## **ADL Self-Performance Rule of 3 Algorithm**

CH 3: MDS Items [G]

START HERE – Review these instructions for Rule of 3 <u>before</u> using the algorithm. Follow steps in sequence and stop at first level that applies.

Start by counting the number of episodes at each ADL Self-Performance Level.

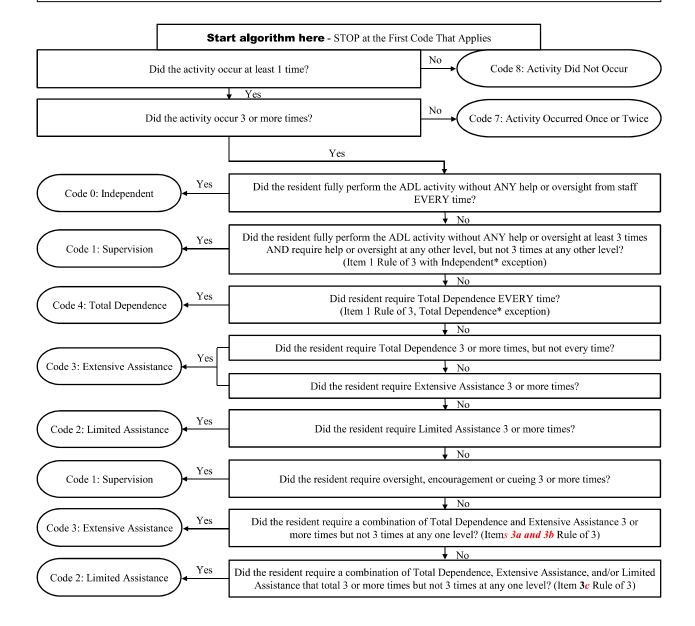
## \* Exceptions to Rule of 3:

- The Rule of 3 does not apply when coding Independent (0), Total Dependence (4) or Activity Did Not Occur (8), since these levels must be EVERY time the ADL occurred during the look-back period.
- The Rule of 3 does not apply when Activity Occurred Only Once or Twice (7), since the activity did not occur at least 3 times.

## Rule of 3:

- 1. When an activity occurs 3 or more times at any one level, code that level \*note exceptions for Independent (0) and Total Dependence (4).
- 2. When an activity occurs 3 or more times at multiple levels, code the most dependent level that occurs 3 or more times \*note exceptions for Independent (0) and Total Dependence (4).
- 3. When an activity occurs 3 or more times and at multiple levels, but NOT 3 times at any one level, apply the following in sequence as listed—stop at the first level that applies: (NOTE: This 3rd rule *only* applies if there are NOT ANY LEVELS that are 3 or more episodes at any one level. DO NOT proceed to 3a, 3b or 3c unless this criteria is met.)
  - a. Convert episodes of Total Dependence (4) to Extensive Assistance (3).
  - b. When there is a combination of Total Dependence (4) and Extensive Assist (3) that total 3 or more times code Extensive Assistance (3).
  - c. When there is a combination of Total Dependence (4) and Extensive Assist (3) and/or Limited Assistance (2) that total 3 or more times, code Limited Assistance (2).

If none of the above are met, code Supervision (1).



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