

Data Submission Specifications for the LTCH - CARE Data Set (V4.02.1)

Detailed Data Specifications Report

Section: D

Item ID: D0150A1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Little interest/pleasure doing things: Pres	Asmt		Code	1	1108-1108

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3900	Consistency	Warning	A dash (-) submitted in this item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3973	Consistency	Fatal	(a) If D0150A1=[0], then D0150A2 must equal [0]. (b) If D0150A1=[1], then D0150A2 must equal [0,1,2,3]. (c) If D0150A1=[9,-], then D0150A2 must equal [^].
-3982	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1,

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D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

(d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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

-3983	Consistency	Fatal	<p>Total Severity Score Calculation:</p> <p>(a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^].</p> <p>(b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2.</p> <p>Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below.</p> <p>The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped.</p> <p>(c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items.</p> <p>(d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer.</p> <p>(e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer.</p> <p>(f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0], then D0160 must equal [99].</p>
-4024	Fatal	Fatal	<p>If B0100=[0], then the following fields, when active, must not equal [^]: B0200, B1000, B1300, BB0700, BB0800, C0100, C1310A, C1310B, C1310C, C1310D, D0150A1, D0150B1, D0700.</p>
-4025	Fatal	Fatal	<p>If B0100=[-], then the following fields, when active, must equal [-]: B0200, B1000, BB0700, BB0800, C0100, C1310A, C1310B, C1310C, C1310D, D0150A1, D0150B1.</p>

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.
Consistency	-3900	[V4.02.0]-Removed mappings to GG0130D1 and GG0130D3. Added mapping to O0350.

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Item ID: D0150A2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Little interest/pleasure doing things: Freq	Asmt		Code	1	1109-1109

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3973	Consistency	Fatal	(a) If D0150A1=[0], then D0150A2 must equal [0]. (b) If D0150A1=[1], then D0150A2 must equal [0,1,2,3]. (c) If D0150A1=[9,-], then D0150A2 must equal [^].
-3982	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active

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items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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

-3983 Consistency Fatal

Total Severity Score Calculation:

(a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^].

(b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2.

Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below.

The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped.

(c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items.

(d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer.

(e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer.

(f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0], then D0160 must equal [99].

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.

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Item ID: D0150B1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Feeling down, depressed, or hopeless: Pres	Asmt		Code	1	1110-1110

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3900	Consistency	Warning	A dash (-) submitted in this item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3974	Consistency	Fatal	(a) If D0150B1=[0], then D0150B2 must equal [0]. (b) If D0150B1=[1], then D0150B2 must equal [0,1,2,3]. (c) If D0150B1=[9,-], then D0150B2 must equal [^].
-3982	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1,

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D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

(d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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

-3983	Consistency	Fatal	<p>Total Severity Score Calculation:</p> <p>(a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^].</p> <p>(b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2.</p> <p>Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below.</p> <p>The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped.</p> <p>(c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items.</p> <p>(d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer.</p> <p>(e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer.</p> <p>(f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0], then D0160 must equal [99].</p>
-4024	Fatal	Fatal	<p>If B0100=[0], then the following fields, when active, must not equal [^]: B0200, B1000, B1300, BB0700, BB0800, C0100, C1310A, C1310B, C1310C, C1310D, D0150A1, D0150B1, D0700.</p>
-4025	Fatal	Fatal	<p>If B0100=[-], then the following fields, when active, must equal [-]: B0200, B1000, BB0700, BB0800, C0100, C1310A, C1310B, C1310C, C1310D, D0150A1, D0150B1.</p>

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.
Consistency	-3900	[V4.02.0]-Removed mappings to GG0130D1 and GG0130D3. Added mapping to O0350.

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Item ID: D0150B2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Feeling down, depressed, or hopeless: Freq	Asmt		Code	1	1111-1111

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3974	Consistency	Fatal	(a) If D0150B1=[0], then D0150B2 must equal [0]. (b) If D0150B1=[1], then D0150B2 must equal [0,1,2,3]. (c) If D0150B1=[9,-], then D0150B2 must equal [^].
-3982	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active

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			items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.
-3983	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below. The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped. (c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items. (d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer. (e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer. (f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0], then D0160 must equal [99].

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.

