

2017 Patient Inclusion Criteria

For the purpose of consistent data collection for the Utah Trauma Registry, a trauma patient is defined as a patient sustaining a traumatic injury and meeting the following criteria:

At least one of the following injury diagnostic codes defined in the **International Classification of Diseases**, **Tenth Revision**, (ICD-10-CM):

S00-S99 with 7th character modifiers of A, B, or C ONLY. (Injuries to specific body parts – initial encounter)

T07 (unspecified multiple injuries)

T14 (injury of unspecified body region)

T20-T28 with 7th **character modifier of A ONLY** (burns by specific body parts – initial encounter)

T30-T32 (burn by TBSA percentages)

T79.A1-T79.A9 with 7th **character modifier of A ONLY** (*Traumatic Compartment Syndrome – initial encounter*)

Excluding the following isolated injuries:

ICD-10-CM:

- **S00** (Superficial injuries of the head)
- **S10** (Superficial injuries of the neck)
- **S20** (Superficial injuries of the thorax)
- **\$30** (Superficial injuries of the abdomen, pelvis, lower back and external genitals)
- **S40** (Superficial injuries of shoulder and upper arm)
- **S50** (Superficial injuries of elbow and forearm)
- **S60** (Superficial injuries of wrist, hand and fingers)
- **S70** (Superficial injuries of hip and thigh)
- **\$80** (Superficial injuries of knee and lower leg)
- **S90** (Superficial injuries of ankle, foot and toes)

Late effect codes, which are represented using the same range of injury diagnosis codes but with the 7^{th} digit modifier code of D through S, are also excluded.

AND MUST INCLUDE ONE OF THE FOLLOWING IN ADDITION TO (ICD-10-CM S00-S99, T07, T14, T-20-T28, T30-T32 and T79.A1-T79.A9):

- Patient ED visit or hospital admission for the traumatic injury for 12 hours or longer
- Patient transfer <u>via EMS transport</u> (including air ambulance) from one hospital to another hospital;
 OR
- Death resulting **from the traumatic injury** (independent of hospital admission, transfer, or hospital transfer status);