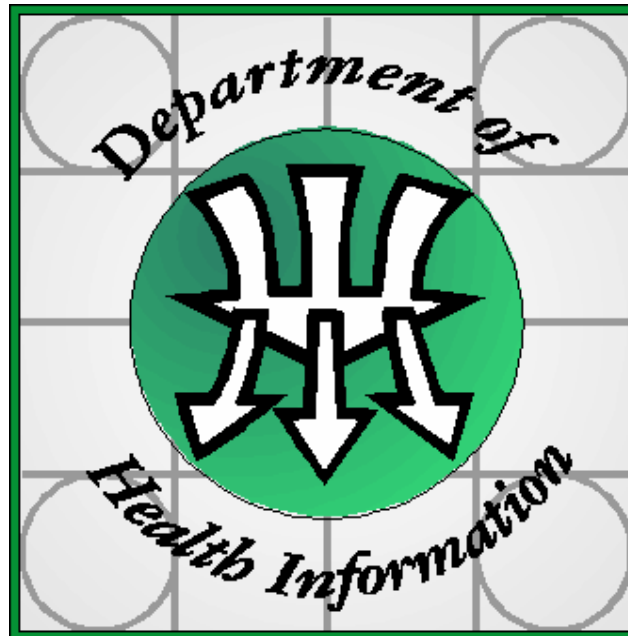


INJURY DATABASE (IDB)

**Gozo General Hospital
Admitting and Emergency Department**



January – December 2006

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INTRODUCTION

Background

Injury prevention has always had a long history within the European Union and the surveillance together with the collection of data concerning injuries had prompted the priority for the setting up of preventive interventions. The collection of such data started in 1996 within the European Union, and although it has evolved through different programmes, nonetheless, it has maintained its core characteristics and mainly has been an ongoing process. In past years it was called the European Home and Leisure Accidents Surveillance System. Today the mechanism for such data collection within the European Union is to be found in what is being called the Injury Data Base (IDB).

The scope of this IDB is to record information of all injuries and accidents attended to at selected emergency departments within the European Union. Project managers from various European Union countries together with experts in the field have had several meetings with the aim of harmonising and standardizing accident and injury surveillance in the European Union.

Launch of IDB in Malta

The Injury Data Base was officially launched in Malta in September 2004. The Department of Health Information (DHI) is the responsible body for the compilation of such data. During 2005 a pilot project was initiated at the Gozo General Hospital (GGH) whereby accidents and injuries are recorded at its Admitting & Emergency (A & E) Department.

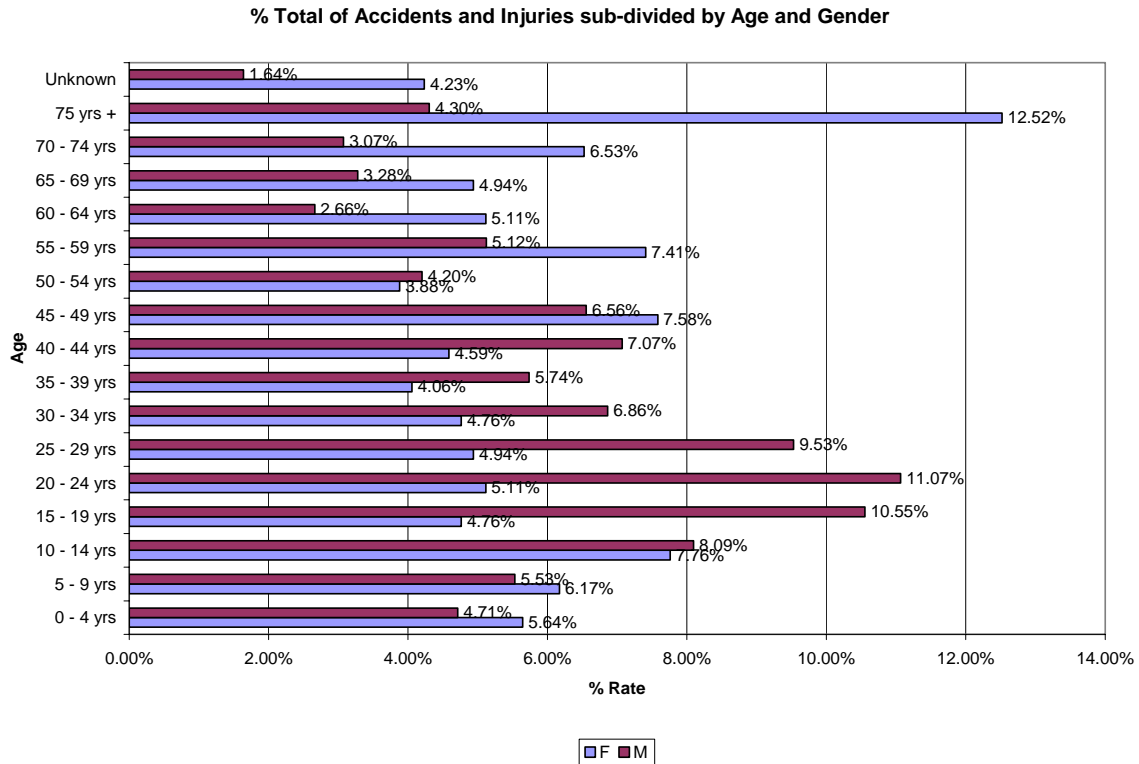
On arrival of the patient at the A & E Department, responsible staff, fill in the special form (Annex 1) with standard information which is harmonized with that collected by other Member States. Completed forms are then forwarded to DHI on a regular basis where they are coded against the IDB Coding Manual Data Dictionary issued by the EU-funded Consumer Safety Institute in Amsterdam. All data is then entered into the main database and is kept in accordance with the Data Protection Act, 2001.

