Level of Care (LOC) Algorithm
Version 2.3

Proposed Level of Care Threshold: 18 points

When testing the algorithm, all indicators should be looked at individually to ensure the highest score is being given to the participant in the category. For example, in the behavioral section an individual may only score 1 in wandering but may score a 3 in delusions. Using the higher score in delusions will give the participant 6 points instead of the 3 they would have scored for wandering.

Behavioral

- E3a - Wandering
- E3c - Physical Abuse
- E3d - Socially Inappropriate / Disruptive
- E3e - Inappropriate Public Sexual Behavior
- E3f - Resists Care
- J3g - Abnormal Thought Process
- J3h - Delusions
- J3i - Hallucinations
- N7b - Mental Condition

<table>
<thead>
<tr>
<th>IF</th>
<th>THEN LOC = 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>(N7b=1) OR (E3a =1) OR (E3c=1) OR (E3d=1) OR (E3e=1) OR (E3f=1) OR (J3g=1) OR (J3h=1) OR (J3i=1)</td>
<td>THEN LOC = 3</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>IF</th>
<th>THEN LOC = 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>(N7b=2 OR N7b=3) OR (E3a=2 OR E3a=3) OR (E3c=2 OR E3c=3) OR (E3d=2 OR E3d=3) OR (E3e=2 OR E3e=3) OR (E3f=2 OR E3f=3) OR (J3g=2 OR J3g=3 OR J3g=4) OR (J3h=2 OR J3h=3 OR J3h=4) OR (J3i=2 OR J3i=3 OR J3i=4)</td>
<td>THEN LOC = 6</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>IF</th>
<th>THEN LOC = 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>(N7b=2 OR N7b=3) AND (E3a=3) OR (E3c=3) OR (E3d=3) OR (E3e=3) OR (E3f=3) OR (J3g=3 OR J3g=4) OR (J3h=3 OR J3h=4) OR (J3i=3 OR J3i=4)</td>
<td>THEN LOC = 9</td>
</tr>
</tbody>
</table>
## Cognition

- **C1** - Cognitive Skills
- **C2a** - Short Term Memory
- **C2b** - Procedural Memory
- **C2c** - Situational Memory
- **C3c** - Mental Function
- **D1** - Making Self Understood
- **D2** - Ability to Understand Others

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### IF

**IF**

(C1=1 or C1=2)

AND

(C2a=1)

OR (C2b=1)

OR (C2c=1)

OR (C3c=1 or C3c=2)

OR (D1=2 or D1=3 or D1=4)

OR (D2=2 or D2=3 or D2=4)

**THEN** LOC = 3

**IF**

(C1=3)

AND

(C2a=1)

OR (C2b=1)

OR (C2c=1)

OR (C3c=1 or C3c=2)

OR (D1=3)

OR (D2=3)

**THEN** LOC = 6

**IF**

(C1=3)

AND

(D1=4)

OR (D2=4)

**THEN** LOC = 9

**IF**

(C1=5)

**THEN** LOC = 18 *TRIGGER

*If a participant scores C1=5 (no discernable consciousness, coma, as outlined in the InterRAI) the participant is presumed to require nursing facility LOC; this is defined as a TRIGGER.*
## Mobility

- **G2f** - Locomotion
- **G2i** - Bed Mobility
- **G3a** - Primary mode of locomotion

### Level of Care (LOC) Algorithm

<table>
<thead>
<tr>
<th>Condition</th>
<th>Level of Care (LOC)</th>
</tr>
</thead>
<tbody>
<tr>
<td>IF (G2f=3 or G2f=4) OR (G2i=3 or G2i=4)</td>
<td>LOC = 3</td>
</tr>
<tr>
<td>IF (G2f=5) OR (G2i=5 or G2i=6)</td>
<td>LOC = 6</td>
</tr>
</tbody>
</table>

*If a participant scores G3a=3 (primary mode of locomotion, bedbound, as outlined in the InterRAI) the participant is presumed to require nursing facility LOC; this is defined as a TRIGGER.*

