

INFORMATION RESOURCE CENTER

PART 50

DISKETTE USER'S HANDBOOK

September 2001

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SECTION 8. CODING MANUAL

8.1 Introduction

The following pages contain the coding structure to be used by coding personnel in the interpretation and reduction to codes of the information sent to HSAC by the mine operators on Injury Report Form 7000-1.

8.2 Mining Machines

The following is a detailed list of mining machines. The mining machine classification is reported by the mining operator, analytically connected to source of injury when machinery is involved in an accident.

CODE	DESCRIPTION
01	Aerial tram, tramway
02	Air compressor
03	Air transportation, planes, helicopter, etc.
04	Auger machine (coal) surface and underground
05	Bench grinder or lathe, drill press, magna shearers, key seater, band saw, etc. Large shop-powered tools
06	Blow pipe or blow gun, air lance (air blasting)
07	Boats, barges and other water transportation
08	* Bulldozer, dozer, crawler tractor, push cat, Komotose - pan - ranger - road scraper 637 - caterpillar 3305
09	Carriage-mounted drills on track, rail, or rubber-tired (Jumbo, air-track drill, churndrill, rotary, jet piercing air-track compressor drill, quarry drill)
10	Chute
11	Classifier, cyclones
12	Continuous miner, tunnel borer, DOSCO - (bullit part of continuous miner)
13	Conveyor (include all types belts, pan, screw and other) belt feeder, mobile bridge carrier, ROSCO
14	Crane, derrick - cherry picker, basket scaler, scaling machine, rock or dropball, boom hoist - ranger, gyraffe, scissor truck

* HD 41 Allis Chalmer

CODE	DESCRIPTION
15	Crusher, breaker, mills (ball and rod)
16	Cutting machine, or mining only, chain cutter 15RU JOY
17	Dimension stone cutting and polishing machinery, all
60	Dragline - Big muskie (walking dragline) 4250W
18	Dredge
19	Elevator, skip, cage, buckets, (for hoisting or lowering men or materials)
20	Electric, hydraulic drill, coal drills (not impact drills, see Rock drills)
21	Fan
22	Flotation and filters (mill machines) - precipitator heavy media bath
23	Forklift - all forklift machines regardless of size, tow motor in mill, plant cat, hyster
24	Front-end loader, tractor-shovel, payload, highlift, skip loader (surface) <u>universal</u> , cat loader
25	Gathering arm loader, Conway loader, St. Joe loader, coal loading machine, 15BU JOY Goodman, Jefferey
26	Grizzlies
27	Gunit machine, shotcrete
28	Handtools (not powered) (wrench) - buzzy, portapower, torque wrench, comealong, doublejack, backsaw, hose crimper, red devil, (buzzy can also be stoper)
29	Handtools (powered) (drill) - chipping hammer, jack spade, impact wrench, drive ratchet - wheel lift, finger lift
30	Hoist, car dropper, hydraulic jack, mine car retriever, condor
31	Hydraulic jets (monitors)
32	Impactor (pneumatic machine used to break large rocks)
28	Jacks - ram jack
05	Lathe
33	Load-haul-dump, scoop tram, CAVO, transloader, teletram car, bobcat Kat (Mustang) Unitrac, S&S Battery

CODE	DESCRIPTION
34	Locomotive, (motor), rail-mounted (battery, steam, electric, tow-motor, air, etc.), lorry car BECO BAHN operated on wire rope cable, Trammer, Mancha
35	Longwall machine (plow shearer) - Longwall shield
36	Longwall subparts (jacks or chocks) duke, dowdy jack
37	Mancar, mantrip, personel carrier, porta bus, jeep, jitney, rail runner, inspectors friend, boss buggy, golf cart, rail rover
38	Man lift (not elevator, skip or cage) - scaling rig
39	Mill, grinding (rod, ball, autogenous, pug, hammer)
40	Milling machinery (all other NEC) See 22, 39, 46, 69 for specific machines. Block press
41	Mine car, timber truck, nipper truck (rail), all underground flat car, ASEA
42	Mine car, ore or coal car, boxcar, hopper car (rail only), all surface
43	Mucking machine, overshot loader
44	Ore haulage trucks - off highway trucks and underground trucks, all commodities - young buggy, EUCLID, LECTRA HAUL - Usually associated with S-U 01, 02, 03 and 06
45	Pay loader ore haulage trucks - highway, all commodities - Usually associated with mill
46	Packaging machine, bagger, sewing machine
47	Pneumatic blasting agent loader, driller loader, coal popper, pop shooter, prill loader, powder buggy
48	Pump
49	Raise borer
50	Raise climber - ALAMAK
51	Raw coal storage, tipple, dump bins
52	Roadgrader, motor grader, motor patrol

CODE	DESCRIPTION
53	Rock drill (jackleg, airleg, drifter, stoper, buzzy, stringer, jackhammer, diamond drill; see also Jumbo drill, track drill, [09]), hydraulic drill
54	Rock or roof bolting machine - top dog, pinner
55	Rock dusting machine, MANDASEAL, trickleduster
56	Rotary dump, dump rail
57	Scraper loader, self-loading scraper, tractor scraper, pan scraper
58	Screen (for sizing and washing) - vibrator, shaker
59	Shortwall machine
60	Shovel (mining and stripping), power shovel, northwest dragline bucket-wheel excavator, clamshell, backhoe cryderman
61	Shuttle car - buggy, torkar, ram car
62	Skip pocket
63	Slusher, scraper hoist, scam, scam level
64	Tamping machine, for packing railroad ties, etc.
65	Track maintenance and repair equipment, rerailer, 335 track shifter, FROG
66	Tractor, Supply car - Elkhorn
67	Trucks (nor ore haulage), pickups, water trucks, dump truck, service or utility trucks (for ore haulage see 44 and 45).
68	Tugger, air winch
69	Washers
70	Welding machine - bonder, torch
71	Machine, NEC - wheelbarrow, well drilling rig, caterpillar loader 992 -haulage, concrete post, steam cleaner, hydroseeder, pile driver, rock rake, impact roller

Mine retriever - stationary hydraulic hoist pulls equipment out. Code as handtool in class, 30 in mining machines.

Rubber-tired lowboy - non powered haulage that must be pulled by a tractor or motor.

8.3 Trade Names of Equipment

Following the names of some manufacturers are one or more examples or nicknames of their equipment. The examples are not exhaustive; many other kinds of equipment may be manufactured. *Must be coded if mining machine is previously coded.*

Equipment Involved in Reported Accident/Illness

CODE	MANUFACTURER
001	Abex
002	Acker
003	Acme
004	Advance Mining (coal augers)
005	Aerodyne
006	Allen-Sherman-Hoff
007	Allis-Chalmers Bulldozer & Fiat (tractor)
008	Alpine (continuous miner)
009	American Hoist (shovel excavators)
010	Atlas-Copco
011	Baldwin- Lima-Hamilton
012	Barber-Greene
013	Betti
014	Birdsboro
014	Black & Decker
015	Bucyrus-Erie (BE)
016	Buffalo-American
017	Case (tractor)
018	Caterpillar (cat) - DW 20

CODE	MANUFACTURER
019	Cedar Rapids
020	Chevrolet
021	Chicago Pneumatic (air drill)
022	Clark
023	Cline
024	Coeur d'Alenes
025	Cushman
026	Dart
027	Demag (coal excavators)
028	Deutz
029	Dorr-Oliver
030	Dravo
031	Eaton
032	Eickhoff
033	Eimco
034	Elkhorn
035	Emaco
036	Epling
037	Euclid (uke) 62T Rear Dump
038	Fairchild (continuous miner)
039	Fletcher (roof bolter)
040	FMC and Link Belt
041	Ford
042	Fuller

CODE	MANUFACTURER
043	Galis FM Calso (roof bolter)
044	Gardner-Denver (Pump)
045	General Electric
046	GMC (Jimmy)
047	Goodman
048	Gorman-Rupp
049	Gradeall
050	Grundlach (coal crushers)
051	Harnischfeger and P&H
052	Hewitt-Robins
053	Ingersol-Rand (hammer)
054	Insley
055	International Harvester (IH)(Hough)(350 Payhauler 50T)
056	Jeffrey-Dresser
035	John Deere
057	Jold
058	Joy (loader, drill)
059	Kenworth
060	Kersey (Personnel Carrier) - Rubber Rail
061	Kobota
062	Koehring
063	Komatsu
064	Kress
065	Krupp (wheel excavators)

CODE	MANUFACTURER
066	Lee-Norse (continuous miner)
054	Lincoln welder
067	Long-Airdox (blasting) (MBC loading machine)
068	Mack (bulldog)
069	Manitowoc
070	Marion
071	Marathon Le Tourneau
072	Massey-Ferguson
073	McLanahan
074	Mescher
075	Michigan 47B Fron End Loader
076	Mine Equipment Co.
077	Mining Progress, Inc. (Longwall)
078	Myers-Whaley
079	Nagle
080	National Mine Service (Torkar)
081	Nolan
082	Nordberg & Rexnord
083	Northwest
084	Orenstein & Kopper
085	Oshkosh (truck)
086	Owens (truck)
087	Page
088	Penndrill

CODE	MANUFACTURER
089	Pioneer
090	Plymouth-Locomotor
091	Raygo
092	Richmond (coal auger)
093	Ripco
094	Robbins (continuous miner)
095	Rosco
096	Royal
097	Salem
098	S & S Rubber rail
099	Schramm
100	Schroder
101	Stacy
102	Stamler
103	Symons
104	Telsmith
105	Terex
106	Unit Rig Equipment Co. (Electrahaul trucks)
107	Universal (cutting machine)
108	Wabco
109	Wagner
110	Warner Swassey
111	Westfalia
112	Westinghouse

CODE	MANUFACTURER
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113	White
-----	-------

114	Wilcox
-----	--------

115	Wilfley
-----	---------

116	Winter-weiss
-----	--------------

117	Wirth
-----	-------

118	Yale Loaders
-----	--------------

119	Not on this list
-----	------------------

120	Unknown
-----	---------

121	Not Reported
-----	--------------

8.4 All Mine Occupations

The following list is a compilation of all mine occupations. This coding structure is designed to take the guesswork out of coding a worker correctly in order to place him in a correct location. Coding of this category will be done exactly as is listed below. The computer will assign the correct leading number code on the basis of location circled by the mine operator on the report form and the occupation assigned by the coder. All occupations not covered by the following list will be coded 999.

The conversion is as follows:

- Leading 0 = on section (face) only UG
- Leading 1 = off section only UG
- Leading 2 = UG transportation only
- Leading 3 = Surface only
- Leading 4 = Supervisory and staff
- Leading 5 = MSHA State
- Leading 6 = will convert to leading 0 or 1 or 3 according to location.
- Leading 7 = will convert to leading 0 or 1 according to location.
- Leading 8 = will convert to leading 0 or 3 according to location.
- Leading 9 = will convert to leading 2 or 3 according to location.
- Leading 10 = will convert to leading 1 or 3 according to location.

Certain occupation codes can be coded to metal/nonmetal only. These codes are brought to the attention of the coders with a preceding asterisk (*). *DO NOT USE* for coal injuries.

