other specified  
 D2099 Special installation in industry, agriculture, ship, etc., unspecified

## **D4 Stationary electric installations**

### **D40 Stationary electric installations**

D4000 High-voltage and heavy current installation  
 D4005 Electric installation, less than 380 Volts  
 D4010 Meter (electric)  
 D4012 Switch (electric)  
 D4014 Socket outlet, wall socket  
 D4016 Electric fittings  
 D4020 Thermostat  
 D4022 Electromotor  
 D4098 Stationary electric installation, other specified  
 D4099 Stationary electric installation, unspecified

## **D5 Stationary gas installations**

### **D50 Stationary gas installations (For central heating, see C06)**

D5000 Gas meter  
 D5005 Gas conduit  
 D5010 Gas boiler  
 D5098 Stationary gas installations, other specified  
 D5099 Stationary gas installations, unspecified

## **D6 Sanitary installation in kitchen, bathroom, etc.**

### **D60 Stationary sanitary equipment in kitchen, wash-/bathroom, toilet and sauna**

D6000 Sink (kitchen)  
 D6005 Hand wash basin  
 D6007 Toilet with seat  
 D6009 Bidet

- D6012 Bathtub and fittings
- D6014 Cabinet shower and fittings
- D6020 Sauna furnace
- D6030 Water tank/cistern
- D6032 Tap/mixer tap
- D6040 Central heating, duct (Furnace, central heating, see C06)
- D6045 Hot-water tank, water heater, storage
- D6048 Radiator, hot water pipe
- D6050 Trashrack
- D6060 Roll holder (toilet, etc.)
- D6062 Towel rail/rack
- D6064 Soap/bath rack
- D6098 Stationary sanitary equipment in kitchen, wash-/bathroom, toilet and sauna, other specified
- D6099 Stationary sanitary equipment in kitchen, wash-/bathroom, toilet and sauna, unspecified

## **E Equipment primarily for use in household**

### **E0 Household machines**

#### **E00 Major household machines**

- E0000 Cooker, hot plate, hob, electric
- E0002 Cooker, hot plate, hob, gas
- E0004 Cooker, hot plate, hob, coal/wood
- E0009 Cooker, hot plate, hob, unspecified
- E0010 Cooker, oven, electric
- E0012 Cooker, oven, gas
- E0014 Cooker, oven, coal/wood
- E0019 Cooker, oven, unspecified
- E0020 Cooker, grill, electric
- E0022 Cooker, grill, gas
- E0025 Cooker, grill, unspecified
- E0026 Oven cover
- E0028 Cooker, other part
- E0030 Microwave oven
- E0040 Cooker hood/canopy
- E0050 Refrigerator, electric
- E0052 Refrigerator, gas
- E0055 Refrigerator, unspecified
- E0056 Deep freezer
- E0060 Automatic dishwasher
- E0062 Washing machine
- E0065 Spin-dry
- E0067 Tumble-drier
- E0069 Mangle, electric
- E0098 Major household machines, other specified
- E0099 Major household machines, unspecified

#### **E01 Minor electric household machines**

- E0100 Foodprocessor
- E0102 Mincer
- E0104 Blender
- E0106 Mixer
- E0110 Coffee grinder, electric
- E0114 Automatic coffee maker
- E0120 Saucepan, kettle, electric
- E0122 Egg timer
- E0130 Immersion heater
- E0140 Slicing machine, bread slicer, electric

- E0150 Toaster, electric
- E0152 Portable grill, electric
- E0154 Portable hot plate
- E0160 Knife, electric
- E0162 Tin/can opener, electric
- E0170 Iron, electric
- E0198 Minor electric household machine, other specified
- E0199 Minor electric household machine, unspecified

## **E02 Cleaning apparatus**

- E0200 Vacuum cleaner
- E0205 Hand vac/mini-vac
- E0210 Carpet sweeper
- E0212 Floor-washing machine
- E0215 Floor polisher
- E0298 Cleaning apparatus, other specified
- E0299 Cleaning apparatus, unspecified

## **E09 Electric household machines, other and unspecified**

- E0998 Electric household machine, other specified
- E0999 Electric household machine, unspecified

## **E1 Sewing and knitting machines**

### **E10 Sewing- and knitting machine**

- E1000 Sewing machine, electric
- E1005 Sewing machine, unspecified
- E1010 Knitting machine, electric
- E1015 Knitting machine, unspecified
- E1098 Sewing- and knitting machine, other specified
- E1099 Sewing- and knitting machine, unspecified

## **E2 Lighting equipment, electric (lighting with flame, see G30)**

### **E20 Lighting equipment, electric**

- E2000 Electric wire, extension cord
- E2004 Outlet box
- E2005 Lamp socket
- E2010 Wall light
- E2020 Lamp globe, lamps of glass
- E2025 Lamp, unspecified
- E2030 "Christmas tree" lighting (electric)
- E2040 Bulb (electric)
- E2042 Fluorescent lighting
- E2044 Halogen lamp
- E2050 Plug protector
- E2060 Flash light
- E2070 Fuse
- E2072 Cable box, -shoe
- E2080 Sunlamp
- E2082 Solarium
- E2098 Lighting equipment, electric, other specified
- E2099 Lighting equipment, electric, unspecified

## **E3 Radio, TV/video and telephone**

### **E30 Radio, TV/video and telephone**

- E3000 Radio, radio tuner, amplifier, receiver

- E3005 Microphone
- E3007 Loudspeaker
- E3010 Walkman
- E3012 Tape recorder/deck
- E3014 Record player
- E3016 CD player, CD machine
- E3018 Record/CD/cassette cases
- E3030 Television
- E3032 Television aerial (portable) (Mounted aerial, see Part of building, C09)
- E3040 Video tape recorder
- E3042 Video tape
- E3050 Remote control
- E3060 Telephone
- E3062 Telephone answering machine
- E3065 Telefax machine
- E3098 Radio, TV/video and telephone, other specified
- E3099 Radio, TV/video and telephone, unspecified

**E4 Heating apparatus, electric****E40 Heating apparatus, electric**

- E4000 Electric panel-stove
- E4002 Electric stove radiator, detached
- E4010 Electric heating blanket
- E4020 Fan heater
- E4098 Heating apparatus, electric, other specified
- E4099 Heating apparatus, electric, unspecified

**E5 Heating apparatus with open fire and barbecue****E50 Heating apparatus with open fire and barbecue**

- E5000 Fire/heater, paraffin oil
- E5010 Gas heater, mobile
- E5020 Picnic/primus stove
- E5030 Barbeque grill
- E5098 Heating apparatus with open fire and barbecue, other specified
- E5099 Heating apparatus with open fire and barbecue, unspecified

**F Furniture and textile****F0 Baby/child furniture****F00 Baby/child furniture (Baby safety gate, see C00)**

- F0000 Cradle
- F0005 Cot/cotbed
- F0010 Baby dressing table
- F0012 Play pen
- F0020 Baby chair (high)
- F0022 Infant chair (low)
- F0024 Infant chair, height unspecified
- F0026 Baby bouncer (hanging)
- F0030 Bouncing cradle
- F0098 Baby/child furniture, other specified
- F0099 Baby/child furniture, unspecified

**F1 Furniture (stationary furniture, see C5)****F10 Chair, bench**

- F1000 Folding chair
- F1005 Chair (not folding)
- F1010 Bench (Fixed bench, see Stationary furniture, C50)
- F1020 Armchair, upholstered chair
- F1022 Rocking chair
- F1030 Stool/pouffe
- F1098 Chair, bench, other specified
- F1099 Chair, bench, unspecified

**F11 Settee**

- F1100 Settee, sofa/couch/ottoman
- F1198 Settee, other specified
- F1199 Settee, unspecified

**F12 Bed**

- F1200 Bunk bed
- F1210 Water bed
- F1220 Hospital bed
- F1280 Bed guard
- F1288 Part of bed, other specified
- F1298 Bed, other specified
- F1299 Bed, unspecified

**F13 Table**

- F1300 Glass table
- F1310 Marble table
- F1320 Desk/bureau
- F1330 Trolley (table)
- F1340 Dining table
- F1345 Coffee table
- F1398 Table, other specified
- F1399 Table, unspecified

**F14 Case furniture**

- F1400 Chest of drawers
- F1410 Locker
- F1415 Book case
- F1488 Movable shelves and cupboards
- F1498 Case furniture, other specified
- F1499 Case furniture, unspecified

**F18 Furniture, other**

- F1800 Drawer
- F1810 Hook, hall rack
- F1820 Notice board, blackboard
- F1830 Mirror
- F1840 Curtain fittings/rod
- F1850 Venetian blind
- F1860 Clock

