

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## 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          | 1894-1894                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,XX

#### Item Values

| Value | LOINC Code | Value Text                  |
|-------|------------|-----------------------------|
| 0     |            | No                          |
| 1     |            | Yes                         |
| 9     |            | No Response                 |
| -     |            | Not assessed/no information |

#### Item Edits

| Edit ID | Edit Type   | Severity | Edit Text   |
|---------|-------------|----------|---|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.  |
| -5810   | Consistency | Fatal    | (a) If D0150A1=[0], then D0150A2 must equal [0].<br>(b) If D0150A1=[1], then D0150A2 must equal [0,1,2,3].<br>(c) If D0150A1=[9,-], then D0150A2 must equal [^].  |
| -5900   | 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.<br>(b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(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.<br>(e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

|       |             |       |   |
|-------|-------------|-------|---|
| -5910 | 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 = [^], then D0160 must equal [99].</p> |
|-------|-------------|-------|---|

### Changes for Version

| Type   | ID    | Description   |
|--------|-------|---|
| Format | -3060 | [V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

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          | 1895-1895                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,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  |
|---------|-------------|----------|--|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.   |
| -5810   | Consistency | Fatal    | (a) If D0150A1=[0], then D0150A2 must equal [0].<br>(b) If D0150A1=[1], then D0150A2 must equal [0,1,2,3].<br>(c) If D0150A1=[9,-], then D0150A2 must equal [^].   |
| -5900   | 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.<br>(b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(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. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

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

-5910 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 = [^], then D0160 must equal [99].

### Changes for Version

| Type   | ID    | Description   |
|--------|-------|---|
| Format | -3060 | [V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

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          | 1896-1896                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,XX

#### Item Values

| Value | LOINC Code | Value Text                  |
|-------|------------|-----------------------------|
| 0     |            | No                          |
| 1     |            | Yes                         |
| 9     |            | No response                 |
| -     |            | Not assessed/no information |

#### Item Edits

| Edit ID | Edit Type   | Severity | Edit Text   |
|---------|-------------|----------|---|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.  |
| -5820   | Consistency | Fatal    | (a) If D0150B1=[0], then D0150B2 must equal [0].<br>(b) If D0150B1=[1], then D0150B2 must equal [0,1,2,3].<br>(c) If D0150B1=[9,-], then D0150B2 must equal [^].  |
| -5900   | 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.<br>(b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(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.<br>(e) If D0150A2 = [2,3] or D0150B2 = [2,3], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

|       |             |       |   |
|-------|-------------|-------|---|
| -5910 | 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 = [^], then D0160 must equal [99].</p> |
|-------|-------------|-------|---|

### Changes for Version

| Type   | ID    | Description   |
|--------|-------|---|
| Format | -3060 | [V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

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          | 1897-1897                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,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  |
|---------|-------------|----------|--|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.   |
| -5820   | Consistency | Fatal    | (a) If D0150B1=[0], then D0150B2 must equal [0].<br>(b) If D0150B1=[1], then D0150B2 must equal [0,1,2,3].<br>(c) If D0150B1=[9,-], then D0150B2 must equal [^].   |
| -5900   | 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.<br>(b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(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. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

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

-5910 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 = [^], then D0160 must equal [99].

### Changes for Version

| Type   | ID    | Description   |
|--------|-------|---|
| Format | -3060 | [V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### 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          | 1898-1898                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,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  |
|---------|-------------|----------|--|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.   |
| -5830   | Consistency | Fatal    | (a) If D0150C1=[0], then D0150C2 must equal [0].<br>(b) If D0150C1=[1], then D0150C2 must equal [0,1,2,3].<br>(c) If D0150C1=[9,^,-], then D0150C2 must equal [^].   |
| -5900   | 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.<br>(b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(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. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

(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 | -3060 | [V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### 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          | 1899-1899                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,XX