ALL MINE OCCUPATIONS - METAL/NONMETAL AND COAL

CODE	DESCRIPTION
041	Advanceman - on section only
320	Aerial tram - outside only
*334	Air-track driller, M/NM - outside only
449	Assayers
430	Assistant mine foreman
430	Assistant mine manager
371	Auger helper, surface only
370	Auger operator, surface only
*778	Backhoe operator, M/NM UG
372	Barge attendant
261	Battery station operator
031	Beater, UG on section only
154	Belt cleaner, UG off section only
601	Beltman
201	Beltman rider
1012	Belt vulcanizer
392	Binman
807	Blaster
372	Boat operator
*825	Bobcat operator, M/NM
340	Boom operator
374	Boney preparation plant operator
962	Brakeman
032	Brattice man
035	Bridgeman
850	Buggy operator

CODE	DESCRIPTION
277	Buggy pusher
368	Bulldozer operator, surface only
*768	Bulldozer operator, M/NM, UG only
616	Bullgang
749	Bullgang foreman
320	Cage attendant, surface only
920	Cager
373	Car dropper
*726	Car dump operator, M/NM, general, UG
394	Carpenter
334	Carriage mounted drill operator, surface only
*716	Cement man UG, M/NM
1055	Chainman
044	Chock operator
334	Churn driller, surface only
*045	Chute blaster, M/NM
269	Chute puller, M/NM, UG transportation, chute tapper
331	Claw operator, surface only
374	Cleaning plant operator, prep plant, mill, packaging, bagging, warehouseman
1013	Cleanup man
497	Clerk
1014	Coal sampler
262	Car runner, UG only
035	Col Mol helper
036	Col Mol operator
611	Communications man
035	Continuous miner helper, mole helper

CODE	DESCRIPTION
036	Continuous miner operator, mole operator
*064	Contract miner, M/NM
601	Conveyor man
201	Conveyor rider
378	Crane operator, surface only
*778	Crane operator, M/NM, UG only
374	Crusher worker
037	Cutting machine helper
038	Cutting machine operator
*034	Diamond driller, M/NM, UG only
*399	Dimension stone cutter and polisher; M/NM
965	Dispatcher
378	Dragline operator
*778	Dragline operator, M/NM, UG only
372	Dredge operator
*058	Drift miner, M/NM
833	Drill helper
834	Drill operator
*034	Driller (longhole, prospect, diamond, exploration) M/NM underground only
*334	Driller (air track, churn, carriage mounted, jet piercing, rotary) M/NM surface only
383	Driller, highwall helper
384	Driller, highwall operator
1056	Driller, rock
276	Driver, jeep driver
379	Dryer operator, kiln operator
1022	Dump operator
414	Dust sampler

CODE	DESCRIPTION
590	Education specialist
602	Electrician (code Master electrician as 402)
603	Electrician helper
456	Engineer (elec., vent., mng.)
*034	Exploration driller, M/NM, UG only
016	Faceman, on section, UG only
615	Fan attendant
380	Fine coal plant operator
462	Fireboss
397	Fireman
430	Foreman, assistant mine
749	Foreman (bullgang, labor, section) or shift boss
418	Foreman, maintenance
449	Foreman, mine
494	Foreman, mill or prep plant
489	Foreman, outside
*389	Forklift operator, M/NM
*782	Front-end loader operator, M/NM, UG only
382	Front-end loader, surface
043	Gathering arm loader operator
*728	Gizmo operator, M/NM
375	Grader operator, surface only
*775	Grader operator, M/NM, UG only
1018	Greaser
*726	Grizzlyman, M/NM
*726	Grizzly tender, M/NM
616	Groundman

CODE	DESCRIPTION
396	Guard
716	Gunite man M/NM, UG
039	Hand loader
039	Hand trammer
*045	Hangup man, M/NM
040	Headgate operator
*768	Heavy equipment operator, surface only
368	Bulldozer operator, M/NM, UG only
382	Highlift operator
383	Highwall drill helper
384	Highwall drill operator
921	Hoist operator (hoister, engineer)
381	Hoist operator helper
397	Hook operator
464	Inspector
307	Jackhammer operator
041	Jacksetter (Longwall)
010	Jacksetter, on face, UG
276	Jeep driver
334	Jet piercing drill operator, M/NM, surface only
043	Joy loader operator
054	Kersey operator
379	Kiln operator
616	Laborer
749	Labor foreman
414	Laboratory technician
385	Lampman

CODE	DESCRIPTION
*728	Load/haul/dump operator, M/NM (underground only)
240	Loader head operator
042	Loading machine helper
043	Loading machine operator
*034	Longhole driller, M/NM, UG only
041	Longwall helper
041	Longwall jacksetter
044	Longwall operator
1060	Machinist
418	Maintenance foreman
850	Mancar operator
608	Mason, (surface and underground)
402	Master electrician
404	Master mechanic
604	Mechanic (code master mechanic as 404), mill wright, boiler maker
605	Mechanic helper
374	Media operator
604	Mill wright
494	Mill foreman
374	Mill operator (stationary equipment)
449	Mine foreman
449	Mine manager
449	Mine owner
616	Miner, coal underground
*064	Miner, contract M/NM
*058	Miner, drift M/NM
*057	Miner, stope M/NM

CODE	DESCRIPTION
*327	Miner, surface M/NM
*663	Miner, NEC, M/NM
591	Mineral industrial safety officer
592	Mine safety instructor
378	Mobile equipment operator
035	Mole helper
036	Mole operator
969	Motorman
041	Move-up man
*029	Mucking machine operator, M/NM
116	Mucking machine operator, coal, UG off section only
1018	Oiler
489	Outside foreman
382	Pan operator
382	Payload operator
616	Pick-up man
046	Pinner
367	Pitman
044	Plow operator
807	Powder gang
807	Powderman
807	Powder monkey
494	Prep plant foreman
374	Prep plant operator
*767	Power shovel UG, M/NM
367	Power shovel operator
462	Pre-shift examiner

CODE	DESCRIPTION
710	Propman
*034	Prospect driller, M/NM, UG only
157	Pumper, off section only
316	Pumper, above ground only
663	Quarry man, shaft miner
611	Radioman
397	Railroad clam operator
*059	Raise miner, M/NM
850	Ramcar operator
386	Refuse truck driver
604	Repairman
038	Ripper
875	Roadgrader operator
1056	Rock driller
706	Rock duster
046	Rock bolter
158	Rock machine operator, off section UG only
045	Rockman
1017	Rodman
046	Roof bolter
047	Roof bolter helper, rock bolter helper, pinner helper
048	Roof bolter mounted
262	Rope rider
240	Roscoe operator, UG transportation
387	Rotary bucket excavator operator
*334	Rotary drill operator, M/NM above ground only
*726	Rotary dump operator, M/NM

CODE	DESCRIPTION
495	Safety Director
593	Safety representative
043	St. Joe shovel operator
1014	Sampler (see also Dust sampler)
388	Scalper-Screen operator
392	Skip dumper
930	Skip tender
054	Scoop car operator
*028	Scoop tram operator, M/NM
382	Scraper-loader operator
382	Scraper Rig operator
749	Section foreman
316	Service truck operator
044	Shear operator
749	Shift boss
807	Shooter
160	Shopman
706	Shotcrete man
807	Shot firer
367	Shovel operator
850	Shuttle car operator
390	Silo operator
*030	Slusher operator, M/NM
262	Snapper
051	Stall driver
*398	Stone finishing and sizing personnel, M/NM
*057	Stope miner, M/NM

CODE	DESCRIPTION
708	Stopping builder
391	Stripping shovel operator
481	Superintendent
609	Supplyman
*327	Surface miner, M/NM
316	Surface worker
423	Surveyor
969	Swamper
969	Switchman
*316	Tamping machine operator, M/NM surface only
052	Tailgate operator
601	Tailpiece man
611	Telephone man
710	Timberman
497	Timekeeper
392	Tipple operator
392	Topman
392	Toplander
276	Tractor operator, UG
368	Tractor operator, surface
316	Track gang, surface only
216	Trackman
624	Trainee (code 224 UG transportation)
594	Training specialist
1023	Transit man
962	Trip rider
*001	Tripperman, M/NM, UG only

CODE	DESCRIPTION
*776	Truck driver, M/NM, UG
376	Truck driver, above ground only
224	Underground transportation trainee
496	Union representative
054	Unitrac operator, UG on section only
999	Unknown
053	Utility man
708	Ventilation man
334	Wagon drill operator, M/NM, surface only
374	Warehouseman
392	Washery operator
396	Watchman
366	Waterboy
159	Water line man, UG, off section only
395	Water truck operator
393	Weighman
1019	Welder
*269	Whistle punk, M/NM, UG only
611	Wireman
397	Yard engine operator
999	Unknown or NEC

(NUMERICAL LISTING) COAL AND METAL/NONMETAL OCCUPATIONS
DO NOT USE FOR CODING

CODE	OCCUPATION
001	Belt/Conveyor Man
002	Electrician
003	Electrician Helper
004	Mechanic/Repairman
005	Mechanic Helper
006	Rock Duster
007	Shotfirer/Shooter/Blaster
008	Stpng Bldg/Ventlin/Masn
009	Suplymn
010	Tmermn/Propmn/Jackstr
011	Wiremn/Comm Repairman
015	Fan Attendant
016	Laborer/Adv Fc/Mvup/Pupmn
019	Cement Man
024	Trainee
025	Bobcat Operator
026	Grizzly Man/Car Dump Opr
028	Scoop Tram-Load Haul Opr
029	Mucking Machine Opr
030	Slusher Operator
031	Beater/Shotfire Helper
032	Brattice Man
033	Drill Helper
034	Drill Operator
035	Continuous Miner Helper

CODE	OCCUPATION
036	Continuous Miner Opr/Mole
037	Cutting Machine Helper
038	Cutting Mach Opr/Ripper
039	Hand Loader/Hand Trammer
040	Headgate Operator
041	Jacksettr/Longwall/Advncm
042	Loading Machine Helper
043	Loading Mach Opr/Joy stjo
044	Longwall shr Opr/Plow Opr
045	Rockman/Hangup Man/Chute
046	Roof Bolter/Rock Bolter
047	Roof Bltr Helper/Rock Hlp
048	Roof Bolter Mounted
049	Section Foremn/Shiftboss
050	Shuttle Car Opr/Ram Car
051	Stall Driver
052	Tailgate Operator
053	Utility Man
054	Scoop Car Opr/Unitrac Opr
057	Stope Miner
058	Drift Miner
059	Raise Miner
063	Miner Nec
064	Contract Miner
067	Power Shovel Operator
068	Bulldozer Operator
075	Grader Opr/Rdgrader Opr

CODE	OCCUPATION
076	Truck Driver
078	Crane Opr/Dragline/Backho
082	Frontend Loader Operator
101	Belt/Conveyor Man
102	Electrician
103	Electrician Helper
104	Mechanic Repairman
105	Mechanic Helper
106	Rock Duster
108	Stpng Bldg/Ventilin/Masn
109	Suplymn
110	Tmermn/Propmn/Jckstr
111	Wiremn/Comm Repairman
112	Belt Vulcanizer
113	Cleanup Man
114	Coal-MN Sampler
115	Fan Attendant
116	Labr/Mck Mch Opr/Pipe Gin
117	Rodman
118	Oiler/Greaser
119	Welder/Cement Man
122	Dump Opr
123	Transit Man
124	Trainee
126	Grizzly Man/Car Dump Opr
128	Load Haul Dump Opr/Gizmo
149	Labr Formn/Bulgng Foreman

CODE	OCCUPATION
154	Belt Cleaner
155	Chainman
156	Rock Driller
157	Pumper
158	Rock Machine Operator
159	Water Line Man
160	Shopman/Machinist
163	Miner Nec
167	Power Shovel Operator
168	Bulldozer Operator
175	Grader Opr
176	Truck Driver
178	Crane Opr/Dragline/Backho
182	Frontend Loader Operator
201	Belt/Conveyor Man
216	Trackman
220	Cager
221	Hoistman/Engineer
224	Transportation Trainee
230	Skip Tender
240	Lodr Hed Opr/Roscoe Opr.
255	Chainman
261	Battery Station Opr
262	Brakeman/Rope Rider/Snabr
265	Dispatcher
269	Motorman/Swamper/Switchmn
276	Driver/Tractor Opr/Jeep