Present Report

This report records admissions at the A & E Department at Gozo General Hospital for 2006.

Accuracy and completeness of data sent on the IDB reporting forms is the responsibility of the department providing the data. To enhance data, an official from the Department of Health Information and Research visits GGH on a regular basis to collect further information.

Total Accidents and Injuries by Age and Gender

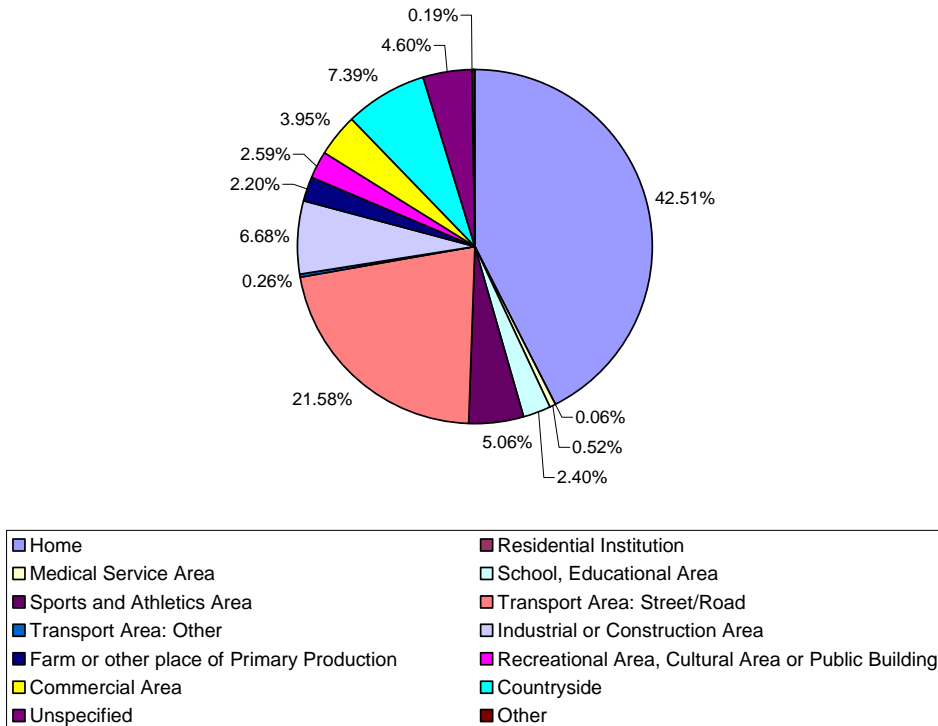


The table above shows the total number of accidents and injuries by age and gender as a percentage of the total recorded seen at the A & E Department of Gozo General Hospital. The number of injuries persons presenting at the A & E amounted to 1,543 of which 567 (36.75%) were females and were 976 (63.25%) males.

Place of Occurrence

The place of occurrence refers to the place where the injured person was when the injury event started.

