

Implementation of RUG-IV

Effective January 1, 2012 the Minnesota Case Mix System will use the RUG-IV, 48 grouper model for reimbursement for Medicaid and private pay nursing home residents. Minnesota will continue to have two additional classifications, DDF for Short Stay residents, who stay 14 days or less; and AAA, a penalty rate for assessments that are completed and/or submitted more than seven days late from the CMS completion and submission timeframes. All residents of Minnesota nursing homes will be converted from a RUG-III case mix classification to a RUG-IV case mix classification effective January 1, 2012. See the information in the News and Announcements section related to implementation of RUG-IV.

Prior to January 1, 2012

Minnesota Case Mix System will continue to use the current RUG-III, 34-group model, with the two additional Minnesota classifications, to establish the case mix classifications, that determine payment for Medicaid and private pay residents through December 31, 2011.

The Minnesota Case Mix System will also compute a RUG-IV, 48-group model, case mix classification for assessments used for case mix. Prior to January 1, 2012, the RUG-IV case mix classification is being computed for informational purposes only. The RUG-IV classifications will be shown on the Minnesota Case Mix Validation Report.

Assessments and Short Stay (Default)

The MDS 3.0 assessments used for RUG-IV includes the Admission assessment, Quarterly assessments, Annual Assessments, Significant Change in Status Assessment, Significant Correction to prior Comprehensive Assessment and Significant Correction to prior Quarterly Assessment. Entry tracking records and discharge assessments and death in facility tracking record will be used for facilities that have elected the short stay rate for residents that stay 14 days or less.

RUG-IV Code

The RUG-IV code will be recorded in the MDS 3.0 item State Medicaid Billing Z0200A (RUG Case Mix group).

The version code to be recorded in item Z0200B (RUG version code) is 1.0148.

These items should be populated by your software.