

## Draft LOC Algorithm 2.0

### **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 verbal abuse. Using the higher score in verbal abuse will give the participant 6 points instead of the 3 they would have scored for wandering.

**Behavioral:** Repeated behavioral challenges that affect a participant's ability to function in the community.

- E3a - Wandering
- E3b - Verbal Abuse
- 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

If (N7b=0  
**AND** (E3a=0)  
**AND** (E3b=0)  
**AND** (E3c=0)  
**AND** (E3d=0)  
**AND** (E3e=0)  
**AND** (E3f=0)  
**AND** (J3g=0)  
**AND** (J3h=0)  
**AND** (J3i=0)  
Then LOC = 0

If (N7b=1)  
**OR** (E3a =1)  
**OR** (E3b=1)  
**OR** (E3c=1)  
**OR** (E3d=1)  
**OR** (E3e=1)  
**OR** (E3f=1)  
**OR** (J3g=1)  
**OR** (J3h=1)  
**OR** (J3i=1)  
Then LOC = 3

If (N7b=2 **or** N7b=3)  
**OR** (E3a=2 **or** E3a=3)  
**OR** (E3b=2 **or** E3b=3)  
**OR** (E3c=2 **or** E3c=3)

## Draft LOC Algorithm 2.0

**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)  
Then LOC = 6

If (N7b=2 **or** N7b=3)  
**AND**  
    (E3a=3)  
    **OR** (E3b=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)  
Then LOC = 9

**Cognition:** Assesses a participant's performance in remembering, making decisions, organizing daily self-care activities, as well as understanding others and making self-understood.

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.

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

If (C1=0 **or** C1=1 **or** C1=2 **or** C1=3)  
**AND** (C2a=0)  
**AND** (C2b=0)  
**AND** (C2c=0)  
**AND** (C3c=0)  
**AND** (D1=0 **or** D1=1)  
**AND** (D2=0 **or** D2=1)  
Then LOC = 0

If (C1=1 **or** C1=2)  
**AND**  
    (C2a=1)  
    **OR** (C2b=1)  
    **OR** (C2c=1)

## Draft LOC Algorithm 2.0

**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)  
**OR**  
(C1=4)  
Then LOC = 9

If (C1=5) \*TRIGGER: 18 points

### Activities of Daily Living (ADLs)

Activities of Daily Living or ADLs refer to the fundamental activities an individual does on a day-to-day basis necessary for independent living. The scoring for Mobility, Eating and Toileting reflects 0, 3, 6 or 9. The scoring for Bathing and Dressing reflects 0, 3 or 6. The scoring for Missouri is based upon the foundation of the Hierarchy of ADLs, (InterRAI).

Mobility: Amount of assistance needed to move from one place or position to another.

G2e - Walking  
G2f - Locomotion  
G2i - Bed Mobility  
G3a - Primary mode of locomotion

If (G2e=0 **or** G2e=1 **or** G2e=2 **or** G2e=8)  
**AND**  
(G2f=0 **or** G2f =1 **or** G2f=2 **or** G2f=8)  
**AND**  
(G2i=0 **or** G2i=1 **or** G2i=2 **or** G2i=8)  
Then LOC = 0

If (G2e=3 **or** G2e=4)  
**OR**

## Draft LOC Algorithm 2.0

(G2f=3 or G2f=4)

**OR**

(G2i=3 or G2i=4)

Then LOC = 3

If (G2e=5)

**OR**

(G2f=5)

**OR**

(G2i=5)

Then LOC = 6

If (G2e=6)

**OR**

(G2f=6)

**OR**

(G2i=6)

Then LOC = 9

If (G3a=3) \*TRIGGER: 18 Points

\*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: Amount of assistance needed to eat and drink, special nutritional requirements and mode of nutrition.

G2j - Eating

K2e - Therapeutic Diet

If (G2j=0 or G2j=8)

**AND**

(K2e=0)

Then LOC = 0

If (G2j=1 or G2j=2 or G2j=3)

**OR**

(K2e=1)

Then LOC = 3

If (G2j=4)

Then LOC = 6

If (G2j=5)

Then LOC = 9

If (G2j=6) \*TRIGGER: 18 Points

## Draft LOC Algorithm 2.0

\*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.

Toileting: Amount of assistance needed to use the toilet room (or commode, bedpan, urinal), transfers on/off toilet, cleanses, changes (incontinence), pad, manages ostomy or catheter, and adjusts clothes.

G2g - Transfer Toilet  
G2h - Toilet Use

If (G2g=0 **or** G2g=1 **or** G2g=2 **or** G2g=8)  
**AND**  
(G2h=0 **or** G2h=1 **or** G2h=2 **or** G2h=8)  
Then LOC = 0

If (G2g=3 **or** G2g=4)  
**OR**  
(G2h=3 **or** G2h=4)  
Then LOC = 3

If (G2g=5)  
**OR**  
(G2h=5)  
Then LOC = 6

If (G2g=6)  
**OR**  
(G2h=6)  
Then LOC = 9

Bathing: Amount of assistance needed for a full-body bath/shower.