Pie chart showing % rates for each place of occurrence



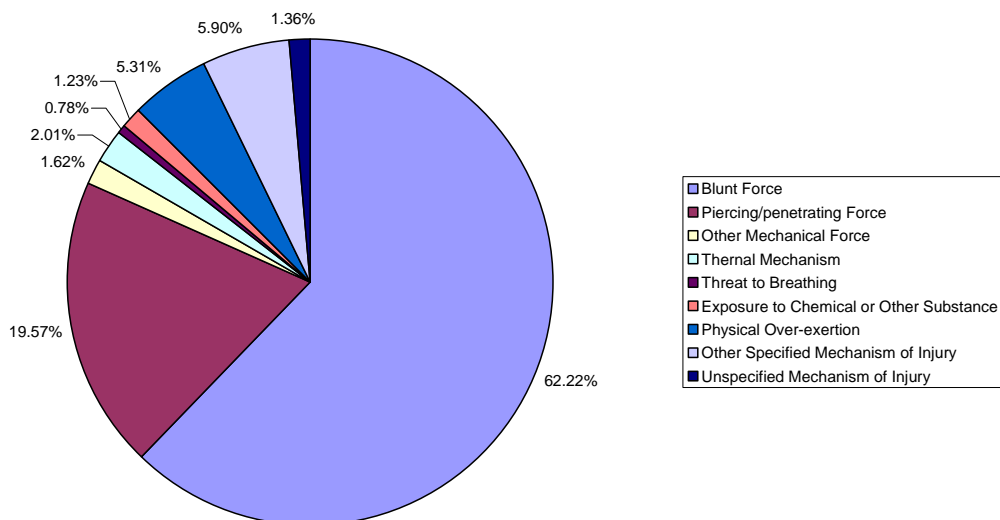
Place of Occurrence

“Other place of occurrence” include also residential institutions, medical service areas.

Place of Accident	F	M	Total
Home	53.79%	35.96%	42.51%
Residential Institution	0.00%	0.10%	0.06%
Medical Service Area	0.35%	0.61%	0.52%
School, Educational Area	3.17%	1.95%	2.40%
Sports and Athletics Area	1.59%	7.07%	5.06%
Transport Area: Street/Road	22.75%	20.90%	21.58%
Transport Area: Other	0.53%	0.10%	0.26%
Industrial or Construction Area	0.71%	10.14%	6.68%
Farm or other place of Primary Production	0.35%	3.28%	2.20%
Recreational Area, Cultural Area or Public Building	1.59%	3.18%	2.59%
Commercial Area	5.29%	3.18%	3.95%
Countryside	6.00%	8.20%	7.39%
Unspecified	3.53%	5.23%	4.60%
Other	0.35%	0.10%	0.19%
Total	100.00%	100.00%	100.00%

Mechanism of Injury

Pie chart of % rate per mechanism of injury



The mechanism of injury defines the way the injury was sustained, that is, how the person was hurt. This results when human body is acutely exposed to some form of energy and sustains some form of damage. An injury may also be the result of insufficiency of any of the vital elements (eg drowning/near drowning, strangulation or freezing).