**F19 Furniture, other and unspecified**

- F1998 Furniture, other specified
- F1999 Furniture, unspecified

**F2 Garden furniture**

**F20 Garden furniture**

- F2000 Garden table
- F2010 Garden chair, lawn chair
- F2020 Deck chair, sunbed
- F2030 Hammock
- F2080 Garden parasol
- F2098 Garden furniture, other specified
- F2099 Garden furniture, unspecified

**F4 Textile**

**F40 Bed clothes, bed linen**

- F4000 Duvet, eiderdown
- F4005 Cushion
- F4010 Mattress
- F4020 Sheet
- F4030 Pillow case, duvet cover
- F4035 Bedspread
- F4040 Blanket (wool, etc.)
- F4098 Bed clothes, bed linen, other specified
- F4099 Bed clothes, bed linen, unspecified

**F41 Household linen**

- F4100 Towel
- F4105 Flannel/wash cloth
- F4110 Place mat
- F4120 Serviette/napkin
- F4125 Table cloth
- F4130 Tea cloth/oven cloth
- F4198 Household linen, other specified
- F4199 Household linen, unspecified

**F42 Curtain/curtain accessories**

- F4200 Curtain (plastic or textile)
- F4210 Blinds
- F4220 Pelmet (textile)
- F4298 Curtain/curtain accessories, other specified
- F4299 Curtain/curtain accessories, unspecified

**F43 Floor covering, movable (Stationary flooring, see C02)**

- F4300 Carpet strip, grip
- F4305 Rugs, mats
- F4310 Bath mat
- F4398 Floor covering, movable, other specified
- F4399 Floor covering, movable, unspecified

**F49 Textile, other and unspecified**

- F4998 Textile, other specified
- F4999 Textile, unspecified

**G Domestic appliances and equipment****G0 Cutlery, tableware and kitchen utensils****G00 Cutlery and tableware**

- G0000 Cutlery
- G0005 Plate
- G0010 Drinking glass
- G0015 Cup, mug
- G0020 Bowl, dish
- G0025 Glass, crockery, other
- G0030 Decanter/jug
- G0040 Skewer, fondue fork (Meat pin, see G02)
- G0098 Cutlery and tableware, other specified
- G0099 Cutlery and tableware, unspecified

**G01 Frying and cooking utensils (Electric, see E01)**

- G0100 Pan, all kinds
- G0105 Casserole, cooking pot, incl. lid
- G0110 Kettle (Electric, see E01)
- G0120 Baking plate, baking tin
- G0130 Pressure cooker
- G0135 Deep-fryer/fondue pan
- G0140 Coffee pot (Electric, see E01)
- G0145 Tea pot
- G0150 Vacuum jug, thermos flask
- G0198 Frying and cooking utensils, other specified
- G0199 Frying and cooking utensils, unspecified

**G02 Other kitchen utensils (Electric, see E01)**

- G0200 Filter holder for coffee
- G0205 Tea-cosy
- G0210 Kitchen knife, unspecified
- G0212 Peeler
- G0214 Cheese cutter
- G0216 Slicer, bread slicer, manual
- G0220 Mincing machine, manual
- G0222 Whisk
- G0224 Grater
- G0226 Strainer
- G0228 Meat pin
- G0230 Poultry shears
- G0235 Tin-/can-opener
- G0240 Corkscrew, bottle opener
- G0242 Lid opener
- G0250 Chopping board
- G0260 Soda fountain (non-electric)
- G0262 Nutcracker
- G0264 Tray (serving)
- G0270 Cruet stand
- G0272 Dish rack
- G0298 Kitchen utensils, other specified
- G0299 Kitchen utensils, unspecified

**G09 Cutlery, tableware and kitchen utensils, other and unspecified**

- G0998 Cutlery, tableware and kitchen utensils, other specified
- G0999 Cutlery, tableware and kitchen utensils, unspecified

**G1 Washing accessories, cleaning tool/implement, manual**

**G10 Washing accessories**

- G1000 Bin, zinc tub, wash basin (Stationary equipment, see D50)
- G1005 Clothes rack/horse/airer
- G1007 Clothes line
- G1010 Clothes peg
- G1020 Clothes basket
- G1030 Ironing board
- G1035 Mangle, manual
- G1050 Hand-wringing machine
- G1098 Washing accessories, other specified
- G1099 Washing accessories, unspecified

**G11 Cleaning tool/implement, manual**

- G1100 Shoe scraper
- G1110 Dish mop/brush
- G1112 Scrubbing brush
- G1120 Broom/brush
- G1130 Dust pan
- G1140 Floor mop
- G1142 Bucket, pail
- G1150 Cleaning cloth/rag
- G1198 Cleaning tool/implement, manual, other specified
- G1199 Cleaning tool/implement, manual, unspecified

**G19 Washing accessories, cleaning tool/implement, manual, other and unspecified**

- G1998 Washing accessories, cleaning tool/implement, manual, other specified
- G1999 Washing accessories, cleaning tool/implement, manual, unspecified

**G3 Non-fixtures**

**G30 Lighting accessories with flame (Lighting equipment, electric, see E20)**

- G3000 Candle
- G3010 Brazier candle
- G3020 Oil lamp
- G3030 Kerosene lamp
- G3098 Lighting accessories with flame, other specified
- G3099 Lighting accessories with flame, unspecified

**G31 Accessories with flame**

- G3100 Matches
- G3110 Cigarette lighter
- G3198 Accessories with flame, other specified
- G3199 Accessories with flame, unspecified

**G39 Other non-fixtures**

- G3900 Coat hanger
- G3908 Ornament
- G3910 Vase
- G3912 Picture, painting
- G3914 Book
- G3916 Newspaper, weekly
- G3920 Ashtray
- G3930 Candlestick
- G3932 Christmas decoration
- G3935 Christmas tree
- G3940 Practical jokes and novelties

G3950 Bathroom scale  
G3960 Hot water bottle  
G3970 Burglar alarm  
G3972 Smoke detector  
G3974 Gas detector  
G3976 Fire-extinguisher  
G3998 Non-fixtures, other specified  
G3999 Non-fixtures, unspecified

## **H Machinery, implement for industry, handicraft and hobby**

### **H0 Fixed machinery for industry**

#### **H00 Saw, fixed**

H0000 Circular saw (fixed) for woodworking  
H0010 Band saw (fixed)  
H0020 Saw (fixed) for metal working  
H0098 Saw (fixed), other specified  
H0099 Saw (fixed), unspecified

#### **H01 Grinding/polishing machine (fixed)**

H0100 Grinding machine (fixed) for woodworking  
H0105 Grinding machine (fixed) for stone working  
H0110 Grinding machine (fixed) for metal working  
H0120 Knife sharpener  
H0198 Grinding/polishing machine (fixed), other specified  
H0199 Grinding/polishing machine (fixed), unspecified

#### **H02 Lathe, fixed**

H0200 Lathe for woodworking  
H0205 Lathe for metal working  
H0298 Lathe, fixed, other specified  
H0299 Lathe, fixed, unspecified

#### **H09 Fixed machine for industry, etc., other**

H0900 Press  
H0902 Rolling mill  
H0905 Milling/moulding machine  
H0910 Planing machine (fixed)  
H0915 Bending machine  
H0920 Plate shears (fixed)  
H0925 Millar drill  
H0930 Rivet (pop rivet)  
H0940 Punching machine  
H0950 Wood-splitting machine  
H0960 Packing machine  
H0998 Fixed machine for industry, etc., other specified  
H0999 Fixed machine for industry, etc., unspecified

### **H1 Machines for lifting, construction, transport and agriculture**

#### **H10 Lifting machine**

H1000 Crane, manual/mechanical  
H1010 Mobile working platform  
H1020 Lift at building site  
H1098 Lifting machine, other specified  
H1099 Lifting machine, unspecified

**H11 Machine/equipment for construction work**

- H1100 Bulldozer
- H1110 Excavator
- H1120 Cement-mixer
- H1125 Shuttering, laths
- H1198 Machine/equipment for construction work, other specified
- H1199 Machine/equipment for construction work, unspecified

**H12 Transport machine**

- H1200 Transporter, assembly line, conveyor belt
- H1298 Transport machine, other specified
- H1299 Transport machine, unspecified

**H13 Lifting, construction and transport machinery, other**

- H1300 Fork-lift truck
- H1310 Pallet lifter
- H1320 Handcart
- H1325 Trolley, industrial
- H1330 Sack truck
- H1398 Lifting, construction and transport machinery, other specified
- H1399 Lifting, construction and transport machinery, unspecified