CODE	OCCUPATION
277	Buggy Pusher
301	Belt/Conveyor Man
302	Electrician
303	Electrician Helper
304	Mechanic Repairman
305	Mechanic Helper
307	Shotfirer/Shootr/Blastr
308	Mason
309	Supp/Supp Trck Drvr/Whsmrn
311	Wiremn/Comm Repairman
312	Belt Vulcanizer
313	Cleanup Man
314	Coal-MN Sampler
315	Fan Attendant
316	Laborer/Utility MN/Pumper
317	Rodman
318	Oiler/Greaser
319	Welder
320	Cager/Cage Attendnt/Aerial
321	Hoistman/Engineer
322	Dump Opr
323	Transit Man
324	Trainee
325	Bobcat Operator
327	Surface miner
330	Skip Tender
331	Claw Operator

CODE	OCCUPATION
333	Drill Helper
334	Drill Opr
340	Boom Operator
350	Shuttle Car Opr
355	Chainman
356	Rock Driller
360	Machinist
362	Brakeman/Trip Rider
363	Miner Nec/Quarry Worker
365	Dispatcher
366	Waterboy
367	Power Shovel Opr/Pitman
368	Bulldzer Opr/Tractr/Hvy E
369	Motorman/Swamper/Switchmn
370	Auger Operator
371	Auger Helper
372	Barge Atndnt/Boat/Dredge
373	Car Dropper
374	Clnplt/Med/Boneyopr/Crshr
375	Grader Opr/Roadgradr Opr
376	Truck Driver
378	Crane Opr/Dragline Backho
379	Dryer Operator
380	Fine Coal Plant Operator
381	Hoist Operator Helper
382	Highlft Opr/Frntnd Ldr
383	Highwall Drill Helper

CODE	OCCUPATION
384	Highwall Drill Operator
385	Lampman
386	Refuse Truck Driver
387	Rotary Bucket Excavator Operator
388	Scalper-Screen Operator
389	Forklift Operator
390	Silo Operator
391	Stripping Shovel Operator
392	Tipple Operator/Topman/Binman
393	Weighman
394	Carpenter
395	Water Truck Operator
396	Watchman/Guard
397	Yard Engineer Operator/Firmen
398	Stone Finishing/Sizing Person
399	Dimension Stone Cutter/Polisher
402	Master Electrician
404	Master Mechanic
414	Dust Sampler/Lab Technician
418	Maintenance Foreman
423	Surveyor
430	Assistant Mine Foreman/Assistant Mine Manager
449	Mine Foreman/Mine Manager/Owner
456	Engineer-Electrical/Ventilation/Mining
462	Fire Boss/Pre-Shift Examiner
464	Inspector
481	Superintendent

CODE	OCCUPATION
489	Outside Foreman
494	Prep Plt Foremn/Mill fore
495	Safety Director
496	Union Representative
497	Timekeeper/Clerk/Ofc Help
590	Education Specialist
591	Mnrl Industrl Sfty Offer
592	Mine Safety Instructor
593	Safety Representative
594	Training Specialist
999	Unknown or NEC

8.5 Degree of Injury

Degree of injury is coded on a PER INJURY basis.

DEGREE	DEFINITION
1	Death Fatal
2	Permanent Total or permanent partial disability
3	Days away from work only
4	Days away from work <i>and</i> days of restricted activity
5	Days of restricted work activity only
6	Injuries that do not result in death, nor days away from work, nor days of restricted work activity
7	Occupational illnesses not classified 1 thru 6
8	Fatal and nonfatal injuries due to natural causes to employees on company business
9	Fatal and nonfatal cases involving nonemployees on or off of mine property
10	All other cases (includes first aid)

8.5.1 Degree 1

Fatal injury resulting in death determined to be chargeable to the mining industry.

Scheduled Charge: 6,000 days

8.5.2 Degree 2

Permanent-total disability. The classification for any injury or illness other than death which permanently or totally incapacitates an employee from following any gainful employment or which results in the loss, or complete loss of use, of any of the following in one accident:

- a. both eyes.
- b. one eye and one hand, or arm, or leg, or foot.
- c. any two of the following not on the same limb: hand, arm, foot, or leg.

Scheduled Charge: 6,000 days.

Permanent-partial disability. The classification for any injury or illness other than death or permanent total disability which results in the loss, or complete loss of use, of any member or part of a member of the body, or any impairment of functions of the body or part thereof, regardless of any pre-existing disability of the affected member or impaired body function. The following are *NOT* classified as permanent-partial disabilities:

a. Inguinal hernia, if repaired. An unrepaired inguinal hernia will be classified as a permanent partial disability with a time charge of 50 days away from work, but when repaired and so reported to MSHA will be reclassified as Degree 3 and the time charge replaced by actual days away from work.

b. Loss of tip of finger to tip of toe without bone involvement. For the purpose of this manual, the loss or removal of the tuft of the bone is the distal phalange of a finger or toe shall be considered bone involvement provided it shows in X rays.

c. Loss of permanent teeth.

Scheduled Charge: Scheduled per chart.

8.5.3 Degree 3

Nonfatal injuries which do not result in permanent impairment, but which render the injured person unable to perform a regularly established job which is open and available to him during the entire time interval corresponding to the hours of his regular shift. The number of days away from work should not include the day of injury or onset of illness or any days on which the miner would not have worked even though able to work.

If an employee loses a day from work solely because of the unavailability of professional medical personnel for initial observation or treatment and not as a direct consequence of the injury or illness, the day should *not* be counted as a day away from work.

No Scheduled Charge: Company reported.

8.5.4 Degree 4

Days away from work and days of Restricted Activity. Nonfatal injuries that begin as Degree 5 and later loss workdays, or injuries that begin as Degree 3 and later have restricted work activity.

No Scheduled Charge: Company reported.

8.5.5 Degree 5

Days of Restricted Work Activity only. Nonfatal injuries which do not result in permanent impairment nor days away from work. Number of days:

- a. The miner was assigned to another job on a temporary basis,
- b. the miner worked at a permanent job less than full time, or
- c. the miner worked at a permanently assigned job but could not perform all duties normally connected with it.

The number of restricted days does not include the day of injury or onset of occupational illness, nor any days the miner did not work even though able to work. If any injured or ill employee has scheduled follow-up medical treatment or observation which results in the loss of a full workday solely because of the unavailability of professional medical personnel, it will not be counted as a day of restricted work activity. Days of restricted work activity end as a result of any one of the following:

- a. The miner returns to his regularly scheduled job and performs all of its duties for a full day or shift.
- b. The miner is permanently transferred to another job.
- c. The miner is terminated or leaves the mine.

No Scheduled Charge: Company reported.

8.5.6 Degree 6

No Lost-Time Injuries. Injuries that do not result in death, permanent impairment, days away from work or restricted work activity.

Scheduled Charge: 0 days.

8.5.7 Degree 7

Occupational illness. Pneumoconiosis, silicosis, asbestosis, and other such diseases. Hearing loss, cancer, hepatitis, etc. Single accident occurrence will not be coded as degree 7. See Section 8.13 for further definition.

8.5.8 Degree 8

Fatal and Nonfatal. Cases due to natural causes to employees on company business. e.g. Heart attacks, strokes, etc.

8.5.9 Degree 9

Fatal and Nonfatal. Cases involving nonemployees on or off mine property. (OSHA responsibility)

8.5.10 Degree 10

All Other Cases. Injuries resulting in death, permanent impairment or disability reported to MSHA and determined to be nonchargeable.

Also, first-aid cases reported as such by the company or changed by audit or inspectors.

8.6 Source of Injury Classification

The source of injury classification identifies the object, substance, exposure or bodily motion which directly produced or inflicted the reported injury. There must be direct relationship between the source of injury and nature of injury.

8.6.1 Forcible Contact

When an injury results from forcible contact with two or more objects either simultaneously or in rapid succession and it is impossible to determine which produced the injury, select the source as follows:

- a. When the choice is between a moving and a stationary object, select the moving object.
- b. When the choice is between two moving or two stationary objects select that which was contacted last.
- c. If a person falls from an elevation and strikes several objects on the way down and strikes the floor, select the floor as the source of injury. *Choose the last object.* If it is very evident that an object the person struck on the way down is the source, code to that object. If source of injury from a fall is undetermined use floor or ground of location at which fall occurs.

8.6.2 Bodily Motion

Name bodily motion only when the injury results solely from stress or strain induced by a free movement of the body or its parts or from assumption of a strained or unnatural position. This includes strains or sprains from stretching, reaching, turning, twisting, bending, walking, climbing, running or from efforts to recover loss of equilibrium, providing this does not result in a fall or in forcible contact with an object. Escaping a hazard.

Do NOT name bodily motion as the source if the injury occurred in a fall, or from bumping or striking an object, lifting, pulling, wielding. In a lifting or pulling injury, name the object causing the physical effort. Example: Shoveling coal - coal, or the weight, is the source. Entering or leaving vehicle.

8.6.3 Machinery

In order to maintain a correct analytical structure, code the correct mining machine when machinery is the source of injury. Example: bulldozer (08) would go with 076, Surface Mining Machines; Continuous Miner (12) would go with 077, Underground Mining Machine.

8.6.4 Source of Injury Codes

- 001 Animals, insects, birds, reptiles (live)
- 002 Bodily motion
- 003 Boilers, pressure vessels, air hose, oxygen tanks - (bulk line, bull hose, propane tank, woma gum, water hose, fire hoses)

Boxes, Barrels, Containers, Packages (empty or full)

- 004 Bags, sacks (Rock dust only when in bags)
- 005 Barrels, kegs, drums
- 006 Boxes, crates, cartons, toolbox
- 007 Rubber, glass, plastic, fiberglass, fabric
- 008 Containers, NEC¹ (baskets, oil cans)
- 009 Brattice curtain; plastic and canvas (curtain wall)

¹NEC means "Not Elsewhere Classified".

Buildings and Structures (INDOORS including mines, mills, and cleaning plants). See also 117 - 124.

- 010 Floor -- walking surface (Note: *NOT UNDERGROUND*; see section on Underground Work Area)
- 011 Steps, stairs
- 012 Doors (includes underground ventilation), mandoor, airlock
- 013 Storage tanks and bins, portable surge bins
- 014 Dams, locks, ponds, bridges etc.
- 015 Mine headframe
- 016 Scaffolds, staging, etc. (Include platforms and catwalks) gantry
- 017 Towers, poles, etc.
- 018 Wharfs, docks, etc.
- 019 Buildings and structures, boats and rafts, ramp NEC
- 020 Brick, ceramic

Chemicals, Chemical Compounds

- 021 Acids and alkalies (wet cement, wet grout, shot crete, lime - cement dust, trona, rock dust). Becomes chemical burn when dry compound mixes with moisture of skin or liquid.
- 022 Oxygen deficient atmosphere
- 023 Noxious mine gases, NEC (carbon monoxide, blasting/dynamite fumes, exhaust fumes)
- 024 Chemicals and chemical compounds, NEC (Caustic)

Clothing, Apparel, Shoes

- 025 Mine rescue equipment - self rescue unit, safety belts
- 026 Apparel, NEC- Ring, eyeglasses

Cold (Atmospheric, environmental)

- 027 Ice
- 028 Snow
- 029 Cold (atmospheric, environmental) NEC

Coal and Petroleum Products

- 030 Coal (processed)
- 031 Kiln products, including buildup that must be removed - clinkers
- 032 Methane gas (in mines and processed) etc.
- 033 Coal and petroleum products, NEC (processed products; include: solvents, creosote, hot oil, hydraulic fluid, anti-freeze, gasoline, mouse milk, etc.)