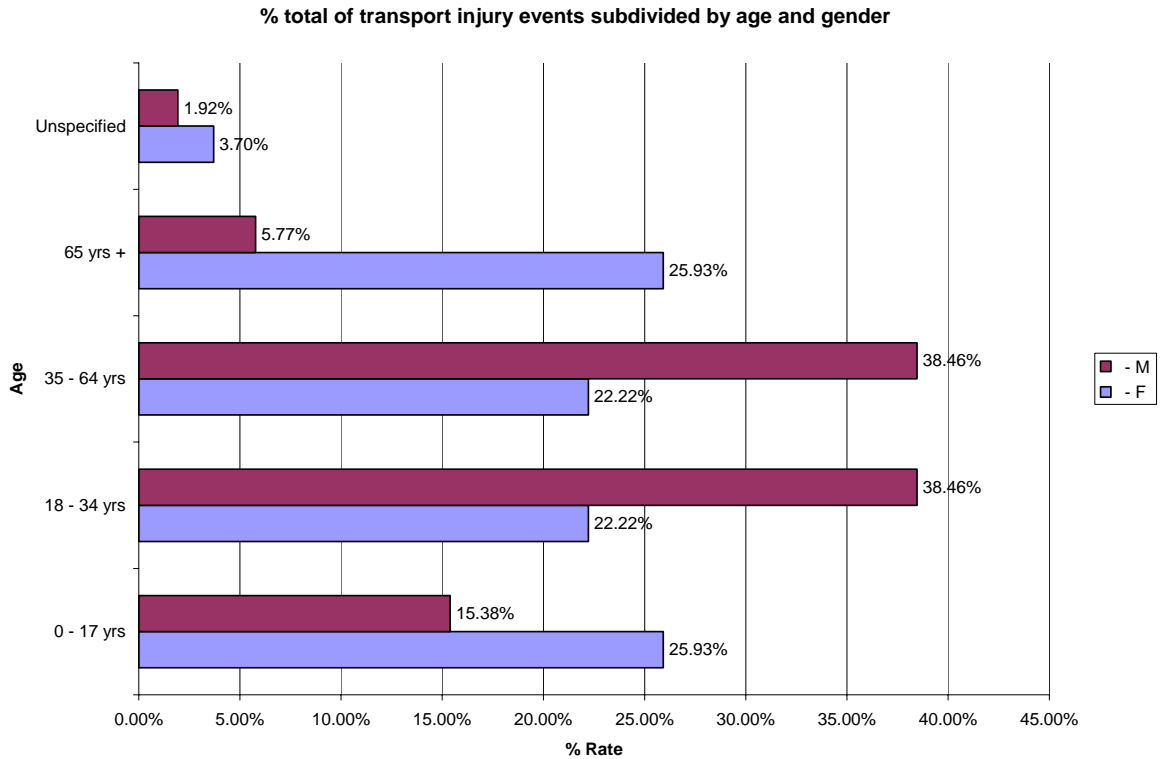
Two main mechanisms of injury are recorded, namely, underlying mechanisms (those involved at the start of the injury event) and direct mechanisms (those producing the actual physical harm).

Mechanism of Injury	F	M	Total
Blunt Force	66.84%	59.53%	62.22%
Piercing/penetrating Force	17.64%	20.70%	19.57%
Other Mechanical Force	0.18%	2.46%	1.62%
Thermal Mechanism	2.82%	1.54%	2.01%
Threat to Breathing	0.71%	0.82%	0.78%
Exposure to Chemical or Other Substance	1.06%	1.33%	1.23%
Physical Over-exertion	6.53%	4.61%	5.31%
Other Specified Mechanism of Injury	1.76%	8.30%	5.90%
Unspecified Mechanism of Injury	2.47%	0.72%	1.36%
Total	100.00%	100.00%	100.00%

Transport Injury Events

Transport injury events include crashes and other injuries occurring in the course of transportation or involving devices being used primarily for conveying persons from one place to another.

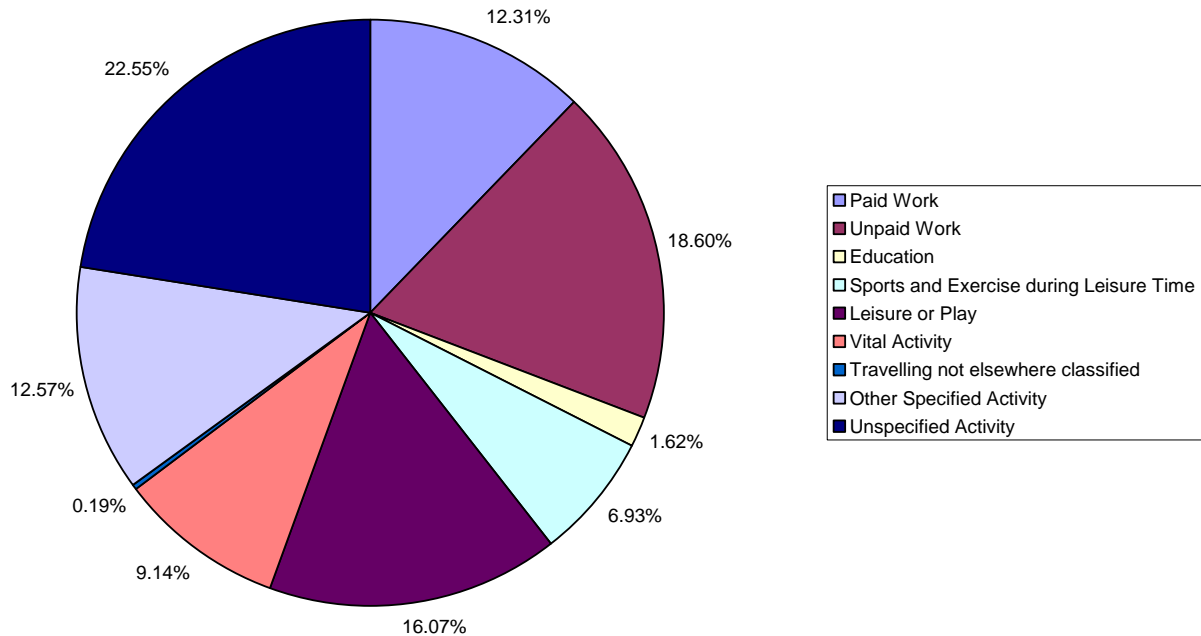
Transport devices include land transport vehicles, which may or may not be motor-driven. Persons recorded in this section may be both pedestrians or users of a transport device.