**H14 Securing implement**

- H1400 Cramp
- H1410 Workbench
- H1420 Vice
- H1430 Anvil
- H1498 Securing implement, other specified
- H1499 Securing implement, unspecified

**H15 Lifting and pulling implement**

- H1500 Car jack
- H1505 Tackle
- H1510 Chain
- H1515 Wire
- H1520 Rope
- H1525 Drive belt
- H1530 Pulley
- H1540 Winch
- H1598 Lifting and pulling implement, other specified
- H1599 Lifting and pulling implement, unspecified

**H16 Tractor, agricultural machinery, etc.**

- H1600 Tractor
- H1610 Plough
- H1620 Forage harvester
- H1625 Combine harvester
- H1630 Reaper, reaping machine
- H1635 Reaper-binder
- H1640 Sowing machine
- H1650 Sweeper
- H1698 Tractor, agricultural machinery, etc., other specified
- H1699 Tractor, agricultural machinery, etc., unspecified

**H19 Machines for lifting, construction, transport and agricultural, other and unspecified**

- H1998 Machines for lifting, construction, transport and agricultural, other specified

H1999 Machines for lifting, construction, transport and agricultural, unspecified

## **H2 Fishing tackle**

### **H20 Fishing tackle (See also Angling, N82)**

H2000 Trawl  
H2010 Dragnet, seine  
H2020 Capstan  
H2030 Fishing net  
H2098 Fishing tackle, other specified  
H2099 Fishing tackle, unspecified

## **H3 Tool/implement, mechanical (driven by electricity, petrol or air-pressure)**

### **H30 Welding and heating tool/implement**

H3000 Blowlamp  
H3005 Cutting torch  
H3010 Welding equipment, gas/electric  
H3015 Spot welder  
H3020 Soldering iron  
H3098 Welding and heating tool/implement, other specified  
H3099 Welding and heating tool/implement, unspecified

### **H31 Hewing tool/implement, mechanical**

H3100 Chisel, mechanical  
H3105 Pneumatic hammer  
H3198 Hewing tool/ implement, mechanical, other specified  
H3199 Hewing tool/implement, mechanical, unspecified

### **H32 Cutting/clipping tool/implement, mechanical**

H3200 Scissors, mechanical  
H3205 Plane (hand-held), mechanical  
H3210 Smoothing plane  
H3298 Cutting/ clipping tool/implement, mechanical, other specified  
H3299 Cutting/clipping tool/implement, mechanical, unspecified

### **H33 Sawing tool/implement, mechanical, hand-held**

H3300 Petrol chain saw  
H3310 Electric chain saw  
H3318 Chain saw, unspecified  
H3320 Compass saw  
H3325 Circular saw  
H3398 Sawing tool/implement, mechanical, hand-held, other specified  
H3399 Sawing tool/implement, mechanical, hand-held, unspecified

### **H34 Drilling/grinding machine, hand-held**

H3400 Drilling machine (hand-held), mechanical  
H3410 Screwdriver, electric  
H3420 Angle grinder  
H3422 Surface grinder (hand-held)  
H3428 Cylindrical grinding machine (hand-held)  
H3430 Band grinding machine (hand-held)  
H3435 Eccentric grinding machine  
H3498 Drilling/grinding machine, hand-held, other specified  
H3499 Drilling/grinding machine, hand-held, unspecified

**H35 Spraying, shooting tool/implement, hand-held**

- H3500 Nail gun
- H3510 Spray gun
- H3515 Glue gun
- H3598 Spraying, shooting tool/implement, hand-held, other specified
- H3599 Spraying, shooting tool/implement, hand-held, unspecified

**H39 Tool/implement, mechanical, other**

- H3998 Tool/implement, mechanical, other specified
- H3999 Tool/implement, mechanical, unspecified

**H4 Tool/implement, manual**

**H40 Breaking tool/implement, manual**

- H4000 Iron spear, peg, knob bar
- H4010 Crowbar
- H4098 Breaking tool/implement, manual, other specified
- H4099 Breaking tool/implement, manual, unspecified

**H41 Striking/hewing tool/implement, manual**

- H4100 Sledgehammer, maul
- H4105 Hammer
- H4110 Axe/chopper
- H4115 Wedge
- H4120 Chisel
- H4198 Striking/hewing tool/implement, manual, other specified
- H4199 Striking/hewing tool/implement, manual, unspecified

**H42 Sawing tool/implement, manual**

- H4200 Handsaw, straight blade
- H4205 Figure-saw
- H4298 Sawing tool/implement, manual, other specified
- H4299 Sawing tool/implement, manual, unspecified

**H43 Cutting/clipping tool/implement, manual**

- H4300 Knife, non-domestic
- H4310 Plane
- H4315 Pair of scissors
- H4320 Wood chisel
- H4325 Cutting nippers
- H4326 Plate shears, manual
- H4330 Pincers
- H4398 Cutting/clipping tool/implement, manual, other specified
- H4399 Cutting/clipping tool/implement, manual, unspecified

**H44 Screwing tool/implement, manual**

- H4400 Screwdriver
- H4410 Wrench, spanner
- H4498 Screwing tool/implement, manual, other specified
- H4499 Screwing tool/implement, manual, unspecified

**H45 Drilling/grinding/sticking tool/implement, manual**

- H4500 Drill, hand-
- H4510 File
- H4515 Whetstone
- H4520 Awl

- H4530 Drift
- H4598 Drilling/grinding/sticking tool/implement, manual, other specified
- H4599 Drilling/grinding/sticking tool/implement, manual, unspecified

#### **H46 Gripping, holding and nipping tool/implement, manual**

- H4600 Water pump pliers
- H4610 Pipe wrench
- H4698 Gripping, holding and nipping tool/implement, manual, other specified
- H4699 Gripping, holding and nipping tool/implement, manual, unspecified

#### **H49 Manual tool/implement, other and unspecified**

- H4998 Manual tool/implement, other specified
- H4999 Manual tool/implement, unspecified

#### **H5 Tool/implement for painting, needlework and measuring**

##### **H50 Painting implement**

- H5000 Paint brush
- H5010 Scraper for paint removal
- H5015 Sand paper
- H5098 Painting implement, other specified
- H5099 Painting implement, unspecified

##### **H51 Tools for needlework**

- H5100 Needle, pin (needlework)
- H5105 Knitting needles
- H5112 Safety pin
- H5120 Crochet hook
- H5198 Tools for needlework, other specified
- H5199 Tools for needlework, unspecified

##### **H55 Measuring tool**

- H5500 Folding rule/tape measure
- H5510 Level
- H5515 Vernier gauge
- H5598 Measuring tool, other specified
- H5599 Measuring tool, unspecified

##### **H6 Ladder, scaffold**

##### **H60 Ladder, scaffold**

- H6000 Ladder/household ladder
- H6010 Trestle ladder
- H6020 Scaffold
- H6098 Ladder, scaffold, other specified
- H6099 Ladder, scaffold, unspecified

##### **H7 Garden tool**

##### **H70 Garden tool, mechanical**

- H7000 Rotary cultivator, unspecified
- H7010 Snow clearer, unspecified
- H7020 Lawn mower, powered
- H7025 Lawn trimmer, grass trimmer
- H7040 Garden schredder
- H7050 Strimmer
- H7060 Hedge-trimmer, powered

- H7098 Garden tool, mechanical, other specified
- H7099 Garden tool, mechanical, unspecified

**H71 Garden tool, manual**

- H7100 Lawn mower, manual
- H7105 Hedge-trimmer, non-powered
- H7107 Garden trimmer, non-powered
- H7110 Secateurs
- H7112 Garden-trimmer, other
- H7115 Sickle
- H7117 Scythe
- H7120 Spade/shovel
- H7122 Fork
- H7124 Picket
- H7126 Rake
- H7128 Trowel
- H7130 Pitchfork
- H7135 Snow shovel
- H7140 Wheelbarrow
- H7142 Roller
- H7160 Watering can
- H7162 Hose
- H7198 Garden tool, manual, other specified
- H7199 Garden tool, manual, unspecified

**H79 Garden tool/implement, other and unspecified**

- H7998 Garden tool/implement, other specified
- H7999 Garden tool/implement, unspecified

**I Office and shop furniture****I0 Office machines****I00 Office machine/appliance**

- I0000 Typewriter, electric
- I0005 Typewriter, non electric
- I0010 Computer/personal computer, incl. printer
- I0020 Calculator
- I0030 Shredder
- I0040 Copying machine
- I0050 File box/filing cabinet
- I0098 Office machine/appliance, other specified
- I0099 Office machine/appliance, unspecified