## Eating

- **G2j** - Eating
- **K2e** - Therapeutic Diet

<table>
<thead>
<tr>
<th>Condition</th>
<th>Level of Care (LOC)</th>
</tr>
</thead>
<tbody>
<tr>
<td>IF (G2j=1 or G2j=2 or G2j=3) OR (K2e=1)</td>
<td>LOC = 3</td>
</tr>
<tr>
<td>IF (G2f=4)</td>
<td>LOC = 6</td>
</tr>
<tr>
<td>IF (G2j=5)</td>
<td>LOC = 9</td>
</tr>
<tr>
<td>IF (G2j=6)</td>
<td>LOC = 18 *TRIGGER</td>
</tr>
</tbody>
</table>

*If a participant scores G2j=6 (eating, total dependence, as outlined in the InterRAI) the participant is presumed to require nursing facility LOC; this is defined as a TRIGGER.*
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**Toileting**

- **G2g** - Transfer Toilet
- **G2h** - Toilet Use

<table>
<thead>
<tr>
<th>Condition</th>
<th>Then LOC</th>
</tr>
</thead>
<tbody>
<tr>
<td>(G2g=3 or G2g=4) OR (G2h=3 or G2h=4)</td>
<td>3</td>
</tr>
<tr>
<td>(G2g=5) OR (G2h=5)</td>
<td>6</td>
</tr>
<tr>
<td>(G2g=6) OR (G2h=6)</td>
<td>9</td>
</tr>
</tbody>
</table>

**Bathing**

- **G2a** - Bathing

<table>
<thead>
<tr>
<th>Condition</th>
<th>Then LOC</th>
</tr>
</thead>
<tbody>
<tr>
<td>(G2a=3 or G2a=4)</td>
<td>3</td>
</tr>
<tr>
<td>(G2a=5 or G2a=6)</td>
<td>6</td>
</tr>
</tbody>
</table>

**Dressing & Grooming**

- **G2b** - Personal Hygiene
- **G2c** - Dressing Upper Body
- **G2d** - Dressing Lower Body

<table>
<thead>
<tr>
<th>Condition</th>
<th>Then LOC</th>
</tr>
</thead>
<tbody>
<tr>
<td>(G2b=3 or G2b=4) OR (G2c=3 or G2c=4) OR (G2d=3 or G2d=4)</td>
<td>3</td>
</tr>
<tr>
<td>(G2b=5 or G2b=6) OR (G2c=5 or G2c=6) OR (G2d=5 or G2d=6)</td>
<td>6</td>
</tr>
</tbody>
</table>
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Rehabilitation

- N3ea - PT
- N3fa - OT
- N3ga - Speech
- N3ia - Cardiac Rehab

### IF

1. \((N3ea = 1)\)
2. \((N3fa = 1)\)
3. \((N3ga = 1)\)
4. \((N3ia = 1)\)

Then LOC = 3

### IF

1. \((N3ea = 2 \text{ or } N3ea = 3)\)
2. \((N3fa = 2 \text{ or } N3fa = 3)\)
3. \((N3ga = 2 \text{ or } N3ga = 3)\)
4. \((N3ia = 2 \text{ or } N3ia = 3)\)

Then LOC = 6

### IF

1. \((N3ea = 4 \text{ or } N3ea = 5 \text{ or } N3ea = 6 \text{ or } N3ea = 7)\)
2. \((N3fa = 4 \text{ or } N3fa = 5 \text{ or } N3fa = 6 \text{ or } N3fa = 7)\)
3. \((N3ga = 4 \text{ or } N3ga = 5 \text{ or } N3ga = 6 \text{ or } N3ga = 7)\)
4. \((N3ia = 4 \text{ or } N3ia = 5 \text{ or } N3ia = 6 \text{ or } N3ia = 7)\)

Then LOC = 9
Treatments

The scoring for treatments will be 0 or 6. Participants with the identified treatments will receive 6 points.