Activity

The type of activity shows the activity the injured person was engaged in when the injury occurred. Studies of activities leading to injuries that occur while a person is working or engaged in a sport may help guide development of more effective prevention strategies.

Pie chart of % rates per activity



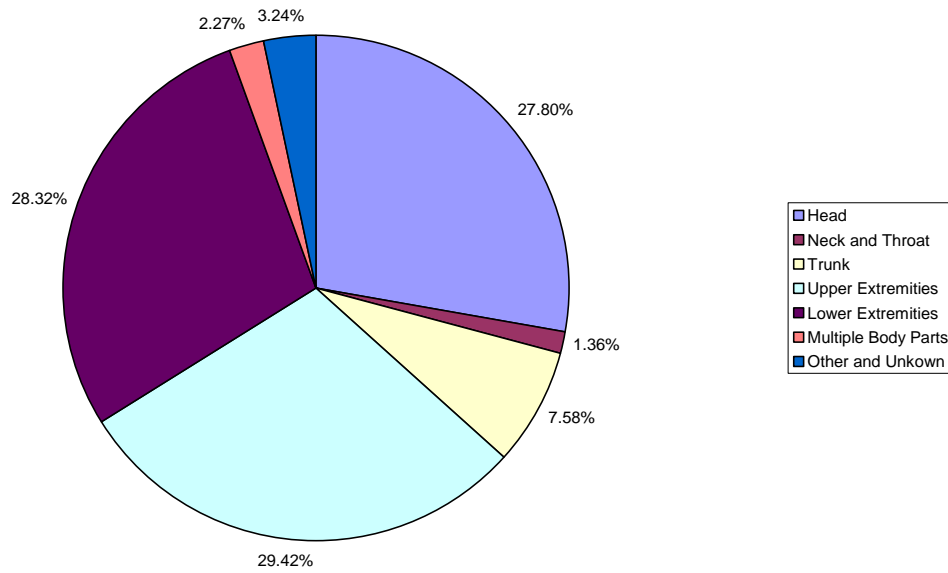
Activity when injured

Activity	F	M	Total
Paid Work	3.17%	17.62%	12.31%
Unpaid Work	21.69%	16.80%	18.60%
Education	2.47%	1.13%	1.62%
Sports and Exercise during Leisure Time	2.82%	9.32%	6.93%
Leisure or Play	16.40%	15.88%	16.07%
Vital Activity	12.35%	7.27%	9.14%
Travelling not elsewhere classified	0.00%	0.31%	0.19%
Other Specified Activity	16.58%	10.25%	12.57%
Unspecified Activity	24.51%	21.41%	22.55%
Total	100.00%	100.00%	100.00%

Part of Body Injured

The region or part of the body where the injury is located can be seen below.