**I1 Shop furniture****I10 Shop furniture**

- I1000 Cash register, till
- I1010 Conveyor belt
- I1020 Shopping trolley
- I1098 Shop furniture, other specified
- I1099 Shop furniture, unspecified

**I3 Writing/drawing implement****I30 Writing/drawing implement**

- I3000 Writing paper, -pad

I3002	Paper sheet, unspecified
I3010	Pencil
I3012	Pen, lettering pen
I3014	Eraser
I3016	Paperclips
I3020	Ruler
I3030	Pencil sharpener
I3035	Paper knife, paper cutter
I3040	Stapler
I3050	Stamp (for dating, etc.)
I3098	Writing/drawing implement, other specified
I3099	Writing/drawing implement, unspecified

## **J Medico-technical equipment, laboratory equipment**

### **J0 Medical equipment**

#### **J00 Medical equipment**

J0000	Needle, hypodermic
J0010	Syringe
J0020	Scalpel
J0022	Surgical needle
J0030	Surgical saw
J0038	Surgical equipment, unspecified
J0040	Endoscope
J0050	Diagnostic x-ray equipment
J0055	Anaesthetic equipment, unspecified
J0060	Short-wave diathermy apparatus
J0062	Patient monitoring equipment
J0068	Respirator
J0070	Pacemaker
J0080	Thermometer
J0082	Bandage
J0098	Medical equipment, other specified
J0099	Medical equipment, unspecified

### **J5 Laboratory equipment**

#### **J50 Laboratory equipment**

J5000	Separator
J5010	Analysis equipment for tests
J5020	Test tube
J5025	Glass tube
J5030	Microscope
J5098	Laboratory equipment, other specified
J5099	Laboratory equipment, unspecified

## **K Means of transport**

### **K0 Motor vehicle, part hereof, and safety equipment**

#### **K01 Motor vehicle, etc.**

K0100	Passenger car
K0105	Van, pick-up
K0110	Bus
K0115	Minibus
K0120	Truck, lorry

K0140 Go-cart  
K0150 Off-road vehicle  
K0180 Armoured vehicle  
K0198 Motor vehicle, other specified  
K0199 Motor vehicle, unspecified

**K02 Trailer**

K0200 Caravan  
K0205 Trailer for passenger car  
K0206 Trailer for truck, lorry  
K0208 Trailer for tractor  
K0210 Site-hut (mobile)  
K0298 Trailer, other specified  
K0299 Trailer, unspecified

**K03 Part of motor vehicle**

K0300 Car door  
K0305 Bus door  
K0307 Bus step  
K0308 Bus, other part  
K0310 Car hatch  
K0320 Car tyre  
K0325 Wheel (motor vehicle)  
K0330 Roof rack  
K0350 Car engine, part of car engine (Battery, see R09)  
K0370 Lift/ramp on truck/lorry  
K0398 Part of motor vehicle, other specified  
K0399 Part of motor vehicle, unspecified

**K07 Safety equipment in motor vehicle**

K0700 Safety belt, seat belt  
K0705 Child's car seat  
K0707 Neck guard/head restraint  
K0720 Air bag  
K0798 Safety equipment in motor vehicle, other specified  
K0799 Safety equipment in motor vehicle, unspecified

**K09 Motor vehicle, part hereof, safety equipment, other and unspecified**

K0998 Motor vehicle, part hereof, safety equipment, other specified  
K0999 Motor vehicle, part hereof, safety equipment, unspecified

**K1 Motorcycle, moped, snowmobile****K10 Motorcycle, moped, etc.**

K1000 Motor bike, motorcycle  
K1004 Side car (for motorcycle)  
K1010 Motorcycle, three-wheeled  
K1020 Off-roader, motorcycle  
K1035 Motocross-bike  
K1040 Moped  
K1050 Snowmobile  
K1060 Snow scooter  
K1098 Motorcycle, moped, etc., other specified  
K1099 Motorcycle, moped, etc., unspecified

**K2 Bicycle and bicycle accessories****K20 Bicycle and accessories**

K2000	Bicycle (adult)
K2004	Bicycle (child)
K2010	Bicycle wheel
K2012	Bicycle pedal
K2014	Bicycle handlebars
K2016	Bicycle gear and chain
K2018	Bicycle lamp
K2020	Handlebar basket, pannier
K2022	Bicycle lock
K2026	Bicycle reflector
K2028	Child's bicycle seat
K2098	Bicycle and accessories, other specified
K2099	Bicycle and accessories, unspecified

**K3 Railway, tramcar, aerial ropeway****K30 Railway, tramcar**

K3000	Rail (railway, tram)
K3010	Train, locomotive, railway carriage
K3020	Tipping waggon
K3030	Tramcar (streetcar)
K3035	Funicular railway
K3037	Rack railway
K3098	Railway, tramcar, other specified
K3099	Railway, tramcar, unspecified

**K35 Aerial ropeway**

K3500	Aerial ropeway, cable car
K3598	Aerial ropeway, other specified
K3599	Aerial ropeway, unspecified

**K4 Ship/boat****K40 Sailing vessel with and without auxiliary engine**

K4000	Sailing-boat
K4098	Sailing vessel with and without engine, other specified
K4099	Sailing vessel with and without engine, unspecified

**K41 Vessel with engine**

K4100	Water scooter
K4105	Leisure boat, motor boat
K4110	Fishing boat
K4120	Liner, car ferry
K4130	Cargo vessel
K4139	Houseboat
K4140	Speed boat
K4150	Hovercraft
K4160	Jet ski
K4198	Vessel with engine, without sail, other specified
K4199	Vessel with engine, without sail, unspecified

**K42 Small vessels**

K4200	Canoe
K4205	Kayak

- K4210 Row-boat for competition
- K4220 Dinghy, row-boat
- K4230 Life raft, lifeboat
- K4235 Rubber boat
- K4250 Windsurfing board
- K4298 Small vessels, other specified
- K4299 Small vessels, unspecified

**K43 Part of ship/boat**

- K4300 Mast/sail
- K4315 Trapeze (surfing)
- K4320 Engine, outboard motor
- K4330 Boat deck
- K4340 Paddle
- K4342 Oar
- K4344 Rowlock
- K4350 Gangway
- K4398 Part of ship/boat, other specified
- K4399 Part of ship/boat, unspecified

**K44 Safety equipment at sea**

- K4400 Life jacket
- K4410 Lifebuoy
- K4498 Safety equipment at sea, other specified
- K4499 Safety equipment at sea, unspecified

**K49 Ship/boat, other and unspecified**

- K4998 Ship/boat, other specified
- K4999 Ship/boat, unspecified

**K5 Aircraft****K50 Aircraft for transport**

- K5000 Passenger and transport plane, commercial
- K5010 Aircraft, private
- K5020 Helicopter
- K5030 Space capsule
- K5098 Aircraft for transport, other specified
- K5099 Aircraft for transport, unspecified

**K7 Animal-drawn vehicle****K70 Animal-drawn vehicle**

- K7000 Horse-drawn carriage
- K7010 Sleigh
- K7098 Animal-drawn vehicle, other specified
- K7099 Animal-drawn vehicle, unspecified

**K9 Means of transport, other and unspecified****K99 Means of transport, other and unspecified**

- K9998 Means of transport, other specified
- K9999 Means of transport, unspecified

**L Toys****L0 Toys****L00 Toys on wheels carrying the weight of a child**

- L0000 Tricycle
- L0010 Toys on wheels carrying the weight of a child, mechanized
- L0020 Toy cart, soapbox car
- L0030 Scooter, toy
- L0098 Toys on wheels carrying the weight of a child, other specified
- L0099 Toys on wheels carrying the weight of a child, unspecified

**L01 Toy weapon**

- L0100 Slingshot, toy
- L0110 Bow and arrow, toy
- L0130 Water pistol, squirt gun, toy
- L0198 Toy weapon, other specified
- L0199 Toy weapon, unspecified

**L02 Model set**

- L0200 Model plane
- L0210 Chemistry set, toy
- L0220 Construction kits
- L0298 Model set, other specified
- L0299 Model set, unspecified

**L90 Other toys**

- L9000 "Magic egg"
- L9010 Marbles
- L9015 Toy bricks/Lego
- L9020 Pearl, bead (play)
- L9022 Skipping rope, skipping string
- L9030 Doll, teddy bear
- L9032 Doll's pram
- L9034 Doll's furniture
- L9040 Rocking horse
- L9042 Building toy (e.g. toy spade)
- L9044 Toy bucket
- L9050 Replica of musical instrument
- L9060 Floating/bathing toy
- L9062 Costume, mask
- L9064 Shrovetide barrel/club
- L9070 Electric toy
- L9072 Toy vehicles
- L9074 Balloon, toy
- L9076 Box for toys
- L9078 Games
- L9080 Frisbee
- L9098 Toy, other specified
- L9099 Toy, unspecified