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Section: D

Item ID: D0150C1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Trouble falling or staying asleep: Pres	Asmt		Code	1	1112-1112

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3900	Consistency	Warning	A dash (-) submitted in this item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3975	Consistency	Fatal	(a) If D0150C1=[0], then D0150C2 must equal [0]. (b) If D0150C1=[1], then D0150C2 must equal [0,1,2,3]. (c) If D0150C1=[9,^,-], then D0150C2 must equal [^].
-3982	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1,

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D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

(d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.
Consistency	-3900	[V4.02.0]-Removed mappings to GG0130D1 and GG0130D3. Added mapping to O0350.

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Section: D

Item ID: D0150C2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Trouble falling or staying asleep: Freq	Asmt		Code	1	1113-1113

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3975	Consistency	Fatal	(a) If D0150C1=[0], then D0150C2 must equal [0]. (b) If D0150C1=[1], then D0150C2 must equal [0,1,2,3]. (c) If D0150C1=[9,^,-], then D0150C2 must equal [^].
-3983	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below.

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Section: D

The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped.

(c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items.

(d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times $9/8(1.125)$, rounded to the nearest integer.

(e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times $9/7(1.286)$, rounded to the nearest integer.

(f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0], then D0160 must equal [99].

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.

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Detailed Data Specifications Report

Section: D

Item ID: D0150D1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Feeling tired or having little energy: Pres	Asmt		Code	1	1114-1114

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3900	Consistency	Warning	A dash (-) submitted in this item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3976	Consistency	Fatal	(a) If D0150D1=[0], then D0150D2 must equal [0]. (b) If D0150D1=[1], then D0150D2 must equal [0,1,2,3]. (c) If D0150D1=[9,^,-], then D0150D2 must equal [^].
-3982	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1,

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Section: D

D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

(d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.
Consistency	-3900	[V4.02.0]-Removed mappings to GG0130D1 and GG0130D3. Added mapping to O0350.

Data Submission Specifications for the LTCH - CARE Data Set (V4.02.1)

Detailed Data Specifications Report

Section: D

Item ID: D0150D2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Feeling tired or having little energy: Freq	Asmt		Code	1	1115-1115

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3976	Consistency	Fatal	(a) If D0150D1=[0], then D0150D2 must equal [0]. (b) If D0150D1=[1], then D0150D2 must equal [0,1,2,3]. (c) If D0150D1=[9,^,-], then D0150D2 must equal [^].
-3983	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below.

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Detailed Data Specifications Report

Section: D

The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped.

(c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items.

(d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times $9/8(1.125)$, rounded to the nearest integer.

(e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times $9/7(1.286)$, rounded to the nearest integer.

(f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0], then D0160 must equal [99].

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.

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Section: D

Item ID: D0150E1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Poor appetite or overeating: Pres	Asmt		Code	1	1116-1116

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3900	Consistency	Warning	A dash (-) submitted in this item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3977	Consistency	Fatal	(a) If D0150E1=[0], then D0150E2 must equal [0]. (b) If D0150E1=[1], then D0150E2 must equal [0,1,2,3]. (c) If D0150E1=[9,^,-], then D0150E2 must equal [^].
-3982	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1,

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Section: D

D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

(d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.
Consistency	-3900	[V4.02.0]-Removed mappings to GG0130D1 and GG0130D3. Added mapping to O0350.

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Section: D

Item ID: D0150E2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Poor appetite or overeating: Freq	Asmt		Code	1	1117-1117

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3977	Consistency	Fatal	(a) If D0150E1=[0], then D0150E2 must equal [0]. (b) If D0150E1=[1], then D0150E2 must equal [0,1,2,3]. (c) If D0150E1=[9,^,-], then D0150E2 must equal [^].
-3983	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below.

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Section: D

The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped.

(c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items.

(d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer.

(e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer.

(f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0], then D0160 must equal [99].

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.

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Section: D

Item ID: D0150F1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Feeling bad about yourself: Pres	Asmt		Code	1	1118-1118

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3900	Consistency	Warning	A dash (-) submitted in this item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3978	Consistency	Fatal	(a) If D0150F1=[0], then D0150F2 must equal [0]. (b) If D0150F1=[1], then D0150F2 must equal [0,1,2,3]. (c) If D0150F1=[9,^,-], then D0150F2 must equal [^].
-3982	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1,

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Section: D

D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

(d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.
Consistency	-3900	[V4.02.0]-Removed mappings to GG0130D1 and GG0130D3. Added mapping to O0350.