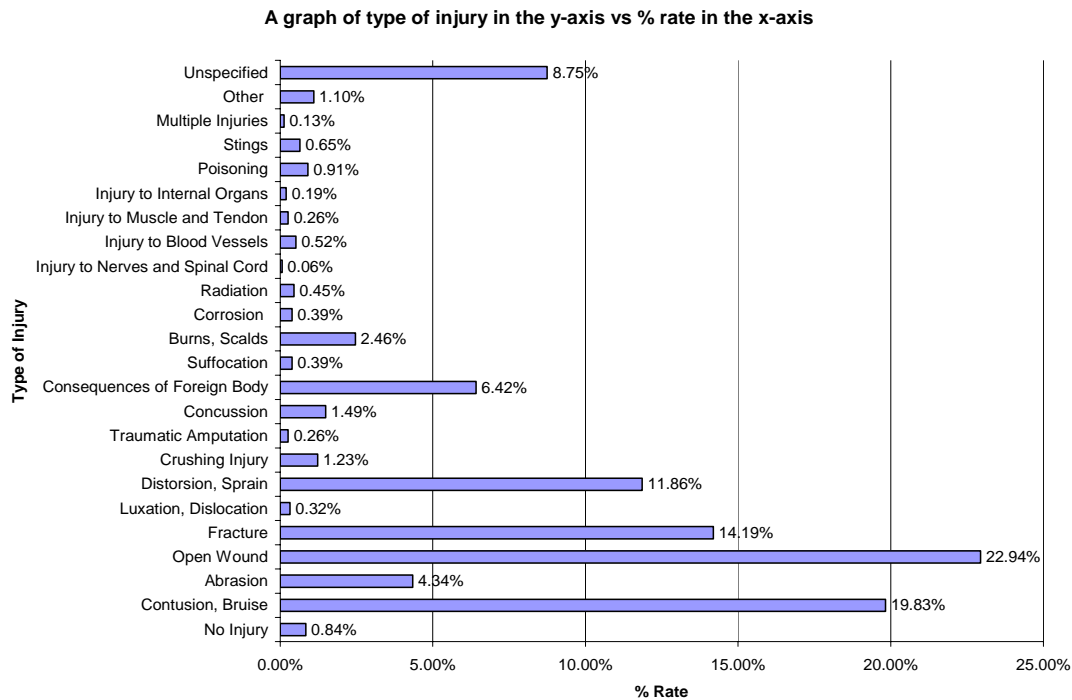
Pie chart of % rate per body part injured



Part of Body Injured	F	M	Total
Head	20.46%	32.07%	27.80%
Neck and Throat	1.59%	1.23%	1.36%
Trunk	6.00%	8.50%	7.58%
Upper Extremities	31.22%	28.38%	29.42%
Lower Extremities	35.80%	23.98%	28.32%
Multiple Body Parts	1.76%	2.56%	2.27%
Other and Unknown	3.17%	3.28%	3.24%
Total	100.00%	100.00%	100.00%

Type of Injury

The figure below shows the types of injuries as classified in the database.

