

## **Injury Description Table Update - Incorporates the Expanded IAIABC Part of Body Coding for Reporting Permanent Impairment Body Part Code**

**October 6, 2009**

The Workers Compensation Insurance Organizations (WCIO) through the Advisory Statistical Working Group (ASWG) expanded the Part of Body section of the Injury Description Table to incorporate a three-position coding system for use by members of the International Association of Accident Boards and Commissions (IAIABC). These three-position codes, along with the Part of Body Codes and Code 99 are to be used for the IAIABC Permanent Impairment Body Part Code values.

In some jurisdictions the Subsequent Report of Injury (SROI) requires more detail for the Permanent Impairment Body Part Code than had previously been available in the Part of Body codes. The expanded Part of Body codes provide additional codes, as requested by IAIABC, for exclusive use in reporting the Permanent Impairment Body Part Code on the SROI only. While the new and more detailed IAIABC codes are three characters in length (with the exception of code 99), the existing two-digit numeric coding for the Part of Body codes will not change for unit statistical reporting purposes or for the First Report of Injury (FROI). An additional third alpha/numeric character has been added to address the enhanced level of reporting detail requested by IAIABC for *ears, eyes, fingers, and toes* in the Permanent Impairment Body Part Code field for SROIs.

**The coding of Part of Body for unit statistical reports and/or FROI will continue to use the two digit Part of Body codes in Injury Description Table (with the exception of code 99), without reference to the expanded IAIABC codes.**

The ASWG has published the expanded Injury Description Table at the following Web site address: <http://www.wcio.org>.

As of April 1, 2005, IAIABC jurisdictions should not reject these Permanent Impairment Body Part Code field codes as invalid, regardless of whether or not the jurisdiction requires their reporting.