

Current, acute injury should be coded to the appropriate injury code from chapter 19.

Chronic or **recurrent** conditions should generally be coded with a code from chapter 13. A **Pathologic** fracture is a broken bone caused by disease. Common descriptions **Fragility** fracture or **Spontaneous Rapture**. These fractures occur during an activity that normally would not cause a fracture, such as bending over to pick up a piece of paper. There are **3 different categories**:

1. Due to Neoplastic disease, M84.5-
2. Due to Osteoporosis, M80.0-
3. Due to Other Specified Disease, M84.6-

How can coders tell whether the fracture is traumatic or pathologic? Look at the circumstances of the injury.

- If a patient suffered a hip fracture due to a fall, the fracture is likely **traumatic**.
- If the patient suffered a hip fracture simply walking up the stairs, that fracture is probably **pathologic**.

Fracture Coding Defaults

- A fracture not indicated as open or closed should be coded to **closed**.
- A fracture not indicated whether displaced or not displaced should be coded to **displaced**.

Fracture Specificity Anatomic Site Descriptions	
Anterior:	Towards the front of the body
Diaphysis:	Shaft of the bone
Distal:	Lower end, away from the center of the body
Epiphysis:	End of the bone adjacent to the joint
Head:	Upper end
Lateral:	Away from the midline
Medial:	Toward the midline
Metaphysis:	Widening portion adjacent to the growth plate
Neck:	Upper End
Posterior:	Towards the back of the body
Proximal:	Towards the center of the body

Closed Fracture Descriptions	
Comminuted	Impacted
Depressed	Linear
Elevated	Simple
Fissured	Slipped Epiphysis
Greenstick	Spiral

Open Fracture Descriptions	
Compound	Missile
Infected	Puncture
With Foreign Body	

Closed Fracture 7th Characters

Note: The aftercare Z codes should not be used for aftercare for conditions such as injuries or poisonings, where 7th characters are provided to identify subsequent care. For example, for aftercare of an injury, assign the acute injury code with the 7th character "D" (subsequent encounter).

D	Subsequent encounter for closed fracture with routine healing
G	Subsequent encounter for closed fracture with delayed healing
K	Subsequent encounter for closed fracture with nonunion
P	Subsequent encounter for closed fracture with malunion
S	Sequela