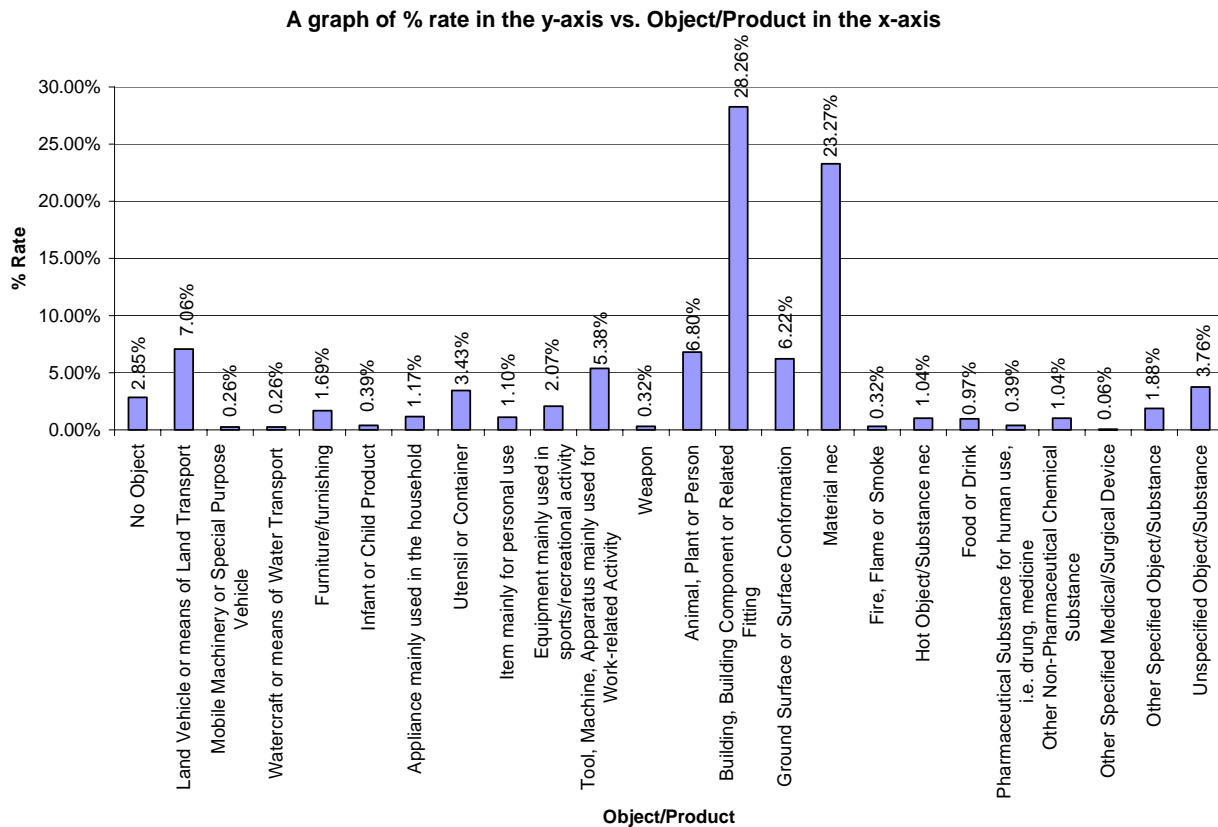


Type of Injury	F	M	Total
No Injury	0.53%	1.02%	0.84%
Contusion, Bruise	19.75%	19.88%	19.83%
Abrasion	2.82%	5.23%	4.34%
Open Wound	18.17%	25.72%	22.94%
Fracture	19.22%	11.27%	14.19%
Luxation, Dislocation	0.71%	0.10%	0.32%
Distorsion, Sprain	15.17%	9.94%	11.86%
Crushing Injury	0.71%	1.54%	1.23%
Traumatic Amputation	0.18%	0.31%	0.26%
Concussion	0.88%	1.84%	1.49%
Consequences of Foreign Body	2.82%	8.50%	6.42%
Suffocation	0.35%	0.41%	0.39%
Burns, Scalds	2.82%	2.25%	2.46%
Corrosion	0.71%	0.20%	0.39%
Radiation	0.00%	0.72%	0.45%
Injury to Nerves and Spinal Cord	0.00%	0.10%	0.06%
Injury to Blood Vessels	0.53%	0.51%	0.52%
Injury to Muscle and Tendon	0.35%	0.20%	0.26%
Injury to Internal Organs	0.18%	0.20%	0.19%
Poisoning	0.88%	0.92%	0.91%
Stings	1.41%	0.20%	0.65%
Multiple Injuries	0.18%	0.10%	0.13%
Other	1.06%	1.13%	1.10%
Unspecified	10.58%	7.68%	8.75%
Total	100.00%	100.00%	100.00%

Object/Product

Injuries are often the result of a sequence of events (matter, material or thing). Three types of objects/substances may be involved in the injury:

1. The indirect object/substance-the object/substance involved at the start of the injury event;
2. The direct object/substance - the object/substance producing the actual physical harm;
3. Intermediate object/substance – other objects/substances involved in the injury event.



