
2018 ICD-10-CM Expert for Providers and Facilities

Errata

Pages 1227-1232:

Several codes in categories X00-X99 incorrectly show **4th, 5th, and 6th character symbols** instead of **7th character Extension 'X' Alert symbols**.

The following pages (1227-1232) show the errors and corrections that **replace 4th, 5th, and 6th character symbols** with **7th character Extension 'X' Alert symbols**.

Unspecified Code	Other Specified Code	Manifestation Code	N Newborn	P Pediatric	M Maternity	A Adult	♂ Male	♀ Female
● New Code	▲ Revised Code Title	▶◀ Revised Text	NOTES	INCLUDES	EXCLUDES 1 Not coded here	EXCLUDES 2 Not included here		
4 th 4 th character required	5 th 5 th character required	6 th 6 th character required	7 th 7 th character required					
7 th Extension 'X' Alert	HAC Hospital-acquired condition (HAC) alert	AHA AHA Coding Clinic [®]						

Exposure to smoke, fire and flames (X00-X08)

EXCLUDES1 arson (X97)

EXCLUDES2 explosions (W35-W40)

lightning (T75.0-)

transport accident (V01-V99)

41 X00 Exposure to **uncontrolled fire** in building or structure

INCLUDES conflagration in building or structure

Code first any associated cataclysm

EXCLUDES2 Exposure to ignition or melting of nightwear (X05)

Exposure to ignition or melting of other clothing and apparel (X06.-)

Exposure to other specified smoke, fire and flames (X08.-)

The appropriate 7th character is to be added to each code from category X00

A = initial encounter

D = subsequent encounter

S = sequela

51 **71** X00.0 Exposure to **flames** in uncontrolled fire in building or structure

51 **71** X00.1 Exposure to **smoke** in uncontrolled fire in building or structure

51 **71** X00.2 **Injury due to collapse** of burning building or structure in uncontrolled fire

EXCLUDES1 injury due to collapse of building not on fire (W20.1)

51 **71** X00.3 **Fall from** burning building or structure in uncontrolled fire

51 **71** X00.4 **Hit by object** from burning building or structure in uncontrolled fire

51 **71** X00.5 **Jump from** burning building or structure in uncontrolled fire

51 **71** X00.8 Other exposure to uncontrolled fire in building or structure

41 X01 Exposure to uncontrolled fire, **not in building or structure**

INCLUDES exposure to forest fire

The appropriate 7th character is to be added to each code from category X01

A = initial encounter

D = subsequent encounter

S = sequela

51 **71** X01.0 Exposure to **flames** in uncontrolled fire, not in building or structure

51 **71** X01.1 Exposure to **smoke** in uncontrolled fire, not in building or structure

51 **71** X01.3 **Fall due to** uncontrolled fire, not in building or structure

51 **71** X01.4 **Hit by object** due to uncontrolled fire, not in building or structure

51 **71** X01.8 Other exposure to uncontrolled fire, not in building or structure

41 X02 Exposure to **controlled fire** in building or structure

INCLUDES exposure to fire in fireplace

exposure to fire in stove

The appropriate 7th character is to be added to each code from category X02

A = initial encounter

D = subsequent encounter

S = sequela

51 **71** X02.0 Exposure to **flames** in controlled fire in building or structure

51 **71** X02.1 Exposure to **smoke** in controlled fire in building or structure

51 **71** X02.2 **Injury due to collapse** of burning building or structure in controlled fire

EXCLUDES1 injury due to collapse of building not on fire (W20.1)

51 **71** X02.3 **Fall from** burning building or structure in controlled fire

51 **71** X02.4 **Hit by object** from burning building or structure in controlled fire

51 **71** X02.5 **Jump from** burning building or structure in controlled fire

51 **71** X02.8 Other exposure to controlled fire in building or structure

41 X03 Exposure to controlled fire, **not in building or structure**

INCLUDES exposure to bon fire

exposure to camp-fire

exposure to trash fire

The appropriate 7th character is to be added to each code from category X03

A = initial encounter

D = subsequent encounter

S = sequela

51 **71** X03.0 Exposure to **flames** in controlled fire, not in building or structure

51 **71** X03.1 Exposure to **smoke** in controlled fire, not in building or structure