**M Musical instrument, photographic/optical equipment****M0 Musical instrument****M00 Musical instrument (Amplifier, microphone, etc., see E30)**

- M0000 Piano

- M0010 Electric guitar
- M0020 Wind instrument
- M0098 Musical instrument, other specified
- M0099 Musical instrument, unspecified

**M1 Photographic/optical equipment**

**M10 Photographic/optical equipment**

- M1000 Camera
- M1010 Video camera
- M1015 Screen
- M1020 Projector with equipment
- M1030 Binoculars, telescope
- M1035 Magnifying glass
- M1098 Photographic/optical equipment, other specified
- M1099 Photographic/optical equipment, unspecified

**N Sports equipment**

(Weapons used in sports, see X0)

**N0 Equipment for ball games**

**N00 Ball**

- N0000 Football
- N0002 Handball
- N0006 Tennis ball
- N0008 Badminton shuttlecock
- N0010 Ping-pong ball, table tennis ball
- N0012 Basketball
- N0014 Volleyball
- N0016 Baseball
- N0030 Rugby ball
- N0040 Squash ball
- N0045 Ball for rounders, cricket
- N0050 Ice hockey puck
- N0055 Hockey ball
- N0060 Soft ball
- N0062 Bandy ball
- N0070 Water polo ball
- N0098 Ball, other specified
- N0099 Ball, unspecified

**N01 Solid balls for game**

- N0100 Billiard ball
- N0110 Bowling ball
- N0120 Croquet ball
- N0130 Curling stone
- N0140 Golf ball
- N0198 Solid balls for game, other specified
- N0199 Solid balls for game, unspecified

**N02 Racket, club for ball game**

- N0200 Tennis racket
- N0205 Badminton racket
- N0208 Table tennis bat
- N0210 Baseball stick
- N0214 Golf club
- N0216 Squash racket

N0218	Bat, cricket
N0220	Croquet mallet
N0228	Bat, unspecified
N0230	Ice hockey stick
N0235	Hockey stick
N0240	Bandy stick
N0260	Billiard cue
N0298	Racket, club for ball game, other specified
N0299	Racket, club for ball game, unspecified

#### **N09 Other equipment for ball game**

N0900	Goal post
N0905	Tennis nets
N0910	Tennis court, gravel
N0915	Tennis court, other
N0920	Badminton net
N0925	Net, table tennis
N0930	Table, table tennis
N0940	Baseball gloves
N0950	Billiard table
N0960	Bowling track
N0965	Cone
N0968	Croquet loop
N0998	Equipment for ball game, other specified
N0999	Equipment for ball game, unspecified

#### **N1 Equipment for skiing, sledging, skating and rollersport**

##### **N10 Ski**

N1000	Slalom ski
N1005	Touring/cross-country ski
N1010	Telemark ski
N1020	Jump ski
N1030	Mini-ski
N1040	Snowboard
N1098	Ski, other specified
N1099	Ski, unspecified

##### **N11 Ski stick**

N1100	Slalom ski stick
N1110	Touring/cross-country ski stick
N1198	Ski stick, other specified
N1199	Ski stick, unspecified

##### **N12 Ski binding**

N1200	Slalom binding
N1210	Touring/cross-country binding
N1298	Ski binding, other specified
N1299	Ski binding, unspecified

##### **N13 Sledge riding equipment**

N1300	Sledge
N1302	Sledge board
N1305	Sledge with steering wheel
N1310	Snow racer
N1315	Chair sled
N1320	Pulk
N1398	Sledge riding equipment, other specified

N1399 Sledge riding equipment, unspecified

**N14 Skating equipment**

N1400 Ice hockey skate  
N1410 Bandy skate  
N1415 Figure skate  
N1420 Racing skate  
N1488 Skate, unspecified  
N1498 Skating equipment, other specified  
N1499 Skating equipment, unspecified

**N15 Rolling sports equipment**

N1500 Skateboard  
N1510 Roller skates  
N1515 Skatescooter  
N1520 Roller ski  
N1598 Rolling sports equipment, other specified  
N1599 Rolling sports equipment, unspecified

**N16 Installations for skiing, sledging, ice skating and roller sport  
(Aerial ropeway, see K35)**

N1600 Ski lift  
N1620 Artificial ice surface (e.g. skating rink)  
N1630 Skateboard ramp  
N1698 Installations for skiing, sledging, ice skating and roller sport, other specified  
N1699 Installations for skiing, sledging, ice skating and roller sport, unspecified

**N19 Equipment for skiing, sledging, skating and roller sport, other and unspecified**

N1998 Equipment for skiing, sledging, skating and roller sport, other specified  
N1999 Equipment for skiing, sledging, skating and roller sport, unspecified

**N2 Equipment for gymnastics, body-building and athletics****N20 Gymnastic and body-building equipment**

N2000 Boom, balancing beam  
N2002 Parallel bars  
N2008 Wall bar  
N2012 Climbing rope  
N2014 Flying rings  
N2016 Mat, gymnastics  
N2018 Springboard  
N2022 Trampoline  
N2024 Minitrampoline  
N2030 Buck (equipment for gymnastics)  
N2032 Horse (equipment for gymnastics)  
N2036 Plinth, Swedish box  
N2040 Apparatus, power training  
N2042 Dumbbell  
N2050 Boxing ball  
N2052 Boxing glove  
N2060 Judo, wrestling mat  
N2070 Exercise bike  
N2098 Gymnastic and body-building equipment, other specified  
N2099 Gymnastic and body-building equipment, unspecified

**N21 Equipment for athletics, incl. tracks**

N2100 Artificial track, athletics  
N2104 Cinder track

- N2110 High jump pit
- N2112 Jumping pole pit
- N2114 Jumping pit
- N2116 Jumping pole
- N2120 Hammer, athletics
- N2124 Javelin
- N2126 Discus
- N2180 Hurdle
- N2198 Equipment for athletics, other specified
- N2199 Equipment for athletics, unspecified

### **N29 Equipment for gymnastics, body-building and athletics, other specified**

- N2998 Equipment for gymnastics, body-building and athletics, other specified
- N2999 Equipment for gymnastics, body-building and athletics, unspecified

### **N3 Equipment for water sports**

#### **N30 Equipment for swimming, bathing and diving**

- N3000 Water ski
- N3005 Surf board
- N3010 Diving equipment with air supply through hose
- N3015 Scuba diving equipment
- N3018 Diving equipment with schnorkel
- N3020 Surfsuit
- N3098 Swimming, bathing and diving equipment, other specified
- N3099 Swimming, bathing and diving equipment, unspecified

### **N8 Equipment for other sports**

#### **N80 Horse riding equipment**

- N8000 Spur
- N8005 Stirrup
- N8010 Bridle
- N8015 Saddle
- N8098 Horse riding equipment, other specified
- N8099 Horse riding equipment, unspecified

#### **N81 Aircraft for sports**

- N8100 Hang-glider
- N8104 Parachute
- N8106 Glider
- N8110 Micro-plane
- N8120 Balloon, to kite
- N8130 Motor-glider
- N8198 Aircraft for sports, other specified
- N8199 Aircraft for sports, unspecified

#### **N82 Angling equipment (See also Fishing tackle, H20)**

- N8200 Fishing rod, casting rod
- N8205 Fishing line
- N8210 Fishing hook
- N8212 Float
- N8298 Angling equipment, other specified
- N8299 Angling equipment, unspecified

#### **N83 Camping equipment (Heating apparatus with open fire, see E50)**

- N8300 Tent

- N8305 Sleeping bag
- N8320 Air bed
- N8325 Guy rope
- N8328 Tent peg
- N8398 Camping equipment, other specified
- N8399 Camping equipment, unspecified

**N84 Equipment for clay pigeon shooting**

- N8400 Clay pigeon
- N8405 Clay pigeon throwing machine
- N8498 Equipment for clay pigeon shooting, other specified
- N8499 Equipment for clay pigeon shooting, unspecified

**N87 Climbing equipment**

- N8700 Climbing wall
- N8798 Climbing equipment, other specified
- N8799 Climbing equipment, unspecified

**N89 Sporting and recreational equipment, other and unspecified**

- N8998 Sporting and recreational equipment, other specified
- N8999 Sporting and recreational equipment, unspecified