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Detailed Data Specifications Report

Section: D

Item ID: D0150F2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Feeling bad about yourself: Freq	Asmt		Code	1	1119-1119

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3978	Consistency	Fatal	(a) If D0150F1=[0], then D0150F2 must equal [0]. (b) If D0150F1=[1], then D0150F2 must equal [0,1,2,3]. (c) If D0150F1=[9,^,-], then D0150F2 must equal [^].
-3983	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below.

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Detailed Data Specifications Report

Section: D

The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped.

(c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items.

(d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/8(1.125), rounded to the nearest integer.

(e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times 9/7(1.286), rounded to the nearest integer.

(f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0], then D0160 must equal [99].

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.

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Section: D

Item ID: D0150G1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Trouble concentrating on things: Pres	Asmt		Code	1	1120-1120

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3900	Consistency	Warning	A dash (-) submitted in this item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3979	Consistency	Fatal	(a) If D0150G1=[0], then D0150G2 must equal [0]. (b) If D0150G1=[1], then D0150G2 must equal [0,1,2,3]. (c) If D0150G1=[9,^,-], then D0150G2 must equal [^].
-3982	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1,

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D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

(d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.
Consistency	-3900	[V4.02.0]-Removed mappings to GG0130D1 and GG0130D3. Added mapping to O0350.

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Item ID: D0150G2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Trouble concentrating on things: Freq	Asmt		Code	1	1121-1121

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3979	Consistency	Fatal	(a) If D0150G1=[0], then D0150G2 must equal [0]. (b) If D0150G1=[1], then D0150G2 must equal [0,1,2,3]. (c) If D0150G1=[9,^,-], then D0150G2 must equal [^].
-3983	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below.

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The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped.

(c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items.

(d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times $9/8(1.125)$, rounded to the nearest integer.

(e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times $9/7(1.286)$, rounded to the nearest integer.

(f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0], then D0160 must equal [99].

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.

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Item ID: D0150H1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Moving or speaking so slowly: Pres	Asmt		Code	1	1122-1122

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3900	Consistency	Warning	A dash (-) submitted in this item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3980	Consistency	Fatal	(a) If D0150H1=[0], then D0150H2 must equal [0]. (b) If D0150H1=[1], then D0150H2 must equal [0,1,2,3]. (c) If D0150H1=[9,^,-], then D0150H2 must equal [^].
-3982	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1,

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D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

(d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.
Consistency	-3900	[V4.02.0]-Removed mappings to GG0130D1 and GG0130D3. Added mapping to O0350.

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Item ID: D0150H2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Moving or speaking so slowly: Freq	Asmt		Code	1	1123-1123

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3980	Consistency	Fatal	(a) If D0150H1=[0], then D0150H2 must equal [0]. (b) If D0150H1=[1], then D0150H2 must equal [0,1,2,3]. (c) If D0150H1=[9,^,-], then D0150H2 must equal [^].
-3983	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below.

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The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped.

(c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items.

(d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times $9/8(1.125)$, rounded to the nearest integer.

(e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times $9/7(1.286)$, rounded to the nearest integer.

(f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0], then D0160 must equal [99].

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.

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Item ID: D0150I1

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Thoughts of better off dead: Pres	Asmt		Code	1	1124-1124

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		No
1		Yes
9		No response
-		Not assessed/no information
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3900	Consistency	Warning	A dash (-) submitted in this item may result in a payment reduction for your facility of two percentage points for the affected payment determination.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3981	Consistency	Fatal	(a) If D0150I1=[0], then D0150I2 must equal [0]. (b) If D0150I1=[1], then D0150I2 must equal [0,1,2,3]. (c) If D0150I1=[9,^,-], then D0150I2 must equal [^].
-3982	Consistency	Fatal	(a) If D0150A2 = [0,1] and D0150B2 = [0,1], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. (c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1,

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D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

(d) If (D0150A2 = [^] and D0150B2 = [0,1]) OR (D0150A2 = [0,1] and D0150B2 = [^]), then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.

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

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.
Consistency	-3900	[V4.02.0]-Removed mappings to GG0130D1 and GG0130D3. Added mapping to O0350.

