

HT4**ht8retiresen**

R8 HT4 RETIRMNT CMMTY SEN HOUSIN

QUESTION TEXT:

Is {your/SP's} home part of a retirement community or a senior housing community?

CODES

1	YES
2	NO
	REFUSED
	DON'T KNOW

PROGRAMMER INSTRUCTIONS:

If HT4 = 1 (YES), set RETIREMENT COMMUNITY flag = 1 (YES).

BOX HT5**BOX HT5**

NOT ON FILE

If FACILITY flag=1 (YES) and Facility Task = code 20 (COMPLETED), go to Box HT9a.

If FACILITY flag = 1 (YES) and FACILITY TASK flag=1 (REQUIRED), go to BOX HT9a.

Else if RETIREMENT COMMUNITY flag = 1, go to HT5

Else if STRUCTURE flag =2 (MULTIUNIT) or 3 (OTHER), go to HT5

Else set FACILITY TASK flag = 24 (NOT REQUIRED) and go to BOX HT11

HT5**ht8diffareun**

R8 HT5 DIFF AREAS UNITS TO MOVE

QUESTION TEXT:

Does the place {you live/SP lives} have different areas or units that {you/{he/she}} can move to if {you need/{he/she} needs} care—like assisted living, a special unit for memory care, or a nursing home?

CODES

1	YES	BOX HT8
2	NO	
	REFUSED	
	DON'T KNOW	

HT6**ht8helpmedbd**

R8 HT6 HELP W MEDS BATH DRESSING

QUESTION TEXT:

Does the place {you live/SP lives} offer help with medications or with activities such as bathing or dressing?

CODES

1	YES	BOX HT8
2	NO	
	REFUSED	
	DON'T KNOW	

HT7**ht8meals**

R8 HT7 MEALS FOR RESIDENTS

QUESTION TEXT:

Does the place {you live/SP lives} offer meals for residents?

CODES

- 1 YES
- 2 NO
- REFUSED
- DON'T KNOW

BOX HT8 **BOX HT8** NOT ON FILE

If HT5=1 (YES) or HT6=1 (YES) or HT7=1 (YES), set FACILITY TASK flag =1 (REQUIRED), set FACILITYTYPE flag = 2 (OTHER FACILITY), set FACILITY flag =1 (YES), and go to Box HT9a.

Else set Facility Task = code 24 (NOT REQUIRED) and go to BOX HT11

BOX HT9A **BOX HT9A** NOT ON FILE

If Facility Task = code 20 (COMPLETED), use FACILITY NAME from FQ for facility name displays and go to HT10.

Else if preloaded IMS facility name field is not blank, go to HT9a.

Otherwise, go to HT9b.

HT9A **HT9A** NOT ON FILE

QUESTION TEXT:

I have recorded {FACILITY NAME} as the name of the place where {you live/SP lives}. Is this correct?

IF PLACE NAME IS NOT DISPLAYED, ENTER 2.

CODES

- 1 YES HT10
- 2 NO
- 7 PLACE DOES NOT HAVE A NAME HT10

PROGRAMMER INSTRUCTIONS:

If HT9A=1, display preloaded IMS facility name for facility name displays.
 Otherwise, use null display for facility name displays.

HT9B **HT9B** NOT ON FILE

QUESTION TEXT:

Please tell me the name of the place where {you live/SP lives}.

CONFIRM SPELLING

ENTER TEXT

Length 75

PROGRAMMER INSTRUCTIONS:

Text length 50 char
 Display FACILITY NAME from HT9b for facility name displays.

Write FACILITY NAME from HT9b to the IMS.

HT10 **ht8spacename** R8 HT10 NAME OF LIVING SPACE

DISPLAY INSTRUCTIONS:

Display preloaded facility name or name entered from HT9b "at {FACILITY NAME/text from HT9b}". If no name collected, use null display.

QUESTION TEXT:

What {do you/does SP} call {your/his/her} private living space here {at {FACILITY NAME/text from HT9b}}?
{Do you/Does SP} call this {your/his/her} apartment, room, unit, suite, or something else?

CODES

1	APARTMENT	Box HT11
2	ROOM	Box HT11
3	UNIT	Box HT11
4	SUITE	Box HT11
91	SOMETHING ELSE (SPECIFY	

HT10A

HT10A

NOT ON FILE

QUESTION TEXT:

SPECIFY NAME FOR PRIVATE LIVING SPACE

ENTER TEXT

Length

25

PROGRAMMER INSTRUCTIONS:

Text length 25 char

BOX HT11

BOX HT11

NOT ON FILE

IF HT10 = 1 (APARTMENT), SET HOTYPE FLAG = 2, AND USE DISPLAY TEXT OF "Apartment".

ELSE IF HT10= 2 (ROOM), SET HOTYPE FLAG = 3, AND USE DISPLAY TEXT OF "Room".

ELSE IF HT10= 3 (UNIT), SET HOTYPE FLAG = 4, AND USE DISPLAY TEXT OF "Unit".

ELSE IF HT10=4 (SUITE), SET HOTYPE flag =5, and use display text of "suite".

ELSE IF HT10 = 91 (OTHER), SET HOTYPE flag = 6, AND USE DISPLAY TEXT ENTERED AT HT10A (OTHER).

ELSE SET HOTYPE FLAG = 1, AND USE DISPLAY TEXT OF "Home".

If FACILITY flag=1 (YES), go to Section SE – Service Environment

Otherwise, go to Section HH – Household and Family.

Flag Variables set in HT Section

f18facility	R8 F RE ROUTING FLAG FROM RE4f HT3 5 6 7
f18hotype	R8 F RE HT TYPE OF HOME
f18retirecom	R8 F RE HT SP LIVES IN RETIREMT COM