51 **71** X03.3 **Fall due to** controlled fire, not in building or structure

51 **71** X03.4 **Hit by object** due to controlled fire, not in building or structure

51 **71** X03.8 Other exposure to controlled fire, not in building or structure

41 **71** X04 Exposure to ignition of highly flammable material

Exposure to ignition of gasoline

Exposure to ignition of kerosene

Exposure to ignition of petrol

EXCLUDES2 exposure to ignition or melting of nightwear (X05)

exposure to ignition or melting of other clothing and apparel (X06)

The appropriate 7th character is to be added to code X04

A = initial encounter

D = subsequent encounter

S = sequela

41 **71** X05 Exposure to ignition or melting of nightwear

EXCLUDES2 exposure to uncontrolled fire in building or structure (X00.-)

exposure to uncontrolled fire, not in building or structure (X01.-)

exposure to controlled fire in building or structure (X02.-)

exposure to controlled fire, not in building or structure (X03.-)

exposure to ignition of highly flammable materials (X04.-)

The appropriate 7th character is to be added to code X05

A = initial encounter

D = subsequent encounter

S = sequela

41 X06 Exposure to ignition or melting of **other clothing and apparel**

EXCLUDES2 exposure to uncontrolled fire in building or structure (X00.-)

exposure to uncontrolled fire, not in building or structure (X01.-)

exposure to controlled fire in building or structure (X02.-)

exposure to controlled fire, not in building or structure (X03.-)

exposure to ignition of highly flammable materials (X04.-)

The appropriate 7th character is to be added to each code from category X06

A = initial encounter

D = subsequent encounter

S = sequela

51 **71** X06.0 Exposure to **ignition** of plastic jewelry

51 **71** X06.1 Exposure to **melting** of plastic jewelry

51 **71** X06.2 Exposure to ignition of other clothing and apparel

51 **71** X06.3 Exposure to melting of other clothing and apparel

41 X08 Exposure to **other specified** smoke, fire and flames

The appropriate 7th character is to be added to each code from category X08

A = initial encounter

D = subsequent encounter

S = sequela

51 X08.0 Exposure to **bed fire**

Exposure to mattress fire

51 **71** X08.00 Exposure to bed fire due to unspecified burning material

51 **71** X08.01 Exposure to bed fire due to **burning cigarette**

51 **71** X08.09 Exposure to bed fire due to other burning material

PMH Unacceptable principal diagnosis symbol per Medicare code edits **POA** Code exempt from diagnosis present on admission requirement

? Questionable admission **CC** Complication or comorbidity **CC/MCC** CC/MCC exclusion **MCC** Major complication or comorbidity

P Principal diagnosis as its own CC **MCC** Principal diagnosis as its own MCC **HCC** HCC diagnosis code **RxHCC** RxHCC diagnosis code

MACRA code **Z1** Z code as first-listed diagnosis

- 5th X08.1 Exposure to **sofa fire**
- 5th 7th X08.10 Exposure to sofa fire due to unspecified burning material
- 5th 7th X08.11 Exposure to sofa fire due to **burning cigarette**
- 5th 7th X08.19 Exposure to sofa fire due to other burning material
- 5th X08.2 Exposure to **other furniture fire**
- 5th 7th X08.20 Exposure to other furniture fire due to unspecified burning material
- 5th 7th X08.21 Exposure to other furniture fire due to burning cigarette
- 5th 7th X08.29 Exposure to other furniture fire due to other burning material
- 5th 7th X08.8 Exposure to other specified smoke, fire and flames

Contact with heat and hot substances (X10-X19)

EXCLUDES1 exposure to excessive natural heat (X30)
exposure to fire and flames ▶(X00-X08)◀