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Item ID: D0150I2

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Mood: Thoughts of better off dead: Freq	Asmt		Code	1	1125-1125

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		Never or 1 day
1		2-6 days (several days)
2		7-11 days (half or more of the days)
3		12-14 days (nearly every day)
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3981	Consistency	Fatal	(a) If D0150I1=[0], then D0150I2 must equal [0]. (b) If D0150I1=[1], then D0150I2 must equal [0,1,2,3]. (c) If D0150I1=[9,^,-], then D0150I2 must equal [^].
-3983	Consistency	Fatal	Total Severity Score Calculation: (a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^]. (b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2. Otherwise, the PHQ-9 must be completed, and D0160 must equal the sum of the values of the following nine items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 and Format Integer Items to nearest integer. These are referred to as the "items in Column 2", below.

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The following rules explain how to compute the score that is placed in item D0160. These rules consider the "number of missing items in Column 2" which is the number of items in Column 2 that are skipped.

(c) If the following items D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 equal [0,1,2,3], then D0160 must equal the sum of these items.

(d) If one of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times $9/8(1.125)$, rounded to the nearest integer.

(e) If two of the following items: D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2, D0150I2 = [^], then D0160 must equal the sum of the remaining items times $9/7(1.286)$, rounded to the nearest integer.

(f) If three or more items between D0150A2, D0150B2, D0150C2, D0150D2, D0150E2, D0150F2, D0150G2, D0150H2 and D0150I2 = [^] and B0100 is equal to [0], then D0160 must equal [99].

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2, GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3. Added mapping to new item O0350.

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Item ID: D0160

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Total severity score	Asmt		Number	2	1126-1127

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
00		Minimum Value
27		Maximum Value
99		Unable to complete the interview
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1012	Format	Fatal	Only the values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item. The submitted value must be greater than or equal to the minimum value listed in the table and less than or equal to the maximum value listed in the table, or it must match one of the remaining special values (if any) that are listed in the table. The length of the submitted value must not exceed the allowed maximum length for the item. Signed numbers (with a leading plus or minus sign) are
-1013	Format	Fatal	Formatting of Integer Numeric Items: Only integer values and the special values (if any) that are listed in the "Item Values" table of the Detailed Data Specifications Report are accepted for this item. Leading zeroes may be included or omitted from the submitted value as long as the resulting length of the string does not exceed the allowed maximum length for the item. A decimal point and decimal values are not allowed. The following examples are allowable if the value to be submitted is equal to [1] and the maximum length is equal to 2: [1], [01]. The following values are NOT allowed and will lead to a fatal error: [1.], [1.0], [01.], [01.0], [1.1], [01.1], [1.01].
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-3983	Consistency	Fatal	Total Severity Score Calculation:

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Item ID: D0700

Item Label	Item Group	LOINC Code	Item Type	Max Length	Fixed Format Start-End Bytes
Social Isolation	Asmt		Code	1	1128-1128

Item Subsets

Active: LA,LP
Inactive: LU,LE,XX

Item Values

Value	LOINC Code	Value Text
0		Never
1		Rarely
2		Sometimes
3		Often
4		Always
7		Patient declines to respond
8		Patient unable to respond
^		Blank (skip pattern)

Item Edits

Edit ID	Edit Type	Severity	Edit Text
-1009	Format	Fatal	Only the code values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.
-3972	Skip	Fatal	If B0100=[1], then all active fields from B0200 through D0700 must equal [^].
-4024	Fatal	Fatal	If B0100=[0], then the following fields, when active, must not equal [^]: B0200, B1000, B1300, BB0700, BB0800, C0100, C1310A, C1310B, C1310C, C1310D, D0150A1, D0150B1, D0700.

Changes for Version

Type	ID	Description
Format	-1009	[V4.02.0]-Removed mappings to deleted items GG0130A2, GG0130B2, GG0130C2, GG0130D2, GG0170A2, GG0170B2, GG0170C2, GG0170D2, GG0170E2, GG0170F2, GG0170G2, GG0170I2, GG0170J2, GG0170K2,

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GG0170L2, GG0170M2, GG0170N2, GG0170O2, GG0170P2, GG0170R2, GG0170S2, GG0130D1, GG0130D3.

Added mapping to new item O0350.