- H1 - Bladder Continence
- H2 - Urinary Collection Device
- H3 - Bowel Continence
- K3 - Mode of Nutrition
- L1 - Pressure Ulcer Severity
- L3 - Presence of Skin Ulcer
- L4 - Major Skin Problems
- L5 - Skin Tears or Cuts
- N2g - Suctioning
- N2h - Tracheostomy Care
- N2j - Ventilator or Respirator
- N2k - Wound Care

IF

(H1=1)
OR
(H2=1 or H2=2 or H2=3)
OR
(H3=1)
OR
(K3=5 or K3=6 or K3=7 or K3=8)
OR
(N2g=1 or N2g=2 or N2g=3 or N2g=4)
OR
(N2h=1 or N2h=2 or N2h=3 or N2h=4)
OR
(N2j=1 or N2j=2 or N2j=3 or N2j=4)
OR
(N2k=1 or N2k=2 or N2k=3 or N2k=4)

AND

(L1=2 or L1=3 or L1=4 or L1=5 or L1=6)
OR
(L3=1)
OR
(L4=1)
OR
(L5=1)

Then LOC = 6
Managing Medications

- G1d - Managing Medications

IF

\((G1d=1 \text{ or } G1d=2 \text{ or } G1d=3 \text{ or } G1d=4)\)

Then LOC = 3

Meal Prep

- G1a - Meal Prep

IF

\((G1a=3 \text{ or } G1a=4)\)

Then LOC = 3

IF

\((G1a=5 \text{ or } G1a=6)\)

Then LOC = 6
Part I – Determine the individual’s safety score using the following questions:

- D4 – Vision
- J1 – Falls
- J3a – Problem frequency to move to standing position
- J3b – Problem frequency to turn to face opposite direction
- J3c – Problem frequency for dizziness
- J3d – Problem frequency for unsteady gait

IF

(D4=3) OR (J1=1 or J1=2 or J1=3) OR (J3a=2 or J3a=3 or J3a=4) OR (J3b=2 or J3b=3 or J3b=4) OR (J3c=2 or J3c=3 or J3c=4) OR (J3d=2 or J3d=3 or J3d=4)

Then LOC = 3

IF

(D4=4) OR (J1=1 or J1=2 or J1=3 or D4=3) AND (J3a=2 or J3a=3 or J3a=4) OR (J3b=2 or J3b=3 or J3b=4) OR (J3c=2 or J3c=3 or J3c=4) OR (J3d=2 or J3d=3 or J3d=4)

Then LOC = 6
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Safety

Part II – After calculating the score in part 1, determine if the individual is age 75 or greater or has been previously institutionalized in the last 5 years in one of the settings outlined below. If so, increase the score as outlined to calculate the final safety score. If they do not have either of the additional risk factors, use the score calculated in part 1.

- B4a – Long Term Care Facility
- B4b – RCF/ALF
- B4c – Mental Health Residence
- B4d – Psychiatric Hospital or Unit
- B4e – Settings for Persons with Intellectual Disability

IF
Safety Score of 0
AND
A3=Age of 75 or greater
OR
(B4a=1 or B4b=1 or B4c=1 or B4d=1 or B4e=1)
Then LOC = 3

IF
Safety Score of 0
AND
A3=Age of 75 or greater
AND
(B4a=1 or B4b=1 or B4c=1 or B4d=1 or B4e=1)
Then LOC = 6

IF
Safety Score of 3
AND
A3=Age of 75 or greater
OR
(B4a=1 or B4b=1 or B4c=1 or B4d=1 or B4e=1)
Then LOC = 6

IF
Safety Score of 3
AND
A3=Age of 75 or greater
AND
(B4a=1 or B4b=1 or B4c=1 or B4d=1 or B4e=1)
Then LOC = 18* TRIGGER

IF
Safety Score of 6
AND
A3=Age of 75 or greater
OR
(B4a=1 or B4b=1 or B4c=1 or B4d=1 or B4e=1)
Then LOC = 9

IF
Safety Score of 6
AND
A3=Age of 75 or greater
AND
(B4a=1 or B4b=1 or B4c=1 or B4d=1 or B4e=1)
Then LOC = 18* TRIGGER