**P Clothing and personal effects****P0 Clothing and accessories****P00 Clothing detail/accessories**

- P0000 Button
- P0010 Zipper
- P0020 String, lace (e.g. shoe-)
- P0098 Clothing detail/accessories, other specified
- P0099 Clothing detail/accessories, unspecified

**P01 Clothes**

- P0100 Coat
- P0102 Waterproof clothes, oilskins
- P0104 Cape
- P0108 Cap
- P0110 Hat
- P0112 Scarf, muffler
- P0114 Gloves, mittens
- P0116 Dress, frock, skirt
- P0118 Trousers
- P0120 Jacket
- P0122 Shirt
- P0130 Underwear
- P0132 Socks, tights, stockings
- P0140 Shorts
- P0142 Nightwear, nightdress
- P0146 Pyjama
- P0148 Dressing gown
- P0150 Bathing suit
- P0152 Bathing cap
- P0160 Sportswear
- P0170 Safety clothes
- P0198 Clothes, other specified
- P0199 Clothes, unspecified

**P1 Helmet****P10 Helmet**

- P1000 Skull-guard
- P1010 Skiing helmet
- P1020 Riding helmet
- P1040 Bicycle helmet
- P1050 Motorcycle/moped helmet (crash helmet)
- P1098 Helmet, other specified
- P1099 Helmet, unspecified

**P2 Shoes/footwear****P20 Sports shoe/boot**

- P2000 Jogging shoes
- P2010 Football boots
- P2020 Slalom boot
- P2030 Touring/cross country boot
- P2040 Track shoe (spiked)
- P2098 Sports shoe/boot, other specified
- P2099 Sports shoe/boot, unspecified

**P21 Boot**

- P2100 Leather boot
- P2110 Rubber boot
- P2198 Boot, other specified
- P2199 Boot, unspecified

**P22 Low shoe**

- P2200 Slippers
- P2205 Clog, wooden shoes
- P2298 Low shoe, other specified
- P2299 Low shoe, unspecified

**P29 Shoe/footwear, other and unspecified**

- P2900 Safety shoes
- P2910 Sandals
- P2920 Shoe with high heel, incl. pumps
- P2930 Bare-foot
- P2935 Stocking-feet
- P2998 Shoe/footwear, other specified
- P2999 Shoe/footwear, unspecified

**P3 Baby caring equipment****P30 Baby caring equipment**

- P3000 Nappies, diapers, plastic
- P3005 Comforter, baby's bottle
- P3010 Potty
- P3020 Baby changing mat
- P3025 Bottle warmer
- P3030 Baby bath
- P3098 Baby caring equipment, other specified
- P3099 Baby caring equipment, unspecified

**P4 Carrying/transport equipment for baby/child**

**P40 Carrying/transport equipment for baby/child**

- P4000 Carrying sling for children
- P4002 Safety harness/reins, baby-
- P4005 Carrying frame for children
- P4010 Pram
- P4020 Pushchair
- P4030 Carry cot
- P4098 Carrying/transport equipment for baby/child, other specified
- P4099 Carrying/transport equipment for baby/child, unspecified

**P5 Article for personal care/hygiene**

**P50 Hair caring equipment, accessories**

- P5000 Hand mirror
- P5005 Comb
- P5007 Hairbrush
- P5010 Hair cosmetics
- P5020 Hair dryer
- P5025 Hair pin
- P5030 Curling tongs
- P5098 Hair caring equipment, accessories, other specified
- P5099 Hair caring equipment, accessories, unspecified

**P51 Care of skin and nails**

- P5100 Soap (hand/body)
- P5104 Bath oils
- P5106 Hand/body cream
- P5110 Deodorant
- P5115 Perfume
- P5118 Talcum powder
- P5120 Beauty equipment, make-up, cosmetics
- P5122 Make-up-remover
- P5124 Nail polish
- P5126 Nail polish remover
- P5130 Nail file
- P5134 Nail clipper
- P5136 Nail scissors
- P5198 Care of skin and nails, other specified
- P5199 Care of skin and nails, unspecified

**P52 Oral hygiene**

- P5200 Toothbrush (incl. electric)
- P5210 Toothpaste
- P5215 Toothpick
- P5218 Dental floss
- P5298 Oral hygiene, other specified
- P5299 Oral hygiene, unspecified

**P53 Shaving outfit**

- P5300 Razor blade
- P5310 Electric shaver
- P5398 Shaving outfit, other specified
- P5399 Shaving outfit, unspecified

**P59 Article for personal care/hygiene, other and unspecified**

P5900	Tissues
P5905	Toilet roll
P5908	Swab
P5910	Cotton wool
P5912	Cotton wool buds
P5916	Tampon
P5998	Article for personal care/hygiene, other specified
P5999	Article for personal care/hygiene, unspecified

**P6 Jewellery, spectacles/contact lenses, other personal effects****P60 Jewellery**

P6000	Ring
P6010	Watch
P6098	Jewellery, other specified
P6099	Jewellery, unspecified

**P61 Spectacles, contact lenses**

P6100	Sun glasses
P6110	Spectacles
P6120	Contact lenses, hard
P6122	Contact lenses, soft
P6128	Contact lenses, other
P6130	Contact lenses, cleaning liquid
P6140	Safety spectacles
P6198	Spectacles, contact lenses, other specified
P6199	Spectacles, contact lenses, unspecified

**P69 Personal effects, other**

P6900	Money, coins
P6910	Keys
P6920	Umbrella
P6998	Personal effects, other specified
P6999	Personal effects, unspecified

**P7 Ancillary equipment, aids for walking****P70 Ancillary equipment, aids for walking**

P7000	Hearing aid
P7010	False teeth
P7015	Teeth brace
P7020	Artificial limb
P7030	Walking stick
P7034	Crutch
P7036	Spike for shoe/stick
P7040	Walking frame (with wheels)
P7050	Wheel chair
P7060	Wheel chair, electric
P7065	Toilet chair
P7098	Ancillary equipment, aids for walking, other specified
P7099	Ancillary equipment, aids for walking, unspecified

**P8 Carrying equipment, luggage****P80 Carrying equipment, luggage**

- P8000 Suitcase
- P8002 Bag
- P8008 Basket
- P8010 Rucksack
- P8020 Cabin trunk
- P8025 Packing case
- P8030 Wheeled shopping bag
- P8098 Carrying equipment, luggage, other specified
- P8099 Carrying equipment, luggage, unspecified

**Q Food, beverages, tobacco****Q0 Food****Q00 Meat and poultry**

- Q0000 Bone
- Q0098 Meat and poultry, other specified
- Q0099 Meat and poultry, unspecified

**Q01 Fish and shellfish**

- Q0100 Fishbone
- Q0198 Fish and shellfish, other specified
- Q0199 Fish and shellfish, unspecified

**Q02 Milk and egg product**

- Q0200 Milk, cream
- Q0210 Cheese
- Q0220 Ice cream
- Q0230 Egg
- Q0298 Milk and egg product, other specified
- Q0299 Milk and egg product, unspecified

**Q03 Vegetables, fruits, nuts**

- Q0300 Vegetable, root-vegetable, mushroom
- Q0310 Fruit
- Q0320 Nuts
- Q0398 Vegetables, fruits, nuts, other specified
- Q0399 Vegetables, fruits, nuts, unspecified

**Q04 Chocolate, sweets**

- Q0400 Sweets
- Q0410 Chewing-gum
- Q0498 Chocolate, sweets, other specified
- Q0499 Chocolate, sweets, unspecified

**Q05 Fats and hot liquids (Boiling water, see Y01)**

- Q0500 Butter, margarine
- Q0510 Fats and oils, other
- Q0520 Gravy, sauce
- Q0530 Soup, stock
- Q0550 Steam from cooking, frying
- Q0598 Fats and hot liquids, other specified
- Q0599 Fats and hot liquids, unspecified

**Q09 Other food**

- Q0900 Frozen food
- Q0910 Bread
- Q0920 Biscuits
- Q0930 Cakes, scones
- Q0998 Food, other specified
- Q0999 Food, unspecified

**Q3 Beverages****Q30 Drinks, non-alcoholic**

- Q3000 Coffee
- Q3010 Tea
- Q3020 Mineral water
- Q3030 Soft drink, other
- Q3098 Drinks, non-alcoholic, other specified
- Q3099 Drinks, non-alcoholic, unspecified

**Q32 Alcoholic beverages**

- Q3200 Beer
- Q3210 Wine
- Q3220 Distilled spirits
- Q3298 Alcoholic beverages, other specified
- Q3299 Alcoholic beverages, unspecified