#### Item Values

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

#### Item Edits

| Edit ID | Edit Type   | Severity | Edit Text  |
|---------|-------------|----------|--|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.   |
| -5830   | Consistency | Fatal    | (a) If D0150C1=[0], then D0150C2 must equal [0].<br>(b) If D0150C1=[1], then D0150C2 must equal [0,1,2,3].<br>(c) If D0150C1=[9,^,-], then D0150C2 must equal [^].   |
| -5910   | Consistency | Fatal    | Total Severity Score Calculation:<br>(a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^].<br>(b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2.<br>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.<br>The following rules explain how to compute the score that is placed in item D0160. These rules consider the |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

"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 = [^], then D0160 must equal [99].

### Changes for Version

| Type   | ID    |
|--------|-------|
| Format | -3060 |

#### Description

[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110\_EPISODE\_TIMING and M2200\_THER\_NEED\_NA, since those items were deleted. Added mapping to new item O0350.

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## 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          | 1900-1900                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,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  |
|---------|-------------|----------|--|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.   |
| -5840   | Consistency | Fatal    | (a) If D0150D1=[0], then D0150D2 must equal [0].<br>(b) If D0150D1=[1], then D0150D2 must equal [0,1,2,3].<br>(c) If D0150D1=[9,^,-], then D0150D2 must equal [^].   |
| -5900   | 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.<br>(b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(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. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

(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 | -3060 | [V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## 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          | 1901-1901                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,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  |
|---------|-------------|----------|--|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.   |
| -5840   | Consistency | Fatal    | (a) If D0150D1=[0], then D0150D2 must equal [0].<br>(b) If D0150D1=[1], then D0150D2 must equal [0,1,2,3].<br>(c) If D0150D1=[9,^,-], then D0150D2 must equal [^].   |
| -5910   | Consistency | Fatal    | Total Severity Score Calculation:<br>(a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^].<br>(b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2.<br>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.<br>The following rules explain how to compute the score that is placed in item D0160. These rules consider the |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

"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 = [^], then D0160 must equal [99].

### Changes for Version

| Type   | ID    |
|--------|-------|
| Format | -3060 |

### Description

[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110\_EPISODE\_TIMING and M2200\_THER\_NEED\_NA, since those items were deleted. Added mapping to new item O0350.

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### 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          | 1902-1902                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,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  |
|---------|-------------|----------|--|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.   |
| -5850   | Consistency | Fatal    | (a) If D0150E1=[0], then D0150E2 must equal [0].<br>(b) If D0150E1=[1], then D0150E2 must equal [0,1,2,3].<br>(c) If D0150E1=[9,^,-], then D0150E2 must equal [^].   |
| -5900   | 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.<br>(b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(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. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

(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 | -3060 | [V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### 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          | 1903-1903                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,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  |
|---------|-------------|----------|--|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.   |
| -5850   | Consistency | Fatal    | (a) If D0150E1=[0], then D0150E2 must equal [0].<br>(b) If D0150E1=[1], then D0150E2 must equal [0,1,2,3].<br>(c) If D0150E1=[9,^,-], then D0150E2 must equal [^].   |
| -5910   | Consistency | Fatal    | Total Severity Score Calculation:<br>(a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^].<br>(b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2.<br>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.<br>The following rules explain how to compute the score that is placed in item D0160. These rules consider the |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

"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 = [^], then D0160 must equal [99].

### Changes for Version

| Type   | ID    |
|--------|-------|
| Format | -3060 |

#### Description

[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110\_EPISODE\_TIMING and M2200\_THER\_NEED\_NA, since those items were deleted. Added mapping to new item O0350.