- 4th X10 Contact with hot drinks, food, fats and cooking oils
The appropriate 7th character is to be added to each code from category X10
A = initial encounter
D = subsequent encounter
S = sequela
- 5th 7th X10.0 Contact with **hot drinks**
- 5th 7th X10.1 Contact with **hot food**
- 5th 7th X10.2 Contact with **fats and cooking oils**
- 4th X11 Contact with **hot tap-water**
INCLUDES contact with boiling tap-water
contact with boiling water NOS
EXCLUDES1 contact with water heated on stove (X12)
The appropriate 7th character is to be added to each code from category X11
A = initial encounter
D = subsequent encounter
S = sequela
- 5th 7th X11.0 Contact with hot water in **bath or tub**
EXCLUDES1 contact with running hot water in bath or tub (X11.1)
- 5th 7th X11.1 Contact with **running hot water**
Contact with hot water running out of hose
Contact with hot water running out of tap
- 5th 7th X11.8 Contact with **other hot tap-water**
Contact with hot water in bucket
Contact with hot tap-water NOS
- 4th 7th X12 Contact with **other hot fluids**
Contact with water heated on stove
EXCLUDES1 hot (liquid) metals (X18)
The appropriate 7th character is to be added to code X12
A = initial encounter
D = subsequent encounter
S = sequela
- 4th X13 Contact with **steam and other hot vapors**
The appropriate 7th character is to be added to each code from category X13
A = initial encounter
D = subsequent encounter
S = sequela
- 5th 7th X13.0 Inhalation of steam and other hot vapors
- 5th 7th X13.1 Other contact with steam and other hot vapors
- 4th X14 Contact with **hot air and other hot gases**
The appropriate 7th character is to be added to each code from category X14
A = initial encounter
D = subsequent encounter
S = sequela
- 5th 7th X14.0 **Inhalation** of hot air and gases
- 5th 7th X14.1 Other contact with hot air and other hot gases

- 4th X15 Contact with **hot household appliances**
EXCLUDES1 contact with heating appliances (X16)
contact with powered household appliances (W29.-)
exposure to controlled fire in building or structure due to household appliance (X02.8)
exposure to household appliances electrical current (W86.0)
The appropriate 7th character is to be added to each code from category X15
A = initial encounter
D = subsequent encounter
S = sequela
- 5th 7th X15.0 Contact with hot **stove (kitchen)**
- 5th 7th X15.1 Contact with hot **toaster**
- 5th 7th X15.2 Contact with **hotplate**
- 5th 7th X15.3 Contact with hot **saucepan or skillet**
- 5th 7th X15.8 Contact with **other hot household appliances**
Contact with cooker
Contact with kettle
Contact with light bulbs
- 4th 7th X16 Contact with **hot heating appliances, radiators and pipes**
EXCLUDES1 contact with powered appliances (W29.-)
exposure to controlled fire in building or structure due to appliance (X02.8)
exposure to industrial appliances electrical current (W86.1)
The appropriate 7th character is to be added to code X16
A = initial encounter
D = subsequent encounter
S = sequela
- 4th 7th X17 Contact with **hot engines, machinery and tools**
EXCLUDES1 contact with hot heating appliances, radiators and pipes (X16)
contact with hot household appliances (X15)
The appropriate 7th character is to be added to code X17
A = initial encounter
D = subsequent encounter
S = sequela
- 4th 7th X18 Contact with **other hot metals**
Contact with liquid metal
The appropriate 7th character is to be added to code X18
A = initial encounter
D = subsequent encounter
S = sequela
- 4th 7th X19 Contact with **other heat and hot substances**
EXCLUDES1 objects that are not normally hot, e.g., an object made hot by a house fire ▶(X00-X08)◀
The appropriate 7th character is to be added to code X19
A = initial encounter
D = subsequent encounter
S = sequela

Exposure to forces of nature (X30-X39)

- 4th 7th X30 Exposure to **excessive natural heat**
Exposure to excessive heat as the cause of sunstroke
Exposure to heat NOS
EXCLUDES1 excessive heat of man-made origin (W92)
exposure to man-made radiation (W89)
exposure to sunlight (X32)
exposure to tanning bed (W89)
The appropriate 7th character is to be added to code X30
A = initial encounter
D = subsequent encounter
S = sequela
- 4th 7th X31 Exposure to **excessive natural cold**
Excessive cold as the cause of chilblains NOS
Excessive cold as the cause of immersion foot or hand
Exposure to cold NOS
Exposure to weather conditions