Conveyors (include accidents involving belt, rollers, all, etc.)

- 034 Chutes and slides (conveyor hoppers for coal or ore) airslide
- 035 Belt conveyors, MBC or Mobile Bridge Conveyor
- 036 Longwall conveyor
- 037 Shaking and vibrating conveyor
- 038 Conveyors, NEC

Electric Apparatus

- 039 Motors
- 040 Generators
- 041 Transformers, converters
- 042 Conductors, electric cables attached to mining equipment, trolley poles, electric wires
- 043 Electrical apparatus, NEC (Include electric light bulbs) car and light batteries, lightning, starters, flashlight, fuse box
- 044 Explosives (only injuries related directly to explosives)
- 045 Flame, Fire, Smoke, NEC

Hand Tools (Not Powered)

- 046 Axe, hammer, sledge, doublejack, maul
- 047 Chisel
- 048 Crowbar, pry bar, scaling bar, RR bar, steel bar
- 049 Knife, machete
- 050 Wrench - spanner, box, open end, socket, allen, torque
- 051 Hand tools, not powered, NEC (pick) for jacks, see 068, come-along, bucksaw, portapower, channel locks, ratchet, shovel, mine retriever, Rail dog -chiva (rail puller), bosum, chair, red devil, chain pullers rope, chain - other than mechanical powered.

Hand Tools (Powered)

- 052 Abrasive stone or wheel grinder; buffer, polisher, waxer (not bench grinder)
- 053 Power saw, band saw
- 054 Drill, rotary (coal drill)
- 055 Drill, percussive (hard rock drill; include jackhammer, pneumatic drill, hand drill)
- 056 Impactor, Tamper
- 057 Hand tools, powered, NEC - air wrench, air lance, blow pipe, impact wrench, buggy wrench, ramsit
- 058 Heat (Atmospheric and Environmental; NOTE: Code burns to mine fire or to petroleum products, equipment or electric apparatus as the source of heat)

Heating Equipment (furnaces, retorts, space heaters, stoves, ranges, etc.; not electric)

- 059 Kilns; melting furnaces and retorts
- 060 Space heaters (Salamander)
- 061 Other heating equipment, NEC catalitic

Hoisting Apparatus

- 062 Cranes, derricks
- 063 Elevators, cages, skips, etc. buckets used for hoisting in shafts
- 064 Air hoist
- 065 Chain hoist, chain blocks
- 066 Electric hoist
- 067 Longwall supports (Jacks, chocks and ram jack)
- 068 Jacks (mechanical, hydraulic, air, etc. *not* longwall) does not go to hoisting in class (lifting, safety jack)
- 069 Hoisting apparatus, NEC air tugger, winch

Ladders (Fixed or Portable)

- 070 Fixed ladders (include ladders in shaft manways, raises, etc.)
- 071 Moveable ladders
- 072 Ladders, NEC
- 073 Liquids, NEC

Machines (Shop)

- 074 Machines, NEC, welder, office machines, bonder, cherry picker, scaling rig, lathe, bench grinder, drill press, scissor truck
- 075 Milling, Cleaning Plant, and Breaker Machines (Rod, pug, crusher)
- 076 Surface mining machines
- 077 Underground mining machines

Mechanical Power Transmission Apparatus

- 078 Belts (not conveyor)
- 079 Chains, ropes, cables (not conveyor)
- 080 Drums, pulleys, sheaves (not conveyor) Shive block
- 081 Mechanical power transmission apparatus, NEC RR Track switch

Metal Items, NEC

- 082 Drill steel (all kinds)
- 083 Roof (Rock) bolts
- 084 Steel rail (all sizes) Ibeams, Hbeams, frog
- 085 Molten metal - hot pellets
- 086 Metal covers and guards (Dust bins and cable covers), doors on machinery, chute gate, steel grating, roof bolt plate/mats, canopies
- 087 Wheels (from cars or trucks of any size, with or without mounted tires)
- 088 Metal, NEC (Pipe, wire, nails)

Mineral Items, Metallic and Nonmetallic

- 089 Broken rock, coal, ore, waste. NOTE: waste may be called “boney” or “gob”, slurry, muck
- 090 Caving rock, coal, ore, waste (from in place) bentonite
- 091 Landslide (surface only)
- 092 Pulverized mineral (fines, particles, mine dust)
- 093 Sand or gravel or shell
- 094 Loose dirt and mud
- 095 Mineral items, NEC
- 096 Noise BEC
- 097 Plants, trees, vegetation
- 098 Pumps, fans, compressors, engines, turbines, NEC

Radiating Substances and Equipment

- 099 Radioactive ore (where injury is from radiation)
- 100 Radiating substances of equipment, NEC
- 101 Soaps, Detergents, Cleaning Compounds, NEC (Solvents see code 33)
- 102 Steam

Vehicles

- 103 Passenger cars and pickup trucks
- 104 Young Buggy, Highway ore carriers and other large trucks or buses
- 105 Forklifts, stackers, tractors, and other powered carriers or towing vehicles
- 106 Narrow gauge rail cars, motors, and similar equipment (underground)
- 107 Standard gauge rail cars, motors, and similar equipment (surface)
- 108 Mine jeep, kersey, jitney (rail and nonrail), S&S tractor - Inspectors friend, ram car, shuttle car
- 109 Nonpowered vehicles (dollies, wheelbarrow, etc.) GA buggy
- 110 Vehicles, NEC

Timbering and Wood Items

- 111 Cribbing
- 112 Posts, Caps, Headers, Timber
- 113 Blocking
- 114 Pallets
- 115 Railroad ties
- 116 Wood items, NEC

Ground and Other Surface Outside - not in buildings or underground

- 117 Ground
- 118 Stairs, steps (Stone, wood, dirt, steel, other)
- 119 Street, road
- 120 Working surfaces outside, NEC

Underground Work Area or Environment

- 121 Back, mine roof, hanging wall
- 122 Side or rib
- 123 Mine floor, bottom, footwall
- 124 Underground, NEC
- 125 Cement Products, concrete blocks, dry grout, overcasts, cinder blocks
- 126 Water
- 127 Miscellaneous, NEC

NOTES:

Venture: Pipe - metal or plastic
Outrigger: Hydraulic foot that steadies
Scissor truck: Cherry picker

8.7 Nature of Injury Classification

The nature of injury classification identifies the injury in terms of its principal physical characteristics. As a general rule, name the basic injury, not something that occurred later. Below are rules for selection in cases of multiple injuries:

1. When one injury is obviously more severe than any of the others, select that injury. For example: select an injury involving permanent impairment in preference to a temporary injury. Select an amputated finger rather than a cut hand.
2. Where an individual suffers several injuries such as cuts and sprains, and no one injury is indicated as more serious than any other, classify as “multiple injuries”. Nature of injury is directly associated with part of body and source of injury for analytical purposes.

- 100 Amputation or enucleation
- 110 Asphyxia, strangulation, drowning, smoke inhalation, suffocation POB 600
- 120 Burn or scald (heat) - Injuries resulting from contact with hot substances. (*Does not* include chemical burns, effects of radiation, sunburn, systemic disability such as heat stroke, nor friction burns, etc.) Acc. Type - 33
- 130 Burn, chemical - Tissue damage resulting from the corrosive action of chemicals, chemical compounds, fumes, etc. (For example, burns from acids or alkalies) Acc. Type - 38
- 140 Concussion - brain, cerebral - POB 110
- 150 Contagious or infectious disease - anthrax, brucellosis, tuberculosis, pneumonia, etc. (Use as occupational illness only) POB 430
- 160 Contusion, bruise - intact skin surface
- 170 Crushing
- 180 Cut, laceration, puncture - open wound - infections
- 190 Dermatitis - Rash, skin or tissue inflammation, including boils, etc. We are interested in occupational dermatitis which generally results from direct contact with irritants or sensitizing chemicals such as drugs, oils, biologic agents, plants, woods, or metals, which may be in the form of solids, pastes, liquids, or vapors. Do not code in this category skin or tissue damage injuries resulting from the corrosive action of chemicals, burns from contact with hot substances, effects of exposure to radiation, effects of exposure to low temperatures or inflammation or irritation resulting from friction or impact.
- 200 Dislocation
- 210 Electric shock, electrocution - POB 600
- 220 Fracture, (FX), chip
- 230 Freezing, frostbite, and other effects of exposure to low temperature.
- 240 Hearing loss, or impairment - This injury must have been a direct result of an industrial (mining) accident. POB 122
- 250 Heat stroke, sunstroke, heat cramps, heat exhaustion, and other effects of environmental heat whether on the surface or underground. Note: Do *not* include sunburn or other effects of radiation. POB 600
- 260 Hernia; rupture - Include both inguinal and noninguinal hernias POB 440
- 270 Inflammation or irritation of joints, tendons, or muscles - Include bursitis, synovitis, tenosynovitis, etc. *Does not* include strains, sprains, or dislocation of muscles or tendons.

280 Poisoning, systemic - A systemic morbid condition resulting from the inhalation, ingestion, or skin absorption of a toxic substance affecting the functioning of the metabolic system, the nervous system, the circulatory system, or other systems. Include chemical or drug poisoning, metal poisoning, organic diseases, and venomous reptile bites and insect stings. *Does not* include effects of radiation, pneumoconiosis, corrosive effects of chemicals; skin-surface irritations; septicemia or infected wounds. POB 600

Pneumoconiosis: A term which refers to a pathological condition caused by the action of fine dust or other fine particles in the lungs.

291 Asbestosis POB 430

292 Anthracosis POB 430

293 Coal Workers pneumoconiosis (bituminous coal workers; black lung disease) POB 430

294 Silicosis POB 430

290 Other Pneumoconiosis, NEC POB 430

Radiation effects: all forms of damage to tissue, bones, or body fluids.

301 Burn from electric arc, *not* contact - flash burns

302 Laser burn

303 Lung cancer, ionizing radiation POB 430

304 Sunburn

300 Other radiation effects, NEC

310 Scratches, abrasions (superficial wounds)

320 Dust in eyes or other particles POB 130

330 Sprain, strains (include ruptured disc in back; whiplash, twisted part of body; torn knee cartilage)

340 Heart attack POB 600

350 Cerebral hemorrhage -- *not* concussion POB 110

360 Electrical burn -- contact burn

370 Multiple injuries

380 Occupational diseases, NEC

390 Other injury, NEC (i.e., ruptured blood vessel, eye injury) pinched nerves, conjunctivitis

400 Unclassified, not determined. i.e. pain, hurt, sore

The following part of body codes *CANNOT* be used with the nature of injury listed.

