Appendix 1: Mobility Scores [posted as supplied by author]

Version 7 and 8 of NHFD have different mobility scores

V7 therefore tracked onto V8

MOBILITY (VERSION 7 ONLY)

WalkInside   Walking Ability Indoors **(V7 only)**

    0 Regulary walked without aids
    1 Regularly walked with one aid
    2 Regularly walked with two aids or frame
    3 Wheelchair or bedbound
    4 Unknown
.   Missing

WalkOutside   Walking ability outside **(V7 only)**

    0 Regulary walked without aids
    1 Regularly walked with one aid
    2 Regularly walked with two aids or frame
    3 Wheelchair or bedbound
    4 Never goes outdoors
    5 Electric buggy
    6 Unknown
.   Missing

AccompOutside Accompanied to Walk Ouside **(V7 only)**

    0 No
    1 Yes
    2 Wheelchair or bedbound
    3 Unknown
    4 Never goes outdoors
.   Missing

AccompInside Accompanied to Walk Inside **(V7 only**)

    0 No
    1 Yes
    2 Wheelchair or bedbound
    3 Unknown
.   Missing

MOBILITY VERSION 8 ONLY

Mobility Pre-Fracture Walking Ability (VERSION 8 ONLY)

    1 Freely mobile without aids
    2 Mobile outdoors with one aid
    3 Mobile outdoors with two aids or frame

    4   Some indoor mobility but never goes outside without help

    5   Unknown

    6   No functional mobility

V7 TRACKED ONTO V8
(variable name = mob)

1   Freely mobile without aids (walkoutside 0)

2   Mobile outdoors with one aid (walkoutside 1)

3   Mobile outdoors with two aids or frame (walkoutside 2)

		ANY WALKING INSIDE(0-2) AND
4	Some indoor mobility but never goes outside without help	ACCOMPANIEDOUTSIDE (1,2 and 4) OR ANYWALKING INSIDE(0-2) AND WALKINGOUTDOORS WHEEL/ BUGGY (3, 4,5)
5	No functional ability	Wheelchair or bedbound inside (walkinside 3)

6   Unknown

STATA CODE

```
replace mob=mobility

replace mob=5 if walkinside==3

replace mob=4 if (walkinside==0 & accompoutside==1)

replace mob=4 if (walkinside==1 & accompoutside==1)

replace mob=4 if (walkinside==2 & accompoutside==1)

replace mob=4 if (walkinside==0 & accompoutside==2)

replace mob=4 if (walkinside==1 & accompoutside==2)

replace mob=4 if (walkinside==2 & accompoutside==2)

replace mob=4 if (walkinside==0 & accompoutside==4)

replace mob=4 if (walkinside==1 & accompoutside==4)

replace mob=4 if (walkinside==2 & accompoutside==4)

replace mob=4 if (walkinside==0 & walkoutside==3)

replace mob=4 if (walkinside==1 & walkoutside==3)

replace mob=4 if (walkinside==2 & walkoutside==3)

replace mob=4 if (walkinside==0 & walkoutside==4)
```

```
replace mob=4 if (walkinside==1 & walkoutside==4)

replace mob=4 if (walkinside==2 & walkoutside==4)

replace mob=4 if (walkinside==0 & walkoutside==5)

replace mob=4 if (walkinside==1 & walkoutside==5)

replace mob=4 if (walkinside==2 & walkoutside==5)

replace mob=3 if walkoutside==2

replace mob=2 if walkoutside==1

replace mob=1 if walkoutside==0
```