Unspecified Code	Other Specified Code	Manifestation Code	N Newborn	P Pediatric	M Maternity	A Adult	♂ Male	♀ Female
● New Code	▲ Revised Code Title	▶◀ Revised Text	NOTES	INCLUDES	EXCLUDES1	Not coded here	EXCLUDES2	Not included here
	4th 4th character required	5th 5th character required	6th 6th character required	7th 7th character required				
	7th Extension 'X' Alert	HAC Hospital-acquired condition (HAC) alert	AHA AHA Coding Clinic®					

EXCLUDES1 cold of man-made origin (W93.-)
 contact with or inhalation of dry ice (W93.-)
 contact with or inhalation of liquefied gas (W93.-)
The appropriate 7th character is to be added to code X31
 A = initial encounter
 D = subsequent encounter
 S = sequela

X32 Exposure to sunlight
EXCLUDES1 man-made radiation (tanning bed) (W89)
EXCLUDES2 radiation-related disorders of the skin and subcutaneous tissue (L55-L59)
The appropriate 7th character is to be added to code X32
 A = initial encounter
 D = subsequent encounter
 S = sequela

X34 Earthquake
EXCLUDES2 tidal wave (tsunami) due to earthquake (X37.41)
The appropriate 7th character is to be added to code X34
 A = initial encounter
 D = subsequent encounter
 S = sequela

X35 Volcanic eruption
EXCLUDES2 tidal wave (tsunami) due to volcanic eruption (X37.41)
The appropriate 7th character is to be added to code X35
 A = initial encounter
 D = subsequent encounter
 S = sequela

X36 Avalanche, landslide and other earth movements
INCLUDES victim of mudslide of cataclysmic nature
EXCLUDES1 earthquake (X34)
EXCLUDES2 transport accident involving collision with avalanche or landslide not in motion (V01-V99)
The appropriate 7th character is to be added to each code from category X36
 A = initial encounter
 D = subsequent encounter
 S = sequela

X36.0 Collapse of dam or man-made structure causing earth movement

X36.1 Avalanche, landslide, or mudslide

X37 Cataclysmic storm
The appropriate 7th character is to be added to each code from category X37
 A = initial encounter
 D = subsequent encounter
 S = sequela

X37.0 Hurricane
 Storm surge
 Typhoon

X37.1 Tornado
 Cyclone
 Twister

X37.2 Blizzard (snow)(ice)

X37.3 Dust storm

X37.4 Tidal wave

X37.41 Tidal wave due to earthquake or volcanic eruption
 Tidal wave NOS
 Tsunami

X37.42 Tidal wave due to storm

X37.43 Tidal wave due to landslide

X37.8 Other cataclysmic storms
 Cloudburst
 Torrential rain
EXCLUDES2 flood (X38)

X37.9 Unspecified cataclysmic storm
 Storm NOS
EXCLUDES1 collapse of dam or man-made structure causing earth movement (X39.0)

X38 Flood
 Flood arising from remote storm
 Flood of cataclysmic nature arising from melting snow
 Flood resulting directly from storm
EXCLUDES1 collapse of dam or man-made structure causing earth movement (X39.0)
 tidal wave NOS (X37.41)
 tidal wave caused by storm (X37.2)

The appropriate 7th character is to be added to code X38
 A = initial encounter
 D = subsequent encounter
 S = sequela

X39 Exposure to other forces of nature
The appropriate 7th character is to be added to each code from category X39
 A = initial encounter
 D = subsequent encounter
 S = sequela

X39.0 Exposure to natural radiation
EXCLUDES1 contact with and (suspected) exposure to radon and other naturally occurring radiation (Z77.123)
 exposure to man-made radiation (W88-W90)
 exposure to sunlight (X32)

X39.01 Exposure to radon

X39.08 Exposure to other natural radiation

X39.8 Other exposure to forces of nature

Overexertion and strenuous or repetitive movements (X50)

X50 Overexertion and strenuous or repetitive movements
The appropriate 7th character is to be added to each code from category X50
 A = initial encounter
 D = subsequent encounter
 S = sequela

X50.0 Overexertion from strenuous movement or load
 Lifting heavy objects
 Lifting weights

X50.1 Overexertion from prolonged static or awkward postures
 Prolonged bending
 Prolonged kneeling
 Prolonged reaching
 Prolonged sitting
 Prolonged standing
 Prolonged twisting
 Static bending
 Static kneeling
 Static reaching
 Static sitting
 Static standing
 Static twisting