G2a - Bathing

If (G2a=0 **or** G2a=1 **or** G2a=2 **or** G2a=8)  
Then LOC= 0

If (G2a=3 **or** G2a=4)  
Then LOC = 3

If (G2a=5 **or** G2a=6)  
Then LOC = 6

Dressing and Grooming: Amount of assistance needed to dress and undress (street clothes, underwear) including prostheses, orthotics, fasteners, pullovers, etc.

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

## Draft LOC Algorithm 2.0

If (G2b=0 or G2b=1 or G2b=2 or G2b=8)  
**AND**  
(G2c=0 or G2c=1 or G2c=2 or G2c=8)  
**AND**  
(G2d=0 or G2d=1 or G2d=2 or G2d=8)  
Then LOC = 0

If (G2b=3 or G2b=4)  
**OR**  
(G2c =3 or G2c=4)  
**OR**  
(G2d=3 or G2d=4)  
Then LOC = 3

If (G2b=5 or G2b=6)  
**OR**  
(G2c=5 or G2c=6)  
**OR**  
(G2d=5 or G2d=6)  
Then LOC = 6

**Rehabilitation:** The restoration of a former or normal state of health through medically-ordered therapeutic services either directly provided by or under the supervision of a qualified professional.

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

If (N3ea = 0)  
**AND**  
(N3fa = 0)  
**AND**  
(N3ga = 0)  
**AND**  
(N3ia = 0)  
Then LOC = 0

If (N3ea = 1)  
**OR**  
(N3fa = 1)  
**OR**  
(N3ga = 1)  
**OR**  
(N3ia = 1)  
Then LOC = 3

## Draft LOC Algorithm 2.0

If (N3ea = 2 **or** N3ea = 3)  
**OR**  
(N3fa = 2 **or** N3fa = 3)  
**OR**  
(N3ga = 2 **or** N3ga = 3)  
**OR**  
(N3ia = 2 **or** N3ia = 3)  
Then LOC = 6

If (N3ea = 4 **or** N3ea = 5 **or** N3ea = 6 **or** N3ea = 7)  
**OR**  
(N3fa = 4 **or** N3fa = 5 **or** N3fa = 6 **or** N3fa = 7)  
**OR**  
(N3ga = 4 **or** N3ga = 5 **or** N3ga = 6 **or** N3ga = 7)  
**OR**  
(N3ia = 4 **or** N3ia = 5 **or** N3ia = 6 **or** N3ia = 7)  
Then LOC = 9

**Treatments:** Physician ordered medical care or management that requires additional hands on assistance. The scoring for treatments will be 0 or 6. Participants with the identified treatments will receive 6 points.

H1 - Bladder Contenance  
H3 - Bowel Contenance  
K3 - Mode of Nutrition  
L1 - Pressure Ulcer Severity  
N2g - Suctioning  
N2h - Tracheostomy Care  
N2j - Ventilator or Respirator  
N2k - Wound Care

If (H1=0 or H1=2 or H1=3 or H1=4 or H1=5 or H1=8)  
**AND**  
(H3=0 or H3=2 or H3=3 or H3=4 or H3=5 or H3=8)  
**AND**  
(L1=0 or L1=1)  
**AND**  
(K3=0 **or** K3=1 **or** K3=2 **or** K3=3 **or** K3=4)  
**AND**  
(N2g=0)  
**AND**  
(N2h=0)  
**AND**  
(N2j=0)  
**AND**  
(N2k=0)  
Then LOC = 0

## Draft LOC Algorithm 2.0

If (H1=1)  
**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)  
Then LOC = 6

**Instrumental Activities of Daily Living (IADL):** Instrumental activities of daily living are the skills and abilities needed to perform certain day-to-day tasks associated with an independent lifestyle.

**Managing Medications:** Amount of assistance needed to safely manage medications based on the participant's capacity to complete the task.

G1d - Managing Medications

If (G1d=0 or G1d=1 or G1d=2)  
Then LOC=0

If (G1d=3 or G1d=4)  
Then LOC = 3

If (G1d=5 or G1d=6)  
Then LOC = 6

**Meal Prep:** Amount of assistance needed to prepare a meal based on the participant's capacity to complete the task.

G1a - Meal Prep

If (G1a=0 or G1a=1 or G1a=2)  
Then LOC = 0

If (G1a=3 or G1a=4)  
Then LOC= 3

If (G1a=5 or G1a=6)



## Draft LOC Algorithm 2.0

Then LOC = 6

**Safety:** Participant is at risk of injury due to visual impairment or falls.

- 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=0 **or** D4=1 **or** D4=2)  
**AND**  
(J1=0)  
**AND**  
(J3a=0 **or** J3a=1)  
**AND**  
(J3b=0 **or** J3b=1)  
**AND**  
(J3c=0 **or** J3c=1)  
**AND**  
(J3d=0 **or** J3d=1)  
Then LOC = 0

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)  
**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