NOI	POB(s)
100	110, 120, 122, 140, 141, 142, 150, 160, 200, 311, 312, 314, 320, 350, 400, 410, 420, 440, 450, 460, 511, 512, 514, 520, 550, 600, 800, 900
120	110, 160, 600
130	110, 160
160	110, 122, 160, 600
170	110, 122, 130, 142, 150, 500, 600
180	110, 160, 600
190	110, 160, 600
200	100, 110, 120, 121, 122, 130, 140, 142, 150, 160, 170, 311, 313, 134, 330, 410, 511, 513, 514, 530, 600, 800, 900
220	110, 120, 121, 122, 130, 150, 400, 410, 600
230	110, 122, 160, 600
270	100, 110, 120, 121, 122, 130, 140, 141, 142, 143, 144, 150, 160, 170, 200, 400, 410, 420, 430, 600, 800
300	110, 122, 160, 600
301	110, 122, 160, 600
302	110, 160, 600
304	110, 122, 160, 600
310	110, 160, 600
330	100, 110, 120, 121, 122, 130, 140, 141, 142, 143, 144, 150, 160, 170, 600
360	110, 122, 160, 600
370	110, 160, 600
390	110, 160, 600
400	110, 160, 600

8.8 Part of Body

The part of body classification identifies the part of the body injured. Usually there is only one part of the body reported with one nature of injury. If more than one part of body is reported with one nature of injury, code part of body as multiple. If there is more than one nature of injury and more than one part of body, the more serious nature of injury must be accompanied by the part of body affected. For example: An amputation must be accompanied by part of body amputated and not coded as multiple parts of body. If with multiple injuries no determination can be made as to the most severe nature of injury it is then coded multiple and if there are multiple parts of body injured, code part of body as multiple also.

HEAD

- 110 Brain
- 120 Ear (s) (external and internal)
 - 121 Ear (s) external
 - 122 Ear (s) internal (include hearing)
- 130 Eye (s) (include optic nerves and vision, eyelids, outer eye area)
- Face
 - 141 Jaw (include chin)
 - 142 Mouth (include lips, teeth, tongue, throat and taste)
 - 143 Nose (include nasal passages, sinus, and sense of smell)
 - 144 Face, multiple parts (any combination of above parts)
 - 140 Face, NEC¹ include cheek
- 150 Scalp
- 160 Skull
- 170 Head, multiple (any combination of above parts)
- 100 Head, NEC (include forehead and eyebrows)

NECK

- 200 Neck

¹ NEC means “Not Elsewhere Classified”

UPPER EXTREMITIES

- Arm (s) (above wrist)
- 311 Upper arm (above elbow to shoulder) - humerous
- 312 Elbow
- 313 Forearm (below the elbow to wrist) ulnar, radius
- 314 Arm, multiple (any combination of above parts)
- 310 Arm, NEC*
- 320 Wrist
- 330 Hand (not wrist or fingers)
- 340 Finger (s), thumb
- 350 Upper extremities, multiple (any combination of above parts)
- 300 Upper extremities, NEC

TRUNK

- 410 Abdomen (include internal organs), stomach, liver, spleen
- 420 Back (include back muscles, spine, spinal cord, and tailbone)
- 430 Chest (include ribs, breast bone, and internal organs of the chest)
- 440 Hips (include pelvis, pelvic organs, kidneys and buttocks)
- 450 Shoulder(s) (collarbone or clavicle, and scapula)
- 460 Trunk, multiple (any combination of above parts)
- 400 Trunk, NEC (include side)

LOWER EXTREMITIES

- Leg(s) (above ankle)
- 511 Thigh, femur
- 512 Knee, patella
- 513 Lower leg, tibia, fibula
- 514 Leg, multiple (any combination of above parts)
- 510 Leg, NEC*
- 520 Ankle
- 530 Foot (not ankle or toes) tarsus, metatarsus, instep
- 540 Toe (s), phalanges
- 550 Lower extremities, multiple (any combination of above parts)
- 500 Lower extremities, NEC

* Would apply to an amputation only when two limbs are involved, each having a different point of amputation.

BODY SYSTEM

(Applies when the functioning of an entire body system has been affected without specific injury to any other parts, as in the case of poisoning, corrosive action affecting internal organs, damage to nerve centers, etc. Does not apply when the systemic damage results from an external injury affecting an external part such as a back injury which includes damage to the nerves of the spinal cord.)

600 Body Systems

MULTIPLES PARTS

700 Multiple parts (applies when more than one major body part has been affected, for example: an arm and a leg)

800 Body parts, NEC

900 Unclassified

8.9 Mine Worker Activity Codes

The activity in which the worker was engaged when he received the injury.

CODE	DESCRIPTION
001	Accident recovery (equipment and workers)
002	Advance longwall roof support
003	Blasting; shoot coal (not loading holes, see handling explosives)
004	Blow gun, airlance at all locations (primarily metal/nonmetal mining)
005	Brush floor: Remove rock, coal, ore, or waste to increase size of opening.
006	Bar down face, rib or side, roof or back brush rib/roof; test rib/ roof/back, scaling
007	Caging; operate elevator, manlift, etc.
008	Cement work; gunite crew, etc.
009	Change house, bathing; changing clothes, etc.
010	Chute, pull or free (using a bar to free)
011	Clean up
012	Climb in raise/shaft/manway
013	Climb scaffolds/ladders/platforms; headframe/derrick/towers
014	Climb in piled material/ore/rock/timber/stone
015	Couple/uncouple mine car/tractor/jeep, etc. (Include switching mine cars. NOTE: See also item headings Sprag, Spot, Rerail)
016	Crawling/kneeling
017	Cross over (conveyor)
018	Double jack (breaking rock or beating on other with large hammer)
019	Drill face/rib/side/down/raise (<i>Not roof bolter</i> . See Roof Bolter category)
020	Electrical maintenance/repair (See also Machine maintenance not Electrical)
021	Environmental tests/checks (Methane test; ventilation check, etc.)
022	Escaping a hazard
023	Get on or off equipment, machines, etc. (For operate equipment, see "Operate" category for specific equipment types.)

CODE	DESCRIPTION
024	Grinding (bits, steel, welds, etc.)
025	Hand load; hand shoveling/mucking (Include picking, <i>not</i> barring down with a pick; see item 006)
026	Handling coal, rock, waste, or ore
027	Handling explosives (Include load holes, mud cap, etc.)
028	Handling supplies or material, load and unload (Include rock dust, <u>not</u> timber, see 029, Power Cables, see 040)
029	Handling timber - booming a cap
030	Hand tools (Not powered)
031	Hand tools (Powered)
032	Hang or reposition tubing/pipe/rope/wire, etc. (Include ventilation tubing) (Does not include power cables)
033	Horseplay
034	Idle (Eat lunch, coffee break, sit, wait, power off, ventilation down, etc.)
035	Impactor (Using impactor)
036	Inspect equipment (Not maintenance or repair; see Electrical or Machine)
037	Investigate, enter, or work in bins, tanks, storage areas, or similar, inspect mine
038	Lay or repair railroad track/roadbed, switching tracks, etc.
039	Machine maintenance/repair (servicing machinery/equipment-- for electrical see prior item: Electrical EE 020)
040	Move power cable (Including reeling of power cable)
041	Moving equipment (Include fans, pumps, extend conveyors; <i>not</i> moving mining machinery listed in "Operate" category, see below)
042	Observe operations (See also "Idle" 034)
043	Office and laboratory work.

CODE DESCRIPTION

OPERATE EQUIPMENT¹

044	Operate Auger (surface mines)
045	Operate Auger (underground mines)
046	Operate Barge, boat, dredge (operate means work on)
047	Operate Bulldozer
048	Operate Coal tipple/crusher/cleaning plant/breaker (operate means work in)
049	Operate Continuous miner
050	Operate Conveyor belt (not riding)
051	Operate Cutting machine (used to cut coal and some ores) ²
052	Operate Fork lift
053	Operate Front-end loader
054	Operate Grader
055	Operate Haulage truck (surface and underground -- not utility truck, see below)
056	Operate Hoist
057	Operate Jitney
058	Operate Load-haul-dump (include scoop-tram, CAVO, transloader, scoop/tractor)
059	Operate Loading machine (gathering arm loader; St. Joe shovel)
060	Operate Locomotive (air trammer)
061	Operate Longwall, shear, plow used in longwall mining operations underground
062	Operate Mantrip (operate means rider in or on as well as control)
063	Operate Mill equipment
064	Operate Mucking machine
065	Operate Power shovel/dragline/backhoe
066	Operate Rock dust machine

¹ No "Operate Equipment" category includes getting on or off equipment--See Item 023. Also includes tramping and moving equipment.

² Ore is a product that is economically feasible to mine.

CODE	DESCRIPTION
	Roof bolter (SEE DETAILED BREAKDOWN UNDER “ROOF BOLTER” BELOW)
067	Operate Scraper (rig); cans, etc.
068	Operate Shortwall used in shortwall mining operations underground
069	Operate Shuttle car
070	Operate Slusher
071	Operate Utility truck (include pickups, water trucks, supply trucks, etc.)
072	Operate Surface equipment, NEC ¹
073	Operate Underground equipment, NEC
074	Remove or position hydraulic jack (not longwall, see item 002)
075	Rerail equipment (include replace trolley pole)
076	Ride equipment (include conveyors; not mantrip and not as an operator)
077	Roof bolter, drilling
078	Roof bolter, inserting bolt
079	Roof bolter, tramming
080	Roof bolter, NEC
081	Sand fill (backfilling stopes with sand, gob, etc.)
082	Set brattice (include build stoppings, walls, etc. <i>Not</i> cement)
083	Set/remove/relocate props
084	Skip pocket (pull/free)
085	Spot cars; drop cars
086	Sprag/block/chock mine cars or other track equipment
087	Supervise (not simply observe operation)
088	Surface construction, NEC
089	Timbering (include lagging and cribbing)
090	Travel (to and from work location; not mantrip)

¹NEC means “Not Elsewhere Classified”

CODE	DESCRIPTION
091	Ventilation (maintenance/installation)
092	Walking/running
093	Welding and cutting (include electric or acetylene)
094	Wet down working place (using water to settle dust)
095	Working with solvents (Cleaning, degreasing agents)
096	Working with chemicals (caustics, acids, lime, shotcrete)
097	Working with noxious materials, NEC
098	Other, NEC
099	Unknown

8.10 Date and Time

For date of accident and date returned to work code numeric:

MONTHS

01 - January	07 - July
02 - February	08 - August
03 - March	09 - September
04 - April	10 - October
05 - May	11 - November
06 - June	12 - December

DAYS

Months with 31 days are January, March, May, July, August, October, and December. Months with 30 days are April, June, September, and November. February has 28 days except Leap Year, when it has 29 days. Leap Year falls every presidential election year.

WEEKS

1 week or less	=	1 week		
1 month	=	4 weeks	7 months	= 30 weeks
2 months	=	9 weeks	8 months	= 35 weeks
3 months	=	13 weeks	9 months	= 39 weeks
4 months	=	17 weeks	10 months	= 43 weeks
5 months	=	21 weeks	11 months	= 48 weeks
6 months	=	26 weeks	12 months	= 52 weeks

TIME

Coded time will be 24-hour clock time.

Hours	12:01 a.m. will be coded	0001	1:00 p.m. will be coded	1300
	1:00	0100	2:00	1400
	2:00	0200	3:00	1500
	3:00	0300	4:00	1600
	4:00	0400	5:00	1700
	5:00	0500	6:00	1800
	6:00	0600	7:00	1900
	7:00	0700	8:00	2000
	8:00	0800	9:00	2100
	9:00	0900	10:00	2200
	10:00	1000	11:00	2300
	11:00	1100	12:00 midnight	2400
	12:00 noon	1200	DO NOT CODE	2401
			UNKNOWN	9999

8.11 Accident Type Codes

The accident type *IDENTIFIES THE EVENT* which *directly* resulted in the reported injury. The *accident type is directly related to the source of injury*. The relationship must be maintained to permit accurate analysis. Particular care must be exercised to select the injury producing event when the accident sequence comprises a series of associated events.

Accident types 01 and 02 result from the motion of the individual injured and not from any motion of the object struck. The injury of a victim not thrown from truck which went down an embankment would be coded 02. Same code for any jostling in a car accident.