X50.3 Overexertion from repetitive movements
 Use of hand as hammer
EXCLUDES2 Overuse from prolonged static or awkward postures (X50.1)

X50.9 Other and unspecified overexertion or strenuous movements or postures
 Contact pressure
 Contact stress

Accidental exposure to other specified factors (X52-X58)

X52 Prolonged stay in weightless environment
 Weightlessness in spacecraft (simulator)
The appropriate 7th character is to be added to code X52
 A = initial encounter
 D = subsequent encounter
 S = sequela

X58 Exposure to other specified factors
 Accident NOS
 Exposure NOS

PM Unacceptable principal diagnosis symbol per Medicare code edits **POA** Code exempt from diagnosis present on admission requirement
? Questionable admission **CC** Complication or comorbidity **CC/MCC** CC/MCC exclusion **MCC** Major complication or comorbidity
PC Principal diagnosis as its own CC **MCC** Principal diagnosis as its own MCC **HCC** HCC diagnosis code **RxHCC** RxHCC diagnosis code
MACRA code **Z1** Z code as first-listed diagnosis

Tabular List

The appropriate 7th character is to be added to code X58

- A = initial encounter
- D = subsequent encounter
- S = sequela

Intentional self-harm (X71-X83)

Purposely self-inflicted injury
Suicide (attempted)

- 4th 7th X71 Intentional self-harm by **drowning and submersion**
The appropriate 7th character is to be added to each code from category X71
A = initial encounter
D = subsequent encounter
S = sequela
- 5th 7th X71.0 Intentional self-harm by drowning and submersion **while in bathtub** HCC
- 5th 7th X71.1 Intentional self-harm by drowning and submersion **while in swimming pool** HCC
- 5th 7th X71.2 Intentional self-harm by drowning and submersion **after jump into swimming pool** HCC
- 5th 7th X71.3 Intentional self-harm by drowning and submersion in **natural water** HCC
- 5th 7th X71.8 Other intentional self-harm by drowning and submersion HCC
- 5th 7th X71.9 Intentional self-harm by drowning and submersion, unspecified HCC
- 4th 7th X72 Intentional self-harm by **handgun discharge** HCC
Intentional self-harm by gun for single hand use
Intentional self-harm by pistol
Intentional self-harm by revolver
EXCLUDES1 Very pistol (X74.8)
The appropriate 7th character is to be added to code X72
A = initial encounter
D = subsequent encounter
S = sequela
- 4th X73 Intentional self-harm by rifle, shotgun and larger firearm discharge
EXCLUDES1 airgun (X74.01)
The appropriate 7th character is to be added to each code from category X73
A = initial encounter
D = subsequent encounter
S = sequela
- 5th 7th X73.0 Intentional self-harm by **shotgun discharge** HCC
- 5th 7th X73.1 Intentional self-harm by **hunting rifle discharge** HCC
- 5th 7th X73.2 Intentional self-harm by **machine gun discharge** HCC
- 5th 7th X73.8 Intentional self-harm by other larger firearm discharge HCC
- 5th 7th X73.9 Intentional self-harm by unspecified larger firearm discharge HCC
- 4th X74 Intentional self-harm by **other and unspecified** firearm and gun discharge
The appropriate 7th character is to be added to each code from category X74
A = initial encounter
D = subsequent encounter
S = sequela
- 5th X74.0 Intentional self-harm by **gas, air or spring-operated guns**
5th 7th X74.01 Intentional self-harm by **airgun** HCC
Intentional self-harm by BB gun discharge
Intentional self-harm by pellet gun discharge
5th 7th X74.02 Intentional self-harm by **paintball gun** HCC
5th 7th X74.09 Intentional self-harm by other gas, air or spring-operated gun HCC
- 5th 7th X74.8 Intentional self-harm by other firearm discharge HCC
Intentional self-harm by Very pistol [flare] discharge HCC
- 5th 7th X74.9 Intentional self-harm by unspecified firearm discharge HCC
- 4th 7th X75 Intentional self-harm by **explosive material** HCC
The appropriate 7th character is to be added to code X75
A = initial encounter

