Chapter 22

Injury and certain other consequences caused by or occurred during contact with one or more Homo Coprophagus Somnambulus (commonly referred to as “zombies”)

Use additional code to specify transmitted infectious disease (A00-B99)

Excludes1:    External causes of morbidity elsewhere classified (V00-Y99)
               Mental Disorders (F01-F09)

This chapter contains the following blocks:
ZA0 Injury by external objects from zombies
ZA1 Certain infectious diseases caused by zombies
ZA2 Mental and behavioral disorders due to zombies
ZA3 Bitten by zombies
ZA4 Dismemberment by zombies
ZA5 Removal of internal structures by zombies

ZA0 Injury by external objects from zombies
   ZA0.0 Injury by falling zombie
      ZA0.00 Injury by zombie falling out of tree
      ZA0.01 Injury by zombie falling off of building
      ZA0.02 Injury by zombie falling out of plane
   ZA0.1 Injury by zombie in motion
      ZA0.10 Clothes lined by zombie in motion
      ZA0.11 Speared by zombie in motion
   ZA0.2 Injury by parked zombie
      ZA0.20 Clothes lined by parked zombie
   ZA0.3 Injury by aerial object thrown by zombie
      ZA0.30 Injury by umbrella thrown by zombie
      ZA0.31 Injury by lawn mower thrown by zombie
      ZA0.32 Injury by elephant tusk thrown by zombie
      ZA0.33 Injury by shoe thrown by zombie
      ZA0.34 Injury by lawn chair thrown by zombie
      ZA0.35 Injury by coding book thrown by zombie
      ZA0.36 Injury by leg thrown by zombie
         ZA0.360 Injury by zombie leg thrown by zombie
         ZA0.361 Injury by human leg thrown by zombie
ZA0.37 Injury by arm thrown by zombie
   ZA0.370 Injury by zombie arm thrown by zombie
   ZA0.371 Injury by human arm thrown by zombie
ZA0.38 Injury by head thrown by zombie
   ZA0.380 Injury by zombie head thrown by zombie
   ZA0.381 Injury by human head thrown by zombie
ZA0.39 Injury by animal thrown by zombie
   ZA0.390 Injury by goldfish thrown by zombie
   ZA0.391 Injury by aardvark thrown by zombie
   ZA0.392 Injury by dog thrown by zombie
   ZA0.393 Injury by duck billed platypus thrown by zombie
   ZA0.394 Injury by chinchilla thrown by zombie

ZA1 Certain infectious diseases caused by zombies
   ZA1.0 Allergic reaction to zombies
      ZA1.00 Allergic reaction to zombie saliva
      ZA1.01 Allergic reaction to zombie dogs
      ZA1.02 Allergic reaction to zombie hair
   ZA1.1 Infection caused by zombies
      ZA1.10 Certain zombification of body parts
         ZA1.100 Zombification of arm
         ZA1.101 Zombification of leg
         ZA1.102 Zombification of foot
         ZA1.103 Zombification of hand
         ZA1.104 Zombification of eye
         ZA1.105 Zombification of tongue
      ZA1.11 Total zombification
   ZA1.2 Nausea caused by zombies
      ZA1.20 Nausea caused by zombie stench
      ZA1.21 Nausea caused by zombie appearance
      ZA1.22 Nausea caused by neighbors massacred by zombies
      ZA1.23 Nausea caused by own injury from a zombie
ZA2 Mental, Behavioral and Neurodevelopmental disorders due to zombies

ZA2.0 Schizophrenia, schizotypal, delusional, and other non-mood psychotic disorders due to zombies

ZA2.00 Delusions of becoming a zombie
ZA2.01 Delusions of being chased by a zombie
  ZA2.010 Delusions of being chased by a clown zombie
  ZA2.011 Delusions of being chased by a leprechaun zombie
  ZA2.012 Delusions of being chased by a drag queen zombie
  ZA2.013 Delusions of being chased by a unicorn zombie
  ZA2.014 Delusions of being chased by an alien zombie
  ZA2.015 Delusions of being chased by a zombie wearing a hockey mask

ZA2.1 Insomnia due to zombies

ZA2.10 Insomnia due to fear of zombie attack
ZA2.11 Insomnia due to fear of becoming zombie

ZA2.2 Cravings due to zombies

ZA2.20 Cravings of human brains due to zombies
ZA2.21 Cravings of human flesh due to zombies

ZA2.3 Excessive moaning due to zombies

ZA3 Bitten by zombies

One of the following 5th characters is to be assigned to each code in category ZA3 to designate the body part injured

0 - head
1 - shoulder
2 - arm
3 - leg
4 - abdomen
5 - hand
6 - chest
7 - foot
8 - face

ZA3.0 Minor injury
ZA3.1 Moderate injury
ZA3.2 Severe injury
ZA3.3 Critical injury

ZA4 Dismemberment by Zombies

One of the following 5th characters is to be assigned to each code in category ZA4 to designate the disposition of the dismemberment

- 0 - reattachable
- 1 - reattachable (Infectious)
- 2 - mangled beyond repair
- 3 - mangled beyond repair (Infectious)

ZA4.0 of arm
ZA4.1 of leg
ZA4.2 of hand
ZA4.3 of foot
ZA4.4 of face
ZA4.5 of ear
ZA4.6 of miscellaneous appendage

ZA5 Removal of Internal Structures by zombies

ZA5.1 Removal of Brain
ZA5.10 Frontal Lobe removed and eaten by zombie.
ZA5.11 Parietal Lobe removed and eaten by zombie.
ZA5.12 Cerebellum removed and eaten by zombie.
ZA5.13 Occipital Lobe removed and eaten by zombie.
ZA5.14 Temporal Lobe removed and eaten by zombie.

ZA5.2 Heart removed and eaten by zombie.

ZA5.3 Removal of Eye
ZA5.30 Both Eyes removed and eaten by zombie.
ZA5.31 Left Eye removed and eaten by zombie.
ZA5.32 Right Eye removed and eaten by zombie.

ZA5.4 Liver removed and eaten by zombie.

ZA5.5 Small Intestine removed and eaten by zombie.

ZA5.6 Large Intestine removed and eaten by zombie.