01 Struck against stationary object

02 Struck against moving object

Accident types 03 through 08 result from an object doing the striking of a victim.

03 Struck by concussion¹

04 Struck by falling object (Drill falling down a raise, roof fall, etc.)

05 Struck by flying object

06 Struck by rolling or sliding object (Rolls or slides into person - if an object rolls to a point and then falls on a person code to 04.)

07 Struck by powered moving object (Must be a motor vehicle or haulage equipment or mining machinery.)

08 Struck by, NEC²

¹Concussion is a rare event. It often occurs following a mine explosion. It is a wave force of air in the confined space of a mine and is very strong. Concussion has hurled men and equipment hundreds of feet.

²NEC means "Not Elsewhere Classified"

NOTE: *CODES ON THIS PAGE ARE ALL IMPACT CASES*

Accident types 09 through 16 are those where an injured individual falls from a higher to a lower elevation, and *as a result of the fall* he is injured. If a person should fall (unhurt) from one-step ladder and his fall put him in the way of a 50-ton truck which ran over him, the fall is incidental--the truck would be the moving object.

- 09 Fall down raise, shaft, or manway underground
- 10 Fall from scaffolds, walkways (elevated), platforms, etc.
- 11 Fall from headframe, derrick, or tower
- 12 Fall from machine, vehicle or equipment
- 13 Fall from piled material (include coal, rock, ore, or waste)
- 14 Fall from ladders
- 15 Fall down stairs
- 16 Fall to lower level, NEC

Accident types 17 through 19 result from the velocity gained in *falls on the same level*. Again, it is the gravitational or other motion provided by the fall that causes the injury.

- 17 Fall to the walkway or working surface
- 18 Fall onto or against objects
- 19 Fall on same level, NEC

Accident types 20 through 24 are similar. Type 20 could be an injury resulting from a worker getting his hand caught in the cable reel mechanism of a machine. Type 21 could be an injury resulting from a victim run over by a truck. Type 22 could be an injury resulting from a victim run over by a truck. Type 22 could be a victim caught between two shuttle cars. Type 23 could be a victim caught beneath the collapse of a high wall. Perhaps the most frequent use of Type 21 would be underground where a victim is caught between a machine and the roof, or caught between a machine and the rib, or between a machine and timber.

- 20 Caught in, under, or between in running or meshing objects.
- 21 Caught in, under, or between a moving and a stationary object.
- 22 Caught in, under, or between two or more moving (not meshing) objects
- 23 Caught in, under, or between collapsing material or buildings
- 24 Caught in, under, or between, NEC

Injuries in the next category are *non-impact* cases in which the injury resulted from pressure, vibration, or friction between the person and the source of injury.

25 Rubbed or abraded, NEC

Accident type 26 applies to *non-impact* cases in which the injury resulted solely from a free bodily motion which imposed stress or strain upon some part of the body. This category applies generally to the occurrence of strains, ruptures or other internal injuries resulting from voluntary or involuntary motions.

26 Bodily reaction, NEC¹

Accident types 27 through 30 all have to do with over-exertion. Each results from *non-impact* cases in which the injury resulted from excessive physical effort.

27 Over-exertion in lifting objects

28 Over-exertion in pulling or pushing objects

29 Over-exertion in wielding (sledgehammer) or throwing objects

30 Over-exertion, NEC

Accident type 31 applies only to *non-impact* cases in which the injury consisted of electric shock.

31 Contact with electric current

Accident types 32 through 35 do *not* apply where injury is from contact with sun rays or other radiations, or injury by toxic or caustic *chemicals*. They *do* apply to *non-impact* cases in which the injury consisted of a burn, heat exhaustion, freezing, frostbite, etc., or exposure to hot or cold objects, air, gases, vapors, liquids, metal, etc.

32 Contact with heat (atmosphere or environment)

33 Contact with hot objects or substances

34 Contact with cold (atmosphere or environment)

35 Contact with cold objects or substances

¹NOTE: Lifting, pulling, etc. are not involved. Only voluntary or involuntary motions.

Accident types 36 through 38 all related to *non-impact* cases; the only difference among them is how the substance was taken into their systems. Such substances may be inhaled, or eaten accidentally or intentionally, or absorbed by skin contact. Code sunburn 38.

- 36 Inhalation of radiations, caustics, toxic and noxious substances
- 37 Ingestion or radiations, caustics, toxic and noxious substances
- 38 Absorption of radiations, caustics, toxic and noxious substances
- 39 Flash burns(electric)
- 40 Flash burns (welding)

Accident type 41 would apply to cases of drowning from inundations. Drowning in streams, rivers, lakes, oceans and other bodies of water of any dimensions would also be coded 41. Victim could have fallen or jumped or been pushed into the water. Victims overcome by smoke in mine fires should be coded in category 36.

- 41 Drowning

Use accident type 44 for all accidents without injury -- roof falls, rib falls, etc.

- 42 Not Elsewhere Classified
- 43 Unclassified, insufficient data
- 44 Accident Type, without injuries

8.12 Classification of Accident

The following is the procedure to follow in classifying accidents. Remember it is the *accident* you are classifying. The accident classification identifies the circumstances which contributed *most directly* to the resulting accident. The accident may or may not be directly tied to any consequent injury. For that reason you *must not* associate the classification decision predicated on any injury that may have resulted. Keep the concepts of accident and injury clear and distinct in your mind as separate things. *EXCEPTIONS:* Falls that occur while barring down -- Code "Fall of Face, Rib, Side or Highwall" to 06; and code "Fall of Roof or Back" to 07; do not use accident classification 10 - "Handtools".

The classifications are listed in alphabetical order.

1. ELECTRICAL -- Accidents in which the electric current (but not stray current) is most directly responsible for the resulting accident.
2. ENTRAPMENT -- In accidents involving no injuries, or not serious nonfatal injuries, entrapment of mine workers takes precedence over roof falls, explosives accidents, inundations, etc., i.e., if a roof fall results in an entrapment accident, show the report accident classification as "entrapment".
3. EXPLODING VESSELS UNDER PRESSURE -- Accidents involved with bursting or rupturing of air hoses, air tanks, hydraulic lines, hydraulic hoses, standpipes, etc., due to internal pressure.
4. EXPLOSIVES AND BREAKING AGENTS -- Accidents involving the detonation of manufactured explosives, Airdox, or Cardox, that can cause flying debris, concussive force, or fumes.
5. FALLING, ROLLING, OR SLIDING ROCK OR MATERIAL OF ANY KIND -- Injuries caused directly by falling material require great care in classification. Remember it is the accident that we want to classify. If material was set in motion by machinery or by haulage or by handtools, or while handling or disturbing, etc., charge the force that set the material in motion. For example, where a rock was pushed over a highwall by a dozer and the rock hit another rock which hit and injured a worker - charge the accident to the dozer; Charge it to that which most directly caused the resulting accident. Includes accidents caused by improper blocking of equipment under repair or inspection.
6. FALL OF FACE, RIB, PILLAR, SIDE, OR HIGHWALL (from in place) -- Accidents in this classification include falls of material while barring down or placing props, also pressure bumps and bursts. Not included are accidents in which the motion of machinery or haulage equipment caused the fall either directly or by knocking out support; such falls are classified in machinery or haulage, as appropriate.

7. FALL OF ROOF OR BACK (from in place) -- Underground only - Accidents which include falls while barring down or placing props, also pressure bumps and bursts. Not included are accidents in which the motion of machinery or haulage equipment caused the fall either directly or by knocking out support; such falls are classified in machinery or haulage, as appropriate.
8. FIRE -- Accidents related to burning of material or mineral in the mine environment. Not included are fires initiated by electricity or by explosion of gas or dust.
9. HANDLING MATERIAL -- (Lifting, pulling, pushing, shoveling material). The material may be in bags, boxes, or loose sand, coal, rock, timber, etc. The accident must have been most directly caused by handling material.
10. HANDTOOLS -- Accidents related to nonpowered tools when being used as handtools.
11. NONPOWERED HAULAGE -- Accidents related to motion of the nonpowered haulage equipment. Included are accidents involving wheelbarrows, manually pushed mine cars and trucks, etc.
12. POWERED HAULAGE -- Haulage includes motors and rail cars, conveyors, bucket elevators, vertical manlifts, self-loading scrapers or pans, shuttle cars, haulage trucks, front-end loaders, load haul dumps, CAVO, forklifts, cherry pickers, mobile crane if traveling with load, etc. Accidents that are caused by energized or moving unit or failure of component parts. A car dropper who suffers an injury as a result of falling from a moving car - charge the accident to haulage.
13. HOISTING -- Accidents involving cages, skips, ore buckets, elevators. The accident results from the action, motion, or failure of the hoisting equipment or mechanism. Included are equipment such as derricks and cranes only when used in shaft sinking; also suspended work platforms in shafts and mine cars being lowered or raised by hoisting equipment on slopes or inclines. A skip squeezed between timbers resulting in an accident, charge hoisting. An ore bucket tipped for any reason causing an accident, charge hoisting.
14. IGNITION OR EXPLOSION OF GAS OR DUST -- Accidents resulting as a consequence of the ignition or explosion of gas or dust. Includes exploding gasoline vapors, space heaters, or furnaces. (Note: An "ignition" is defined as a smaller explosion that does no, or only minor, physical damage.)
15. IMPOUNDMENT -- An unstable condition at an impoundment, refuse pile, or culm bank which requires emergency action in order to prevent failure, or which causes individuals to evacuate an area; or, failure of an impoundment, refuse pile, or culm bank.
16. INUNDATION -- An unplanned inundation of a mine by a liquid or gas; the mine may be either a surface or an underground mine.

17. MACHINERY -- Accidents that result from the action or motion of machinery or from failure of component parts. Included are all electric and air-powered tools and mining machinery such as drills, tuggers, slushers, draglines, power shovels, loading machines, compressors, etc. Included derricks and cranes *except* when they are used in shaft sinking (see “Hoisting”) or mobile crane traveling with load (see “Powered Haulage”).
18. SLIP OR FALL OF PERSON (From an elevation or on the same level) -- Accidents include slips or falls while getting on or off machinery and haulage equipment which is not moving, and slips or falls while servicing or repairing equipment or machinery. Includes stepping in a hole.
19. STEPPING OR KNEELING ON OBJECT (SHARP OR LOOSE) -- Accidents are classified in this category only where the object stepped or kneeled on contributed most directly to the accident.
20. STRIKING OR BUMPING -- This classification is restricted to those accidents in which an individual, while moving about, strikes or bumps an object but is not handling material, using handtools, or operating equipment.
21. OTHER -- Accidents not elsewhere classified.

CODE	DESCRIPTION
01	Electrical (current producing - directly responsible)
02	Entrapment
03	Exploding vessels under pressure (air hoses, air tanks, hydraulic lines, hydraulic hose burst, etc. due to internal pressure)
04	Explosives and breaking agents (e.g. Airdox, Cardox)
05	Falling, rolling or sliding rock or material of any kind
06	Fall of face, rib, side or highwall
07	Fall of roof (underground mines <i>only</i>)
08	Fire
09	Handling material (lifting, pulling, pushing, shoveling)
10	Hand tools (not electric and air--powered tools)
11	Nonpowered haulage: wheelbarrows; manually pushed mine cars and trucks. <i>Motion</i> of haulage causes accident.
12	Powered haulage (include motors and rail cars, conveyors, shuttle cars, haulage trucks, front-end loaders, load-haul-dumps, CAVO, forklifts, etc.) <i>Motion</i> of haulage causes accident.
13	Hoisting (cages, skips, ore buckets, elevators, etc.) <i>Motion</i> of haulage causes accident.
14	Ignition or explosion of gas or dust.
15	Impoundment unstable condition (include refuse pile, or culm bank)
16	Inundation (inrush of water or mud or both, gas)
17	Machinery (include electric and air-powered tools; mining machines; draglines, shovels, gathering arm loaders, stationary mucking machines, slushers, etc.) <i>Motion</i> of machinery causes accident.
18	Slip or fall of person (include stepping in hole)
19	Stepping/kneeling on object where object is cause of accident.
20	Striking or bumping while not handling material, while not on machinery or haulage, or not using handtool. Code only where no other applies.
21	Other (Not occupational illness; for occupational illness, see Item 32).