- D = subsequent encounter
S = sequela
- 4th 7th X76 Intentional self-harm by **smoke, fire and flames** HCC
The appropriate 7th character is to be added to code X76
A = initial encounter
D = subsequent encounter
S = sequela
- 4th X77 Intentional self-harm by **steam, hot vapors and hot objects**
The appropriate 7th character is to be added to each code from category X77
A = initial encounter
D = subsequent encounter
S = sequela
- 5th 7th X77.0 Intentional self-harm by **steam or hot vapors** HCC
- 5th 7th X77.1 Intentional self-harm by **hot tap water** HCC
- 5th 7th X77.2 Intentional self-harm by other hot fluids HCC
- 5th 7th X77.3 Intentional self-harm by **hot household appliances** HCC
- 5th 7th X77.8 Intentional self-harm by other hot objects HCC
- 5th 7th X77.9 Intentional self-harm by unspecified hot objects HCC
- 4th X78 Intentional self-harm by **sharp object**
The appropriate 7th character is to be added to each code from category X78
A = initial encounter
D = subsequent encounter
S = sequela
- 5th 7th X78.0 Intentional self-harm by **sharp glass** HCC
- 5th 7th X78.1 Intentional self-harm by **knife** HCC
- 5th 7th X78.2 Intentional self-harm by **sword or dagger** HCC
- 5th 7th X78.8 Intentional self-harm by other sharp object HCC
- 5th 7th X78.9 Intentional self-harm by unspecified sharp object HCC
- 4th 7th X79 Intentional self-harm by **blunt object** HCC
The appropriate 7th character is to be added to code X79
A = initial encounter
D = subsequent encounter
S = sequela
- 4th 7th X80 Intentional self-harm by **jumping from a high place** HCC
Intentional fall from one level to another
The appropriate 7th character is to be added to code X80
A = initial encounter
D = subsequent encounter
S = sequela
- 4th X81 Intentional self-harm by **jumping or lying in front of moving object**
The appropriate 7th character is to be added to each code from category X81
A = initial encounter
D = subsequent encounter
S = sequela
- 5th 7th X81.0 Intentional self-harm by jumping or lying in front of **motor vehicle** HCC
- 5th 7th X81.1 Intentional self-harm by jumping or lying in front of **(subway) train** HCC
- 5th 7th X81.8 Intentional self-harm by jumping or lying in front of other moving object HCC
- 4th X82 Intentional self-harm by **crashing of motor vehicle**
The appropriate 7th character is to be added to each code from category X82
A = initial encounter
D = subsequent encounter
S = sequela
- 5th 7th X82.0 Intentional collision of motor vehicle with other motor vehicle HCC
- 5th 7th X82.1 Intentional collision of motor vehicle with **train** HCC
- 5th 7th X82.2 Intentional collision of motor vehicle with **tree** HCC
- 5th 7th X82.8 Other intentional self-harm by crashing of motor vehicle HCC
- 4th X83 Intentional self-harm by **other specified means**
EXCLUDES1 intentional self-harm by poisoning or contact with toxic substance- See Table of Drugs and Chemicals

Unspecified Code
 Other Specified Code
 Manifestation Code
 N Newborn
 P Pediatric
 M Maternity
 A Adult
 ♂ Male
 ♀ Female
● New Code
▲ Revised Code Title
▶◀ Revised Text
NOTES
INCLUDES
EXCLUDES1 Not coded here
EXCLUDES2 Not included here
4th 4th character required
5th 5th character required
6th 6th character required
7th 7th character required
7th Extension 'X' Alert
HAC Hospital-acquired condition (HAC) alert
AHA AHA Coding Clinic®

The appropriate 7th character is to be added to each code from category X83

- A = initial encounter
- D = subsequent encounter
- S = sequela

- X83.0 Intentional self-harm by **crashing of aircraft** HCC
- X83.1 Intentional self-harm by **electrocution** HCC
- X83.2 Intentional self-harm by **exposure to extremes of cold** HCC
- X83.8 Intentional self-harm by other specified means HCC

Assault (X92-Y09)

INCLUDES homicide
injuries inflicted by another person with intent to injure or kill, by any means

EXCLUDES1 injuries due to legal intervention (Y35.-)
injuries due to operations of war (Y36.-)
injuries due to terrorism (Y38.-)

