

2.4 Description of the Data Structures

2.4.1 Donation Identification Number [Data Structure 001]

Note: This is the only data structure in which the second character of the data identifier shall be part of the data content.

- Purpose: Data Structure 001 shall specify
- a Donation Identification Number (DIN) that is a unique identification of:
 - (1) a donation event [collection or recovery];
 - (2) a product pool;
 - (3) for plasma derivatives, a unique identification of an aliquot from a pooled plasma derivative product; and
 - (4) a fertilized oocyte/embryo formed through ART.
 - flag character values

The DIN shall be globally unique for a one hundred year period.

Structure: =αppppyynnnnnff

Element	Length	Type
=	1	data identifier, first character
α	1	data identifier, second character alphanumeric {A–N; P–Z; 1–9}
pppp	4	First two characters alphanumeric {A–N, P–Z, 0–9}; second two characters numeric {0–9}. Current usage is numeric for all four characters. Alpha characters may be introduced into positions 1 and 2 in the future (e.g., if α = A and pppp = BC12, the apppp will be ABC12)
yy	2	numeric {0–9}
nnnnn	6	numeric {0–9}
ff	2	alphanumeric {0–9}, {A–H, J–N, P, R–Y}

The fifteen (15)-character data content string, **αppppyynnnnnff**, shall be encoded and interpreted as follows:

αpppp shall specify the Facility Identification Number (FIN) of the organization that assigned the DIN and shall be encoded and interpreted by reference to the ICCBBA Registered Facilities database published and maintained by ICCBBA in the password-protected area of the ICCBBA Website

- yy** shall specify the last two digits of the year in which the DIN was assigned. *Note: In practice, this is the “nominal” year. To cut down on wastage, DIN labels may be used for up to one month in the year before, and one month in the year after, the year shown on the label.*
- nnnnnn** shall specify a sequence number indicating the collection or recovery event, product pool, or aliquot from a pooled plasma derivative product, within the given year for the facility identified by the FIN

ff are “flag characters.” Use of flag characters “ff” shall conform to national guidelines, if such guidelines exist. As shown in Table 3 on page 83, there are three general types of usage:

- Type 1: Two-character code used for process control and defined by ICCBBA
- Type 2: Two-character code used for process control, but locally defined
- Type 3: A two-character code used to convey a weighted ISO/IEC 7064 modulo 37-2 check character that is calculated on the thirteen-character DIN within the bar code following the process described in Sections A.1 and A.2 of Appendix A. This code within the flag characters acts on the DIN as a secondary check within the bar code itself. This differs from the check character shown within the box in Figure 2 in that the latter checks the keyboard (typed) entry of a DIN, while the code within the flag characters checks the scanned DIN.

When not used, the value of the flags shall be 00.

Type 2 flag characters shall only be interpreted by the facility that has defined them or within the group of facilities that have agreed on a common definition.

For a description of one way in which flags can be used, see *Implementation Guide: Use of Flags in the Donation Identification Number for Process Control of Critical Points during Processing and Distribution (IG-010)* available on the ICCBBA Website.

As shown in Figure 2, the combination, `appppyynnnnnn`, forms the DIN. Flag characters, while part of the Donation Identification Number Data structure, are not a part of the DIN itself.

A keyboard entry check character is also not part of the DIN, but is calculated from the DIN and printed in human-readable format (see Section 7.5). Both the flag characters and the check character are intended for process control and are not part of the unique identification of the product.

See *Implementation Guide: Use of the Donation Identification Number [Data Structure 001]* (IG-033) for further information.

Figure 2 Donation Numbering

Donation Identification Number + Flag Characters + Check Character