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### 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          | 1904-1904                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,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  |
|---------|-------------|----------|--|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.   |
| -5860   | Consistency | Fatal    | (a) If D0150F1=[0], then D0150F2 must equal [0].<br>(b) If D0150F1=[1], then D0150F2 must equal [0,1,2,3].<br>(c) If D0150F1=[9,^,-], then D0150F2 must equal [^].   |
| -5900   | 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.<br>(b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(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. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

(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 | -3060 | [V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## 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          | 1905-1905                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,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  |
|---------|-------------|----------|--|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.   |
| -5860   | Consistency | Fatal    | (a) If D0150F1=[0], then D0150F2 must equal [0].<br>(b) If D0150F1=[1], then D0150F2 must equal [0,1,2,3].<br>(c) If D0150F1=[9,^,-], then D0150F2 must equal [^].   |
| -5910   | Consistency | Fatal    | Total Severity Score Calculation:<br>(a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^].<br>(b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2.<br>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.<br>The following rules explain how to compute the score that is placed in item D0160. These rules consider the |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

"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 = [^], then D0160 must equal [99].

### Changes for Version

| Type   | ID    |
|--------|-------|
| Format | -3060 |

### Description

[V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110\_EPISODE\_TIMING and M2200\_THER\_NEED\_NA, since those items were deleted. Added mapping to new item O0350.

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### 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          | 1906-1906                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,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  |
|---------|-------------|----------|--|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.   |
| -5870   | Consistency | Fatal    | (a) If D0150G1=[0], then D0150G2 must equal [0].<br>(b) If D0150G1=[1], then D0150G2 must equal [0,1,2,3].<br>(c) If D0150G1=[9,^,-], then D0150G2 must equal [^].   |
| -5900   | 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.<br>(b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(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. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

(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 | -3060 | [V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

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          | 1907-1907                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,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  |
|---------|-------------|----------|--|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.   |
| -5870   | Consistency | Fatal    | (a) If D0150G1=[0], then D0150G2 must equal [0].<br>(b) If D0150G1=[1], then D0150G2 must equal [0,1,2,3].<br>(c) If D0150G1=[9,^,-], then D0150G2 must equal [^].   |
| -5910   | Consistency | Fatal    | Total Severity Score Calculation:<br>(a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^].<br>(b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2.<br>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.<br>The following rules explain how to compute the score that is placed in item D0160. These rules consider the |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

"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 = [^], then D0160 must equal [99].

### Changes for Version

| Type   | ID    | Description   |
|--------|-------|---|
| Format | -3060 | [V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

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          | 1908-1908                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,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  |
|---------|-------------|----------|--|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.   |
| -5880   | Consistency | Fatal    | (a) If D0150H1=[0], then D0150H2 must equal [0].<br>(b) If D0150H1=[1], then D0150H2 must equal [0,1,2,3].<br>(c) If D0150H1=[9,^,-], then D0150H2 must equal [^].   |
| -5900   | 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.<br>(b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(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. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

(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 | -3060 | [V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

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          | 1909-1909                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,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  |
|---------|-------------|----------|--|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.   |
| -5880   | Consistency | Fatal    | (a) If D0150H1=[0], then D0150H2 must equal [0].<br>(b) If D0150H1=[1], then D0150H2 must equal [0,1,2,3].<br>(c) If D0150H1=[9,^,-], then D0150H2 must equal [^].   |
| -5910   | Consistency | Fatal    | Total Severity Score Calculation:<br>(a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^].<br>(b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2.<br>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.<br>The following rules explain how to compute the score that is placed in item D0160. These rules consider the |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

"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 = [^], then D0160 must equal [99].

### Changes for Version

| Type   | ID    | Description   |
|--------|-------|---|
| Format | -3060 | [V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

Item ID: D01501

| 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          | 1910-1910                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,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  |
|---------|-------------|----------|--|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.   |
| -5890   | Consistency | Fatal    | (a) If D0150I1=[0], then D0150I2 must equal [0].<br>(b) If D0150I1=[1], then D0150I2 must equal [0,1,2,3].<br>(c) If D0150I1=[9,^,-], then D0150I2 must equal [^].   |
| -5900   | 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.<br>(b) If D0150A1 = [-] or D0150B1 = [-], then the following active items must not equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(c) If D0150A1 = [9] and D0150B1 = [9], then the following active items must equal [^]: D0150C1, D0150D1, D0150E1, D0150F1, D0150G1, D0150H1, D0150I1.<br>(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. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