X92 Assault by **drowning and submersion**
The appropriate 7th character is to be added to each code from category X92

- A = initial encounter
- D = subsequent encounter
- S = sequela

- X92.0 Assault by drowning and submersion **while in bathtub**
- X92.1 Assault by drowning and submersion **while in swimming pool**
- X92.2 Assault by drowning and submersion **after push into swimming pool**
- X92.3 Assault by drowning and submersion in **natural water**
- X92.8 Other assault by drowning and submersion
- X92.9 Assault by drowning and submersion, unspecified

X93 Assault by **handgun discharge**
Assault by discharge of gun for single hand use
Assault by discharge of pistol
Assault by discharge of revolver
EXCLUDES1 Very pistol (X95.8)

The appropriate 7th character is to be added to code X93

- A = initial encounter
- D = subsequent encounter
- S = sequela

X94 Assault by rifle, shotgun and larger firearm discharge
EXCLUDES1 airgun (X95.01)
The appropriate 7th character is to be added to each code from category X94

- A = initial encounter
- D = subsequent encounter
- S = sequela

- X94.0 Assault by **shotgun**
- X94.1 Assault by **hunting rifle**
- X94.2 Assault by **machine gun**
- X94.8 Assault by other larger firearm discharge
- X94.9 Assault by unspecified larger firearm discharge

X95 Assault by **other and unspecified** firearm and gun discharge
The appropriate 7th character is to be added to each code from category X95

- A = initial encounter
- D = subsequent encounter
- S = sequela

- X95.0 Assault by **gas, air or spring-operated guns**
- X95.01 Assault by **airgun** discharge
Assault by BB gun discharge
Assault by pellet gun discharge
- X95.02 Assault by **paintball gun** discharge
- X95.09 Assault by other gas, air or spring-operated gun
- X95.8 Assault by **other** firearm discharge
Assault by very pistol [flare] discharge
- X95.9 Assault by **unspecified** firearm discharge

X96 Assault by **explosive material**
EXCLUDES1 incendiary device (X97)
terrorism involving explosive material (Y38.2-)

The appropriate 7th character is to be added to each code from category X96

- A = initial encounter
- D = subsequent encounter
- S = sequela

X96.0 Assault by **antipersonnel bomb**
EXCLUDES1 antipersonnel bomb use in military or war (Y36.2-)

- X96.1 Assault by **gasoline bomb**
- X96.2 Assault by **letter bomb**
- X96.3 Assault by **fertilizer bomb**
- X96.4 Assault by **pipe bomb**
- X96.8 Assault by other specified explosive
- X96.9 Assault by unspecified explosive

X97 Assault by **smoke, fire and flames**
Assault by arson
Assault by cigarettes
Assault by incendiary device
The appropriate 7th character is to be added to code X97

- A = initial encounter
- D = subsequent encounter
- S = sequela

X98 Assault by steam, hot vapors and hot objects
The appropriate 7th character is to be added to each code from category X98

- A = initial encounter
- D = subsequent encounter
- S = sequela

- X98.0 Assault by **steam or hot vapors**
- X98.1 Assault by **hot tap water**
- X98.2 Assault by **hot fluids**
- X98.3 Assault by **hot household appliances**
- X98.8 Assault by other hot objects
- X98.9 Assault by unspecified hot objects

X99 Assault by **sharp object**
EXCLUDES1 assault by strike by sports equipment (Y08.0-)
The appropriate 7th character is to be added to each code from category X99

- A = initial encounter
- D = subsequent encounter
- S = sequela

- X99.0 Assault by **sharp glass**
- X99.1 Assault by **knife**
- X99.2 Assault by **sword or dagger**
- X99.8 Assault by other sharp object
- X99.9 Assault by unspecified sharp object
Assault by stabbing NOS

Unacceptable principal diagnosis symbol per Medicare code edits Code exempt from diagnosis present on admission requirement
 Questionable admission Complication or comorbidity CC/MCC exclusion Major complication or comorbidity
 Principal diagnosis as its own CC Principal diagnosis as its own MCC HCC diagnosis code RxHCC diagnosis code
 MACRA code Z code as first-listed diagnosis