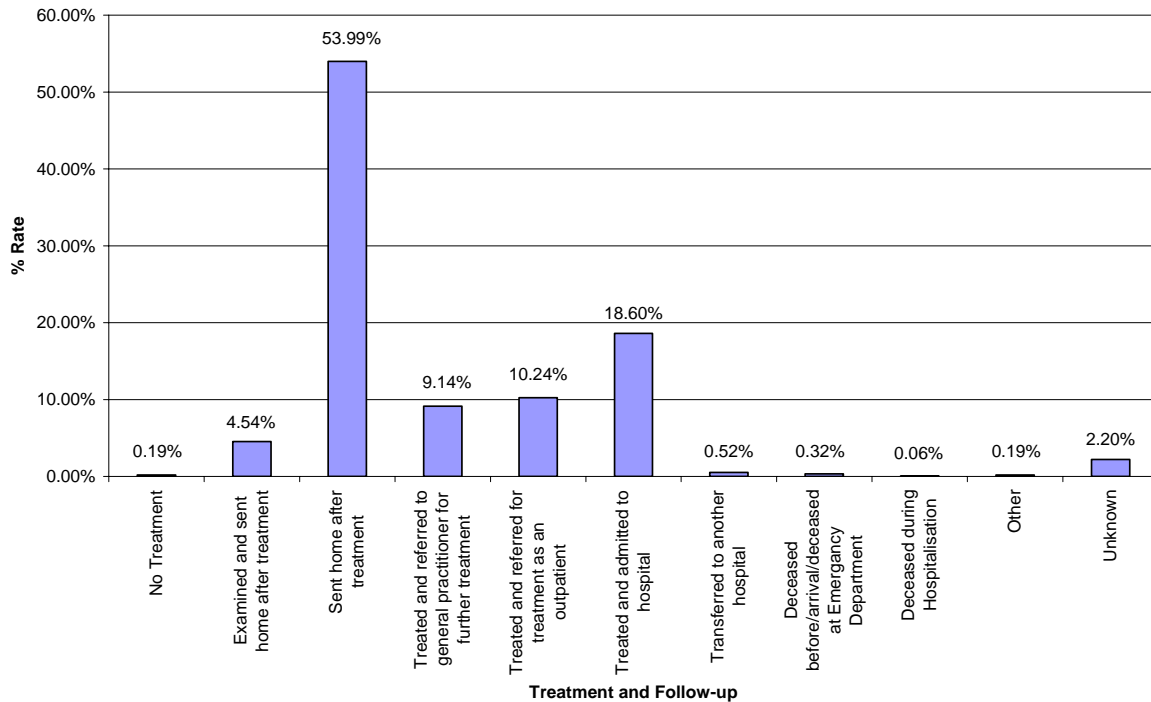
Objects and Products	F	M	Total
No Object	3.53%	2.46%	2.85%
Land Vehicle or means of Land Transport	7.05%	7.07%	7.06%
Mobile Machinery or Special Purpose Vehicle	0.00%	0.41%	0.26%
Watercraft or means of Water Transport	0.00%	0.41%	0.26%
Furniture/furnishing	2.12%	1.43%	1.69%
Infant or Child Product	0.35%	0.41%	0.39%
Appliance mainly used in the household	1.59%	0.92%	1.17%
Utensil or Container	3.70%	3.28%	3.43%
Item mainly for personal use	1.76%	0.72%	1.10%
Equipment mainly used in sports/recreational activity	1.23%	2.56%	2.07%
Tool, Machine, Apparatus mainly used for Work-related Activity	1.06%	7.89%	5.38%
Weapon	0.18%	0.41%	0.32%
Animal, Plant or Person	5.82%	7.38%	6.80%
Building, Building Component or Related Fitting	41.45%	20.59%	28.26%
Ground Surface or Surface Conformation	5.29%	6.76%	6.22%
Material nec	16.75%	27.05%	23.27%
Fire, Flame or Smoke	0.53%	0.20%	0.32%
Hot Object/Substance nec	1.94%	0.51%	1.04%
Food or Drink	0.71%	1.13%	0.97%
Pharmaceutical Substance for human use, i.e. drug, medicine	0.53%	0.31%	0.39%
Other Non-Pharmaceutical Chemical Substance	0.88%	1.13%	1.04%
Other Specified Medical/Surgical Device	0.00%	0.10%	0.06%
Other Specified Object/Substance	0.88%	2.46%	1.88%
Unspecified Object/Substance	2.65%	4.41%	3.76%
Total	100.00%	100.00%	100.00%

Treatment and Follow up

Shows the status of treatment of the injured person after attendance at the Emergency Department. The purpose of this data element is to give a simple indication of the severity and therefore an indication of the burden of injuries.

Treatment and Follow up

A graph of % rate on they y-axis vs. treatment and follow-up on the x-axis



Treatment and Follow Up	F	M	Total
No Treatment	0.18%	0.20%	0.19%
Examined and sent home after treatment	6.00%	3.69%	4.54%
Sent home after treatment	50.62%	55.94%	53.99%
Treated and referred to general practitioner for further treatment	10.05%	8.61%	9.14%
Treated and referred for treatment as an outpatient	9.88%	10.45%	10.24%
Treated and admitted to hospital	19.22%	18.24%	18.60%
Transferred to another hospital	0.53%	0.51%	0.52%
Deceased before/arrival/deceased at Emergency Department	0.35%	0.31%	0.32%
Deceased during Hospitalization	0.00%	0.10%	0.06%
Other	0.00%	0.31%	0.19%
Unknown	3.17%	1.64%	2.20%
Total	100.00%	100.00%	100.00%

Acknowledgements:

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