8.13 Occupational Illnesses

PLEASE NOTE THE FOLLOWING CAREFULLY: Where occupational illnesses are reported on the injury form, *do not* code the numbers shown on the form. *DO* code the following numbers:

CODE	DESCRIPTION
26	Occupational skin diseases or disorders (contact dermatitis, eczema, or rash caused by primary irritants and sensitizers or poisonous plants; oil acne; chrome ulcers; chemical burns or inflammations)
27	Dust disease of the lungs (pneumoconiosis: silicosis, asbestosis, coal worker's pneumoconiosis, etc.)
28	Respiratory conditions due to toxic agents (Pneumonitis), pharyngitis, rhinitis or acute congestion due to chemicals, dusts, gases, or fumes)
29	Poisoning. Systemic effects of toxic materials (poisoning by lead, mercury, cadmium, arsenic, or other metals, poisoning by carbon monoxide, hydrogen sulfide or other gases; poisoning by benzol, carbon tetrachloride, or other organic solvents; poisoning by insecticide sprays such as parathion, lead arsonate; poisoning by other chemicals such as formaldehyde, plastics and resins.)
30	Disorders due to physical agents other than toxic materials. (Heatstroke, sunstroke, heat exhaustion and other effects of environmental heat; freezing frostbite and effects of exposure to low temperatures; caisson disease; effects of ionizing radiation (radon daughters, non-medical, non-therapeutic x-rays, radium); effects of nonionizing radiation (welding flash, ultra-violet rays, micro-waves, sunburns).
31	Disorders associated with repeated trauma (noise induced hearing loss, synovitis, tenosynovitis and bursitis, Raynaud's phenomena and other conditions due to repeated motion, vibrations or pressure)
32	All other <i>occupational illnesses</i> . (Infectious hepatitis, malignant and benign tumors, and any form of cancer, kidney diseases, food poisoning, histoplasmosis).

8.14 Time Charges

Permanent Partial Disability. Permanent partial disabilities, either traumatic or surgical, resulting from work injuries shall be assigned charges as provided in the Table of Scheduled Charges. These charges shall be used whether the actual number of days lost is greater or less than the scheduled charges, or even if no days are lost at all, except as noted under “Permanent and Temporary Injuries in the Same Accident”, below. Included in incident and severity rates whether lost time or not.

Scheduled Charges. See the table and the hand and foot chart on the following pages.

Charges for Finger and Toe Amputations. For each finger (or toe) use only one charge the charge shown in the table or on the chart for the highest valued bone involved. For amputations of more than one finger (or toe), total the separate charges for each finger (or toe).

Example: Amputation of the little finger with part of the metacarpal would be charged 400 days. Amputation of the ring finger involving the proximal phalange would be charged 240 days. If both of these occurred in one accident, the charge would be 400 + 240, or 640 days.

Charge for Loss of Use. The charge for loss of use shall be a percentage of the scheduled charge, corresponding to the percentage loss of use of the member or part of member involved, as determined by the physician engaged or authorized by the employer to treat the case. An exception is made in respect to loss of hearing which is considered a permanent partial disability only in the event of complete industrial loss of hearing, in which case the full time charges shall apply as shown in the Table of Scheduled Charges.

Example: An injury to the index finger resulted in stiffness at the middle phalange which the physician estimated at 25 percent loss of use, the charge would be 25 percent of 200 days, or 50 days.

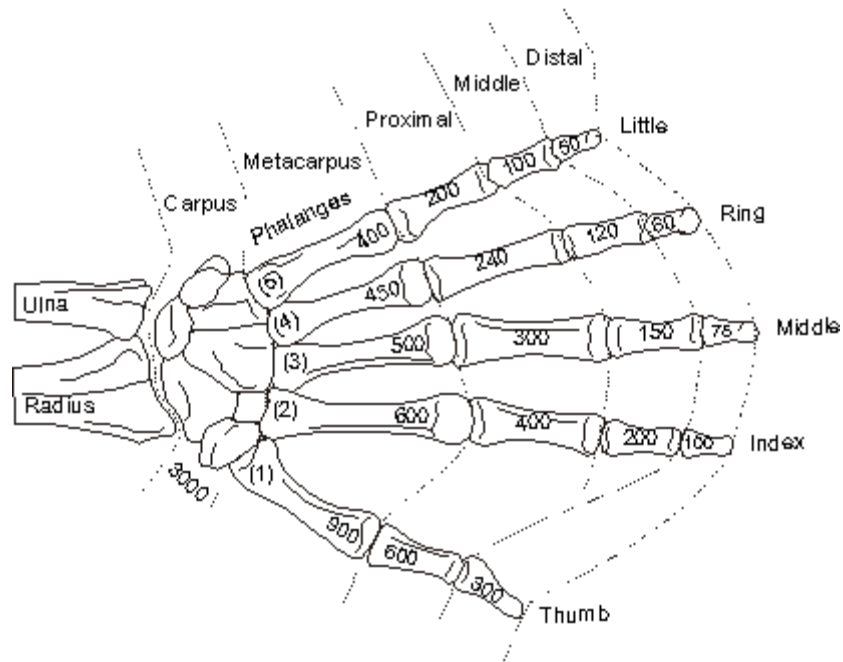
Impairments Affecting More Than One Part of the Body. For permanent impairment affecting more than one part of the body, the total charge shall be the sum of the scheduled charges for the individual body parts impaired. If the sum exceeds 6,000 days, the total charge shall be 6,000 days.

Permanent and Temporary Injuries in the Same Accident. In those few cases where an employee suffers a permanent partial injury to one part of the body and a temporary total injury to another part in one accident, the greater charge shall be used and shall determine the injury classification.

Charges for Injuries Not Identified in the Table. The charge for any permanent injury other than those identified in the schedule of charges (such as damage to internal organs, loss of speech, damage to lungs, back, etc.) shall be a percentage of 6,000 days, corresponding to the percentage of permanent total disability which results from the injury, as determined by the physician engaged or authorized by the employer to treat the case.

CHART OF SCHEDULED CHARGES FOR HAND AND FOOT

HAND



FOOT

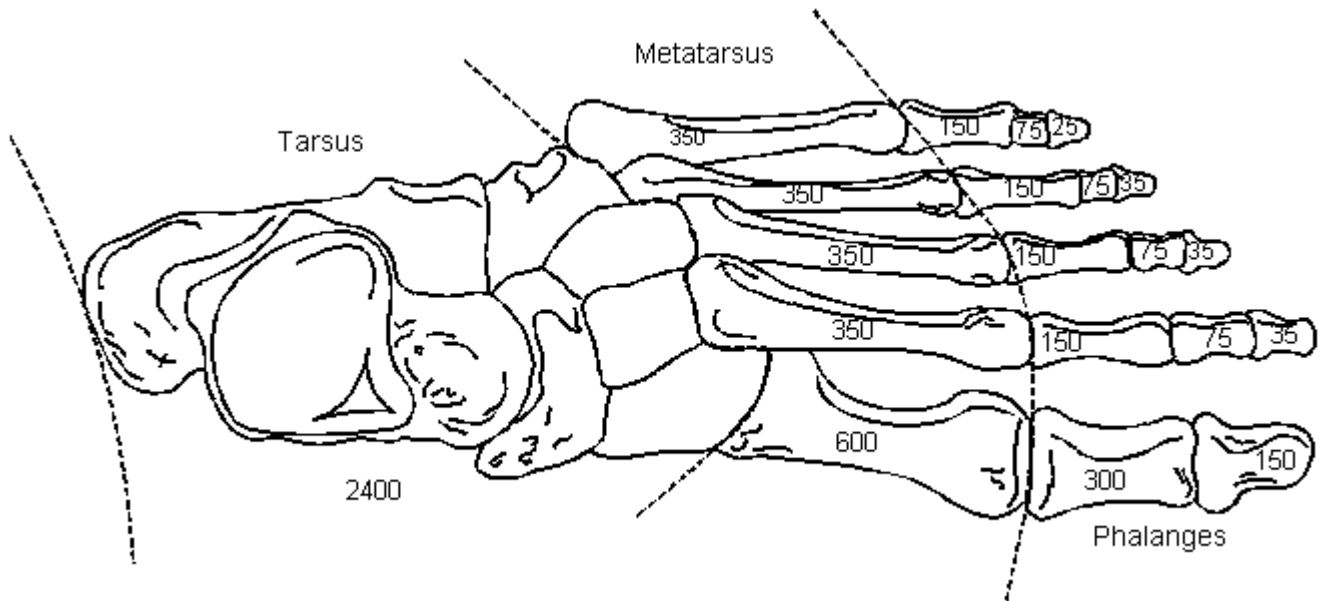


Figure 8.1

TABLE OF SCHEDULED CHARGES

A. FOR LOSS OF MEMBER – TRAUMATIC OR SURGICAL

Fingers, Thumb, and Hand (also see Chart of Scheduled Charges)

Amputation involving all or part of bone *◇	Fingers				
	Thumb	Index	Middle	Ring	Little
Distal Phalange	300	100	75	60	50
Middle Phalange	-----	200	150	120	100
Proximal Phalange	600	400	300	240	200
Metacarpal	900	600	500	450	400
Hand at Wrist	3,000				

Toe, Foot, and Ankle (also see Chart of Scheduled Charges)

Amputation involving All or part of bone *◇	Great	Each of
	Toe	Other Toes
Distal Phalange	150	35
Middle Phalange	----	75
Proximal Phalange	300	150
Metatarsal	600	350
Foot at Ankle	2,400	

Arm

Any point above ■ elbow, including shoulder joint	4,500
Any point above wrist and at or below elbow	3,600

Leg

Any point above ■ knee	4,500
Any point above ankle and at or below knee	3,000

- * If the bone is not involved, use the operator's return-to-duty information.
- ◇ For loss of use, without amputation, see "Charges for Loss of Use".
- The term "above" when applied to the arm means toward the shoulder, and when applied to the leg means toward the hip

Figure 8.2

TABLE OF SCHEDULED CHARGES

B. IMPAIRMENT OF FUNCTION

One Eye (loss of sight), whether or not there is sight in the other eye	1,800
Both Eyes (loss of sight), in one accident	6,000
One Ear (complete industrial loss of hearing), whether or not there is hearing in the other ear	600
Both Ears (complete industrial loss of hearing), in one accident	3,000
Unrepaired Hernia	50
(Repaired Hernia should not be classified as a permanent partial disability)	

