

State of Washington
Department of Labor & Industries
SIEDRS
(Self Insurance Electronic Data Reporting System)
Quarterly Data Report
9/30/2010

14. Total paid to date and total incurred by part(s) of body injured - all claims

Year of Injury 2010

Part(s) of Body Injured	Claims			Total Paid to Date			Total Incurred		
	# of Claims	% of Claims	Average # TL Days	Total Paid to Date	% of Total Paid to Date	Average Paid Per Claim	Total Incurred	% of Total Incurred	Average Incurred Per Claim
(NO VALUE REPORTED BY EMPLOYER)	375	1.5%	13	\$1,285,877	2.0%	\$3,429	\$4,261,612	2.3%	\$11,364
HEAD	2,386	9.5%	2	\$2,467,549	3.9%	\$1,034	\$7,362,988	4.0%	\$3,086
LOWER EXTREMITIES	4,567	18.2%	10	\$12,747,199	20.1%	\$2,791	\$36,757,680	20.0%	\$8,049
MULTIPLE BODY PARTS	3,052	12.2%	10	\$8,934,778	14.1%	\$2,928	\$28,367,695	15.4%	\$9,295
NECK	551	2.2%	12	\$1,925,437	3.0%	\$3,494	\$4,998,083	2.7%	\$9,071
TRUNK	5,086	20.3%	11	\$15,153,500	23.9%	\$2,979	\$42,736,077	23.3%	\$8,403
UPPER EXTREMITIES	9,046	36.1%	7	\$20,807,959	32.9%	\$2,300	\$59,274,555	32.3%	\$6,553
TOTAL	25,063	100.0%	9	\$63,322,300	100.0%	\$2,527	\$183,758,690	100.0%	\$7,332

Part(s) of Body Injured	Claims			Total Paid to Date			Total Incurred		
	# of Claims	% of Claims	Average # TL Days	Total Paid to Date	% of Total Paid to Date	Average Paid Per Claim	Total Incurred	% of Total Incurred	Average Incurred Per Claim
(NO VALUE REPORTED BY EMPLOYER)	1,094	2.9%	26	\$6,323,544	3.2%	\$5,780	\$13,334,010	3.1%	\$12,188
HEAD	3,289	8.7%	4	\$7,397,227	3.7%	\$2,249	\$15,644,754	3.6%	\$4,757
LOWER EXTREMITIES	6,788	18.0%	19	\$38,551,721	19.2%	\$5,679	\$81,874,075	19.1%	\$12,062
MULTIPLE BODY PARTS	4,607	12.2%	18	\$26,202,061	13.1%	\$5,687	\$60,987,859	14.2%	\$13,238
NECK	828	2.2%	23	\$6,099,995	3.0%	\$7,367	\$12,964,227	3.0%	\$15,657
TRUNK	7,674	20.4%	22	\$47,364,668	23.6%	\$6,172	\$98,315,784	22.9%	\$12,812
UPPER EXTREMITIES	13,370	35.5%	16	\$68,459,161	34.2%	\$5,120	\$146,307,650	34.1%	\$10,943
TOTAL	37,650	100.0%	17	\$200,398,377	100.0%	\$5,323	\$429,428,359	100.0%	\$11,406