(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 | -3060 | [V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

Item ID: D015012

| 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          | 1911-1911                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,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  |
|---------|-------------|----------|--|
| -3060   | Format      | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item.   |
| -5890   | Consistency | Fatal    | (a) If D0150I1=[0], then D0150I2 must equal [0].<br>(b) If D0150I1=[1], then D0150I2 must equal [0,1,2,3].<br>(c) If D0150I1=[9,^,-], then D0150I2 must equal [^].   |
| -5910   | Consistency | Fatal    | Total Severity Score Calculation:<br>(a) If D0150A1 = [9] and D0150B1 = [9], then D0160 must equal [^].<br>(b) If D0150A2 = [0,1] and D0150B2 = [0,1], then D0160 must equal the sum of the values from D0150A2 and D0150B2.<br>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.<br>The following rules explain how to compute the score that is placed in item D0160. These rules consider the |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

"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 = [^], then D0160 must equal [99].

### Changes for Version

| Type   | ID    | Description   |
|--------|-------|---|
| Format | -3060 | [V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

Item ID: D0160

| Item Label           | Item Group | LOINC Code | Item Type | Max Length | Fixed Format Start-End Bytes |
|----------------------|------------|------------|-----------|------------|------------------------------|
| Total severity score | Asmt       |            | Number    | 2          | 1912-1913                    |

#### Item Subsets

Active: 01,03,09  
 Inactive: 04,05,06,07,08,XX

#### Item Values

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

#### Item Edits

| Edit ID | Edit Type | Severity | Edit Text   |
|---------|-----------|----------|---|
| -3090   | Format    | Fatal    | <p>VALUES OF NUMERIC ITEMS</p> <p>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) will</p> |
| -3100   | Format    | Fatal    | <p>FORMATTING OF POSITIVE INTEGER NUMERIC ITEMS</p> <p>Only positive integer values and the special values (if any) that are listed in the "Item Values" table of the Detailed Data Specifications Report will be 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. A sign will not be accepted.</p>  |

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.],

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

|       |             |       |   |
|-------|-------------|-------|---|
| -5910 | 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 = [^], then D0160 must equal [99].</p> |
|-------|-------------|-------|---|

### ***Changes for Version***

| <b>Type</b> | <b>ID</b> | <b>Description</b>  |
|-------------|-----------|---|
| Format      | -3090     | [V3.01.0]-Removed mapping to item M2200_THER_NEED_NBR, since that item was deleted. |
| Format      | -3100     | [V3.01.0]-Removed mapping to item M2200_THER_NEED_NBR, since that item was deleted. |

# Data Submission Specifications for the OASIS Item Set (V3.01.0)

## Detailed Data Specifications Report

### Section: D

Item ID: D0700

| Item Label       | Item Group | LOINC Code | Item Type | Max Length | Fixed Format Start-End Bytes |
|------------------|------------|------------|-----------|------------|------------------------------|
| Social Isolation | Asmt       |            | Code      | 1          | 1914-1914                    |

#### Item Subsets

Active: 01,03,09  
Inactive: 04,05,06,07,08,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   |

#### Item Edits

| Edit ID | Edit Type | Severity | Edit Text  |
|---------|-----------|----------|--|
| -3060   | Format    | Fatal    | VALUES OF CODE AND CHECKLIST ITEMS<br>Only the coded values listed in the "Item Values" table of the Detailed Data Specifications Report may be submitted for this item. |

#### Changes for Version

| Type   | ID    | Description   |
|--------|-------|---|
| Format | -3060 | [V3.01.0]-Removed mappings to the goal items for GG0130 and GG0170, M0110_EPISODE_TIMING and M2200_THER_NEED_NA, since those items were deleted. Added mapping to new item O0350. |