Figure 8.3

DAYS OF DISABILITY

NATURE OF INJURY	DAYS CHARGED
Death	6,000
Permanent total disability	6,000
Permanent partial disability (dismemberment or loss of use of)	
Arm above elbow, including shoulder joint	4,500
Arm above wrist, at or below elbow	3,600
Hand, at or below wrist, above proximal joint of fingers	3,000
Thumb, at or below proximal joint, above distal joint	600
Thumb, at or below distal joint	300
Thumb, metacarpal	900
Index finger, distal joint	100
Index finger, middle joint	200
Index finger, proximal joint	400
Index finger, metacarpal	600
Middle finger, distal phalange	75
Middle finger, middle phalange	150
Middle finger, proximal phalange	300
Middle finger, metacarpal	500
Ring finger, distal phalange	60
Ring finger, middle phalange	120
Ring finger, proximal phalange	240
Ring, finger, metacarpal	450
Little finger, distal phalange	50
Little finger, middle phalange	100
Little finger, proximal phalange	200
Little finger, metacarpal	400
Leg, above knee	4,500
Leg, at or below knee, above ankle	3,000
Foot, at ankle, above proximal joint of toes	2,400
Great toe, distal phalange	150
Great toe, proximal phalange	300
Great toe, metatarsal	600
Each toe, other than great toe, distal phalange	35
Each toe, other than great toe, middle phalange	75
Each toe, other than great toe, proximal phalange	150
Each toe, metatarsal	350
One eye, loss of sight	1,800
Both eyes	6,000
One ear, loss or hearing	600
Both ears, loss of hearing	3,000
Unrepaired hernia (repaired hernia should not be classified as a permanent partial disability)	50

Figure 8.4

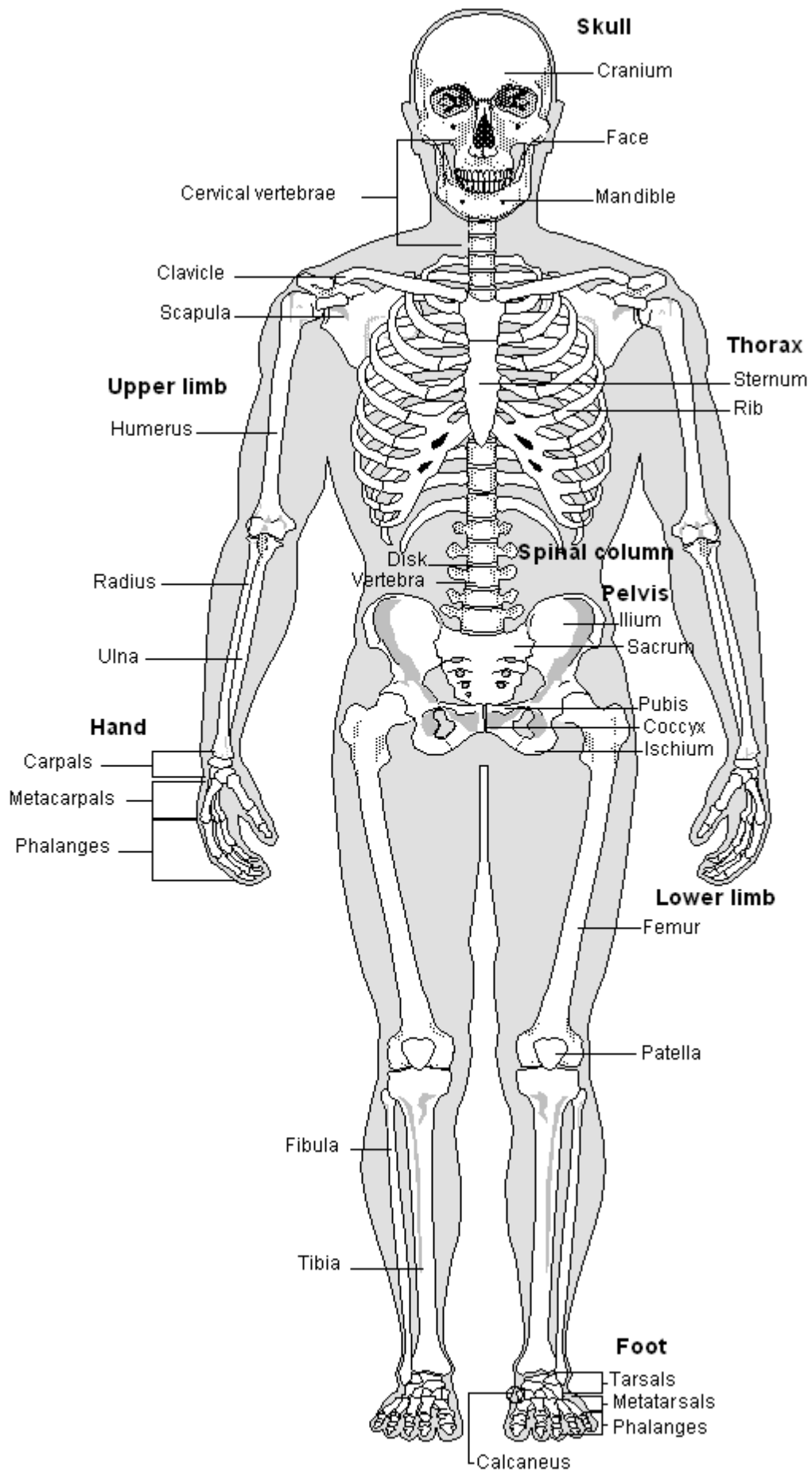


Figure 8.5

8.15 Keywords

Keywords are *not* coded for all injuries or accidents. They are used only as a supplement to all other coding. Keywords are provided as an aid to researchers, for use in identifying narratives of interest which may not have been selected from other coded items.

Keywords are associated with a classification. The words are listed in order of importance as determined by researchers. When a keyword is found on the form for the coded classification it is to be coded (no synonyms or interpretation). Some classifications do not have keywords.

Keywords may be added as need is identified, but they will not be inserted.

01	Electrical
0101	energized
0102	hoist
0103	ground
0104	arc, flash
0105	splice
0106	switch
0107	box
0108	battery
0109	sparks
0110	glasses
0111	ungrounded
0112	lightning (direct)

04 Explosives and breaking agents

0401 blasting machine

0402 blasting box

0403 misfire

0404 cardox

0405 airdox

0406 fuse

0407 primers

0408 booster

0409 spitter

0410 igniter

0411 premature

0412 blasting caps

0413 lightning

05 falling/rolling . . . material

0501 chute

0502 grizzly

0503 FOPS

0504 canopy

0505 cab

0506 timbers

0507 rail

0508 pipe

0509 steel

0510 drill

0511 lightning

- 06 fall of face . . .
 - 0601 pressure burst, pressure bump
 - 0602 rockburst, outburst
 - 0603 cab
 - 0604 canopy
 - 0605 shaft
 - 0606 raise
 - 0607 highwall
 - 0608 drilling
 - 0609 charging, load explosives
 - 0610 cleanup
 - 0611 support
 - 0612 bolter
 - 0613 loader
 - 0614 scaling, bar down
 - 0615 lightning

- 07 fall of roof . . .
 - 0701 beyond
 - 0702 inby
 - 0703 outby
 - 0704 cab
 - 0705 canopy
 - 0706 FOPS
 - 0707 roof-support-failure
 - 0708 roof-control-plan
 - 0709 haulageway
 - 0710 intersection
 - 0711 bolting
 - 0712 drilling
 - 0713 scaling, bar down
 - 0714 pressure-bump
 - 0715 pressure-burst
 - 0716 rockburst
 - 0717 room, entry
 - 0718 slope
 - 0719 longwall
 - 0720 pillar
 - 0721 ramp
 - 0722 kettle bottom
 - 0723 lightning

- 08 fire
 - 0801 methane
 - 0802 dust
 - 0803 gas
 - 0804 gasoline
 - 0805 oil
 - 0806 heater
 - 0807 salamander
 - 0808 solvent
 - 0809 drill, welder, any equipment
 - 0810 spark
 - 0811 spontaneous
 - 0812 gob
 - 0813 lightning

- 09 Handling material
 - 0901 entering/leaving vehicle
 - 0902 pallet/skid
 - 0903 glasses
 - 0904 jumped - people
 - 0905 self-rescuer

- 12 Powered haulage
- 1201 berm, bank, embankment, refuse pile
 - 1202 ROPS
 - 1203 FOPS
 - 1204 seat belts
 - 1205 cab
 - 1206 canopy
 - 1207 failed (not person)
 - 1208 derailed, rerailed (*not trolley wires*)
 - 1209 engine, transmsion, clutch, drive train
 - 1210 brakes
 - 1211 lost-control - spun out
 - 1212 hydraulic
 - 1213 turned-over, flipped over, tilt
 - 1214 backed
 - 1215 jumped (person or machine)
 - 1216 collision, ran into, hit, struck (not holes and lumps in road) can
 - 1217 not-turned-off
 - 1218 ramp, slope, incline
 - 1219 rail
 - 1220 couple, uncouple - hook up
 - 1221 slip, slid - people or machines
 - 1222 switch
 - 1223 beltline, belt, conveyor, roller
 - 1224 bucket
 - 1225 steering
 - 1226 tram
 - 1227 lightning

- 13 Hoisting
- 1301 rope, cable, chain, wire
 - 1302 brakes
 - 1303 control
 - 1304 sinking
 - 1305 galloway
 - 1306 skip
 - 1307 cage
 - 1308 headframe
 - 1309 stage
 - 1310 crosshead
 - 1311 platform
 - 1312 speed
 - 1313 wind (not wind blowing)
 - 1314 travel
 - 1315 guides
 - 1316 construction
 - 1317 bucket
 - 1318 boom
 - 1319 failed - failure
 - 1321 jumped (machine or people)
 - 1322 switch
 - 1323 lightning
 - 1324 electrical

- 14 Ignition of gas or dust
 - 1401 rockdust
 - 1402 explosives
 - 1403 stemming
 - 1404 welding, torch, cutting
 - 1405 drill - (any machine or equipment causing ignition;
EXAMPLE: auger, roof bolter, continuous miner)
 - 1406 blasting
 - 1407 electrical
 - 1408 flame
 - 1409 lightning

- 15 Impoundment
 - 1501 construction
 - 1502 seep
 - 1503 leak
 - 1504 crack
 - 1505 slide
 - 1506 overtop
 - 1507 lightning/storm

- 17 Machinery
- 1701 brakes
 - 1702 steering, control levers
 - 1703 engine, transmission, clutch
 - 1704 hydraulic
 - 1705 failure, failed, broke, bent
 - 1706 ran, run, (not people) tram
 - 1707 backed (not people)
 - 1708 lost control
 - 1709 FOPS (falling objects protection)
 - 1710 ROPS (roll over protection)
 - 1711 cab
 - 1712 canopy
 - 1713 turned-over - rolled over, tip, tilt
 - 1714 energized, turned on, operating (and should not have been)
 - 1715 slip, slid, jumped (machine)
 - 1716 jumped (people)
 - 1717 temp. Roof supports - TRS, ATR, ATRS
 - 1718 lightning

- 18 Slip/fall of person
 - 1801 ladder, rung
 - 1802 steps, stairways
 - 1803 scaffolds, platform
 - 1804 water, wet
 - 1805 ice, snow
 - 1806 mud
 - 1807 oil, grease
 - 1808 hole
 - 1809 belt - conveyor
 - 1810 falling from vehicle
 - 1811 catwalk, walway, girders
 - 1812 handrail
 - 1813 jumped
 - 1814 lightning

- 26 - 32 Illness
 - 2601 blackdamp
 - 2602 carbon - monoxide
 - 2603 cement
 - 2604 lime
 - 2605 exhaust
 - 2606 H₂S, hydrogen-sulfide
 - 2607 Trona
 - 2608 lead
 - 2609 resin
 - 2610 chemical (NEC)
 - 2611 sulphur dioxide
 - 2612 toxic
 - 2613 gas, fumes
 - 2614 Vanadium, radon/uranium