**Q39 Beverages, other**

- Q3900 Cocoa
- Q3998 Beverages, other specified
- Q3999 Beverages, unspecified

**Q7 Tobacco, snuff, smoking accessories****Q70 Tobacco, snuff, smoking accessories**

- Q7000 Cigars
- Q7005 Cigarettes
- Q7010 Shag tobacco
- Q7020 Chewing tobacco
- Q7025 Snuff
- Q7030 Cigarette holder
- Q7040 Tobacco pipe
- Q7098 Tobacco, snuff, smoking requisites, other specified
- Q7099 Tobacco, snuff, smoking requisites, unspecified

**R Chemical products, detergents, pharmaceutical products****R0 Chemical products****R00 Industrial alcohol**

- R0000 Methylated spirits (denaturant not specified)
- R0005 Surgical spirits
- R0010 Methanol
- R0020 Isopropanol or other similar alcohols
- R0022 Butyl alcohol
- R0024 Ethyl alcohol
- R0026 Isopropyl alcohol
- R0098 Industrial alcohol, other specified

R0099 Industrial alcohol, unspecified

**R01 Organic solvent, petroleum product**

R0100 Paraffin  
R0105 Petrol  
R0110 Benzene  
R0115 Diesel oil  
R0120 Lighter fuel, gas  
R0130 White spirit  
R0140 Turpentine/turps (vegetable)  
R0142 Paint thinner/stripper (acetone)  
R0150 Solvent for glue  
R0160 Aromatic hydrocarbons (e.g. toluene, xylene)  
R0170 Glycols, glycolates  
R0174 Chlorinated hydrocarbons (e.g. trichloroetane)  
R0180 Liquid asphalt  
R0198 Organic solvent, petroleum product, other specified  
R0199 Organic solvent, petroleum product, unspecified

**R02 Corrosive chemicals**

R0200 Caustic soda (lye)  
R0205 Slake  
R0210 Degreasing agent  
R0214 Drainage cleanser  
R0216 Ammonia  
R0218 Other alkaline (basic) products  
R0220 Hydrofluorid acid  
R0222 Sulphuric acid  
R0224 Nitric acid  
R0226 Hydrochloric acid  
R0228 Strong acid, other  
R0230 Organic peroxides  
R0298 Corrosive chemical, other specified  
R0299 Corrosive chemical, unspecified

**R03 Gas/steam/smoke**

R0300 Smoke from fire  
R0304 Exhaust gas from car  
R0310 Manurial gas  
R0312 Gas from soldering or welding  
R0320 Tear gas  
R0330 Irritating gases, other (e.g. chlorine, nitrous gases)  
R0334 Carbon dioxide  
R0336 Carbon, monoxid  
R0340 Nitrogen oxide  
R0342 Sulfur dioxide  
R0350 Utility gas  
R0360 Gas from cylinder  
R0398 Gas/steam/smoke, other specified  
R0399 Gas/steam/smoke, unspecified

**R04 Agricultural chemicals, biocides**

R0400 Fertilizers  
R0410 Herbicides  
R0415 Fungicides  
R0420 Insecticides for domestic animals  
R0424 Moth and fly killer, mothballs  
R0426 Insecticides  
R0430 Mouse and rat poison

- R0498 Agricultural chemicals, biocides, other specified
- R0499 Agricultural chemicals, biocides, unspecified

**R05 Explosives, pyrotechnical products**

- R0500 Explosive, gunpowder
- R0510 Fireworks
- R0598 Explosives, pyrotechnical products, other specified
- R0599 Explosives, pyrotechnical products, unspecified

**R06 Glue, paste**

- R0600 Glue with hardener
- R0610 Glue for paper
- R0698 Glue, paste, other specified
- R0699 Glue, paste, unspecified

**R07 Liquid gases**

- R0700 Liquid air
- R0710 Liquid hydrogen
- R0720 Liquid nitrogen
- R0730 Liquefied gas
- R0798 Liquid gases, other specified
- R0799 Liquid gases, unspecified

**R09 Chemical products, other**

- R0900 Paint, dye, varnish
- R0910 Proofing agent, creosote
- R0920 Tar, pitch
- R0930 Grease
- R0940 Lubrication oil
- R0945 Cutting oil
- R0950 Radiator coolant
- R0954 Anti-freeze
- R0956 Brake fluid
- R0960 Dry ice
- R0970 Dry battery for watch, radio, flash light, etc.
- R0975 Accumulator, storage battery
- R0998 Chemical products, other specified
- R0999 Chemical products, unspecified

**R3 Soap, polish and detergent****R30 Soap, polish and detergent (Personal care/hygiene, see P5)**

- R3000 Detergent/washing powder
- R3002 Washing liquid
- R3004 Stain remover
- R3010 De-rusting agent
- R3020 Detergent for automatic dish-washer
- R3022 General cleaner
- R3024 Decalcifying agent (cream/liquid)
- R3028 Scouring powder
- R3030 Bleaching agent (e.g. chlorine)
- R3035 Toilet detergent
- R3040 Disinfectants
- R3045 Air fresheners
- R3050 Window polish
- R3052 Furniture polish
- R3056 Floor polish
- R3058 Metalpolish

- R3059 Polish, unspecified
- R3060 Scouring pads
- R3065 Oven cleaner
- R3098 Soap, polish and detergent, other specified
- R3099 Soap, polish and detergent, unspecified

**R6 Pharmaceutical products****R60 Non-narcotic, analgetic, antipyretic and antirheumatic drugs**

- R6000 Acetylsalicylic acid
- R6005 Paracetamol
- R6009 Analgetics, other specified
- R6010 Non-steroid antirheumatic drugs (NSAID)
- R6015 Antirheumatics
- R6098 Non-narcotic analgetic, antipyretic and antirheumatic drugs, other specified
- R6099 Non-narcotic analgetic, antipyretic and antirheumatic drugs, unspecified

**R61 Hypnotics, sedatives and psychopharmacological drugs**

- R6100 Barbiturates
- R6105 Sleeping drug, other (hypnotic)
- R6110 Tranquillizers (sedatives)
- R6120 Antidepressants
- R6130 Neuroleptics
- R6198 Hypnotics, sedatives and psychopharmacological drugs, other specified
- R6199 Hypnotics, sedatives and psychopharmacological drugs, unspecified

**R62 Opiates, narcotics, psychodysleptic drugs**

- R6200 Alkaloids of opium
- R6204 Synthetic opioids
- R6206 Methadone
- R6208 Morphine
- R6210 Motion sickness drugs
- R6220 Amphetamine
- R6230 Cocaine
- R6235 Heroin
- R6240 Cannabis
- R6250 LSD
- R6298 Opiate, narcotics, psychodysleptic drugs, other specified
- R6299 Opiate, narcotics, psychodysleptic drugs, unspecified

**R63 Drugs acting on the central and autonomous nervous system**

- R6300 Anticholinergic drugs (e.g. atropine)
- R6305 Adrenergic drugs (e.g. adrenaline, ephedrine)
- R6310 Beta-blocking agents (e.g. propranolol)
- R6320 Antiepileptic drugs
- R6398 Drugs acting on the central and autonomous nervous system, other specified
- R6399 Drugs acting on the central and autonomous nervous system, unspecified

**R64 Hormonal preparation and synthetic substitute**

- R6400 Contraceptive pill
- R6405 Oestrogens and progestogens
- R6410 Anabolic steroids
- R6420 Corticosteroids
- R6430 Hypophysis and hypothalamus hormone
- R6440 Antidiabetic agents (e.g. insulin)
- R6445 Thyroid hormones
- R6448 Antithyroid agents
- R6498 Hormonal preparation and synthetic substitute, other specified

R6499 Hormonal preparation and synthetic substitute, unspecified

### **R65 Systemic antibiotics and other chemotherapeutics**

R6500 Penicillins  
R6510 Aminoglycosidic antibiotics  
R6520 Sulphonamides  
R6530 Cytostatics (cell poisons)  
R6598 Systemic antibiotics and other chemotherapeutics, other specified  
R6599 Systemic antibiotics and other chemotherapeutics, unspecified

### **R69 Other pharmaceutical products**

R6900 Iron preparation  
R6904 Vitamin preparation  
R6906 Fluoride preparation  
R6910 Digitalis glucosides  
R6920 Blood pressure lowering agent  
R6930 Pharmaceuticals for external use  
R6940 Cough mixture  
R6944 Nose drops  
R6946 Eye drops  
R6948 Ear drops  
R6950 Chewing gum, etc. containing nicotine  
R6960 Veterinary medicine  
R6998 Pharmaceutical products, other specified  
R6999 Pharmaceutical products, unspecified

