

SCHEDULE B
WORKSAFEBC UNIQUE FEE FOR SERVICE ITEMS: FORM FEES, PHYSICIAN SERVICES FEES, AND EXPEDITED CONSULTATION FEES BY SPECIALISTS AND PHYSICIANS WITH AREAS OF EXPERTISE

• **PHYSICIAN SERVICES FEES**

| Fee Code | Description | Rules Applicable to Eligibility to Invoice Fee Code and Fee Code Included Items | Effective April 1, 2022 | Effective April 1, 2023 | Effective April 1, 2024 |
|--------------|--|---|-------------------------|-------------------------|-------------------------|
| 19904 | Copy of existing report requested by WorkSafeBC | <ul style="list-style-type: none"> • Payable when WorkSafeBC requests a copy of an existing report, received within three business days of request. • Where a Physician is required to review a chart or a report for the purpose of severing and separating confidential information not related to the claim, the Physician must bill fee code 19953. | \$47.40 | \$50.93 | \$52.73 |
| 19953 | Copy of chart notes requested by WorkSafeBC that requires Physician to review notes for the purpose of isolating specific information | <ul style="list-style-type: none"> • Payable when WorkSafeBC requests a copy of chart notes and where complying with that request requires the Physician to review the chart or report prior to the submission of the copy for the purpose of: <ul style="list-style-type: none"> ○ severing identified personal information not relevant to the claim prior to submission of copy; or ○ identifying previous injury or illness relevant to the current claim; or ○ identifying an area of injury in question from prior records and separating that information from other clinical information. • An additional unit of this Fee Code may be invoiced on an exception basis as outlined in the Physicians and Surgeons' WorkSafeBC Services Reference Guide on worksafebc.com, provided that this exception has been pre-approved by the Health Care Program Manager in their sole discretion. • Must be received by fax within 10 business days of request. | \$142.23 | \$152.83 | \$158.22 |