## **S Packaging, containers**

### **S0 Packaging, containers**

#### **S00 Packaging of glass**

S0000 Glass bottle  
S0005 Cap, cork  
S0010 Glass container, carboy  
S0015 Jam jar, etc.  
S0098 Packaging of glass, other specified  
S0099 Packaging of glass, unspecified

#### **S01 Packaging of metal**

S0100 Can  
S0110 Beer can, etc.  
S0120 Aerosol spray  
S0130 Tins, unspecified  
S0198 Packaging of metal, other specified  
S0199 Packaging of metal, unspecified

#### **S02 Packaging of plastic**

S0200 Plastic bottle  
S0210 Plastic container  
S0298 Packaging of plastic, other specified  
S0299 Packaging of plastic, unspecified

#### **S03 Bag, sack**

S0300 Plastic bag  
S0310 Sack  
S0320 Paper bag  
S0398 Bag, sack, other specified

S0399 Bag, sack, unspecified

**S04 Container, case, box**

S0400 Cask  
S0406 Waste receiver  
S0410 Litter/dust bin  
S0420 Beer and soda water case  
S0430 Carton  
S0440 Tool box  
S0498 Container, case, box, other specified  
S0499 Container, case, box, unspecified

**S05 Industrial packaging**

S0500 Loading pallet  
S0504 Packed goods  
S0510 Container  
S0520 Barrel  
S0530 Tarpaulin  
S0598 Industrial packaging, other specified  
S0599 Industrial packaging, unspecified

**S09 Other packaging, container, part of packaging**

S0900 Childproof packaging  
S0910 Tube  
S0920 Foil of aluminium, plastic, etc.  
S0930 Wrapping paper, other packaging of paper  
S0932 Cord, string  
S0936 Adhesive tape  
S0940 Rubber band  
S0998 Packaging, container, part of packaging, other specified  
S0999 Packaging, container, part of packaging, unspecified

**T Human being, animals, animal's articles,  
human and animal tissue fluids****T0 Human being****T00 Person**

T0000 Person  
T0010 Crowd

**T1 Animal****T10 Mammal**

T1000 Dog  
T1002 Cat  
T1004 Rabbit/hamster  
T1010 Horse  
T1012 Donkey/mule  
T1014 Camel  
T1018 Draught animal, other  
T1020 Cow/bull  
T1030 Sheep  
T1034 Goat  
T1040 Pig  
T1050 Rats, mice  
T1098 Mammal, other specified

T1099 Mammal, unspecified

**T12 Reptile, amphibian**

T1200 Viper  
T1202 Rattlesnake  
T1204 Cobra  
T1209 Venomous snake, other  
T1210 Gila monster  
T1214 Krait  
T1216 Lizard  
T1220 Crocodile  
T1222 Alligator  
T1298 Reptile, amphibian, other specified  
T1299 Reptile, amphibian, unspecified

**T13 Birds**

T1300 Fowls, chicken  
T1310 Ducks  
T1320 Cage bird  
T1398 Birds, other specified  
T1399 Birds, unspecified

**T14 Fish, marine animal**

T1400 Jellyfish  
T1402 Stinging jellyfish  
T1410 Sea anemone  
T1412 Sea urchin  
T1420 Coral  
T1429 Venomous marine animal  
T1498 Fish, marine animal, other specified  
T1499 Fish, marine animal, unspecified

**T15 Insect**

T1500 Wasp  
T1502 Bee, bumblebee  
T1504 Mosquito  
T1506 Tick  
T1510 Botfly  
T1512 White ant, Termite  
T1520 Scorpion  
T1530 Venomous spider (e.g. Tarantula)  
T1540 Venomous millipedes  
T1598 Insect, other specified  
T1599 Insect, unspecified

**T19 Animal, other and unspecified**

T1998 Animal, other specified  
T1999 Animal, unspecified

**T2 Human and animal tissue fluids****T20 Human and animal tissue fluids**

T2000 Blood  
T2004 Tissue fluid, other  
T2006 Pus/matter  
T2010 Vomit  
T2014 Stools  
T2016 Urine

- T2098 Human and animal tissue fluids, other specified
- T2099 Human and animal tissue fluids, unspecified

**T3 Animal's articles****T30 Animal's articles (Veterinary medicine, see R69)**

- T3000 Dog basket
- T3002 Cat basket
- T3004 Animal's dish/bowl
- T3010 Dog collar, leash
- T3020 Animal's food
- T3030 Cage
- T3032 Birdcage
- T3040 Fish tank
- T3070 Mousetrap
- T3098 Animal's articles, other specified
- T3099 Animal's articles, unspecified

**X Weapons, war matériel****X0 Weapons (incl. weapons used in sports)****X00 Archery (Bow and arrow, toy, see L01)**

- X0000 Arrow
- X0005 Bow
- X0010 Darts/arrow
- X0098 Archery, other specified
- X0099 Archery, unspecified

**X01 Fencing equipment**

- X0100 Fencing foil
- X0110 Fencing-sword
- X0115 Sable
- X0120 Sword
- X0125 Dagger
- X0198 Fencing equipment, other specified
- X0199 Fencing equipment, unspecified

**X02 Firearm, handgun**

- X0200 Pistol (incl. revolver)
- X0208 Air gun
- X0210 Shotgun
- X0215 Rifle
- X0230 Bullet
- X0235 Pellet
- X0298 Firearm, handgun, other specified
- X0299 Firearm, handgun, unspecified

**X5 War matériel (Armoured vehicle, see K0)****X50 Artillery, incl. ammunition**

- X5000 Automatic/machine gun
- X5010 Gun
- X5020 Recoilless gun
- X5030 Mortar
- X5040 Shell
- X5098 Artillery, incl. ammunition, other specified

X5099 Artillery, incl. ammunition, unspecified

#### **X55 Mines**

X5500 Landmine  
X5598 Mines, other specified  
X5599 Mines, unspecified

#### **X99 Weapons, war matériel, other and unspecified**

X9998 Weapons, war matériel, other specified  
X9999 Weapons, war matériel, unspecified

### **Y Natural element, plants and trees**

#### **Y0 Natural element**

##### **Y00 Snow, ice**

Y0000 Snow  
Y0002 Ice (natural element)  
Y0004 Icicle  
Y0010 Hail  
Y0012 Snowball  
Y0098 Snow, ice, other specified  
Y0099 Snow, ice, unspecified

##### **Y01 Water**

Y0100 Flood  
Y0110 Rain  
Y0198 Water, other specified (incl. tapwater, boiling water)  
Y0199 Water, unspecified

##### **Y09 Natural element, other and unspecified**

Y0900 Solar rays  
Y0910 Wind  
Y0920 Cold  
Y0924 Heat  
Y0930 Volcanic activity  
Y0932 Earthquake  
Y0934 Avalanche, landslide  
Y0940 Stroke of lightning  
Y0950 Fire, flame (smoke from fire, see R03)  
Y0998 Natural element, other specified  
Y0999 Natural element, unspecified

#### **Y1 Vegetation and garden accessories (natural surface, see B2)**

##### **Y10 Small plant**

Y1000 Fungi  
Y1010 Roots/bulbs  
Y1098 Small plant, other specified  
Y1099 Small plant, unspecified

##### **Y11 Bush, thorn, berry**

Y1100 Hedge  
Y1104 Thorn  
Y1110 Berry  
Y1198 Bush, thorn, berry, other specified

Y1199 Bush, thorn, berry, unspecified

**Y12 Tree, branch, tree trunk**

Y1200 Branch, stick, unspecified  
Y1210 Tree trunk  
Y1220 Tree stump  
Y1298 Tree, trunk, other specified  
Y1299 Tree, trunk, unspecified

**Y19 Other plants and garden accessories**

Y1900 Plants in pot  
Y1910 Garden poles, sticks  
Y1920 Flower pot  
Y1925 Potting soil  
Y1998 Vegetation, garden accessory, other specified  
Y1999 Vegetation, garden accessory, unspecified

**Z Product, other and unspecified**

**Z0 Isotopes, rays**

**Z00 Isotopes, rays**

Z0000 Welding light  
Z0010 X-rays  
Z0020 Electric current  
Z0030 Isotopes  
Z0098 Isotopes, rays, other specified  
Z0099 Isotopes, rays, unspecified

**Z9 Product, other and unspecified**

**Z99 Product, other and unspecified**

Z9900 Waste, unspecified  
Z9910 Bar, pole, unspecified  
Z9940 Surface, unspecified  
Z9998 Product, other specified  
Z9999 Product, unspecified