

IDDSI Conversion

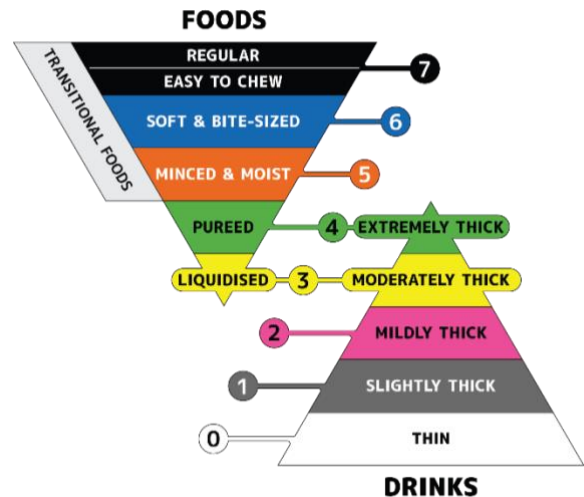
Purpose

The purpose of this document is to support SoupedUp Catering software users transition from the current textures to the IDDSI framework textures.

What is IDDSI?

The International Dysphagia Diet Standardisation Initiative (IDDSI) was founded in 2013 with the goal of developing new global standardised terminology and definitions to describe texture modified foods and thickened liquids to be used for individuals with dysphagia of all ages, in all care settings, and all cultures.

More practical information on how to apply the IDDSI framework in the care setting can be found in [SoupedUp Training](#).



Initial Conversion

When converting to IDDSI standards, your residents' texture will automatically be mapped to the relevant IDDSI texture as per the strictest definition (refer page 2 for more details). The IDDSI codes and colours will be applied to all SoupedUp Catering software reports, see **Colour Legend Chart** for further details.

IDDSI have recently introduced a new texture called 'Regular Easy to Chew – EC7'. We cannot automatically map any existing textures to Regular Easy to Chew, as IDDSI have deemed this new texture in the same category as Regular – R7. 'Regular Easy to Chew' will be available after conversion for selection.

Soft & Bite-Sized (SB6) & Regular Easy to Chew (EC7) will include salads or sandwiches initially, so any residents requiring this texture will not be excluded from Choice 3 and Choice 4 options. There is an option to exclude Choice 3 and Choice 4 from these textures; this can be applied after the initial conversion.

SoupedUp has added an optional unofficial texture, called Bite-Sized (BSz). The intention of this texture is for those on a regular food texture whilst requiring that food to be cut up to bite-sized pieces. If selected, this will be available after the initial conversion.

For future reference, all changes to residents textures will be visible in the **Resident Amendment Register**.

Australian & New Zealand Textures

	Name	Code	IDDSI Name	IDDSI Code
FOODS	Regular Food – Unmodified	R	Regular	RG7
			Regular Easy to Chew	EC7
	Cut Up	CU	Soft & Bite-Sized	SB6
	Soft (Texture A)	S	Soft & Bite-Sized	SB6
	Soft/Cut Up	S/CU	Soft & Bite-Sized	SB6
	Minced and Moist Meat Soft Veg	MMMSV	Minced & Moist	MM5
	Minced and Moist (Texture B)	MM	Minced & Moist	MM5
	Puree Meat Soft Veg	PMSV	Pureed	PU4
	Pureed (Texture C)	P	Pureed	PU4
		Liquidised	LQ3	
	Nil by Mouth	NBM	Nil by Mouth/PEG Feed	NBM
DRINKS	(unmodified)		Thin	TN0
			Slightly Thick	ST1
	Mildly Thick	MILD	Mildly Thick	MT2
	Moderately Thick	MOD	Moderately Thick	MO3
	Extremely Thick	EXT	Extremely Thick	EX4

Please note:

- > Residents who were previously on Cut Up (CU) or Soft (S) or Soft/Cup Up (S/CU) texture will be automatically mapped to Soft & Bite-Sized (SB6) texture.
- > Soft (Texture A) is not equivalent to Regular Easy to Chew, as it requires processing into smaller pieces.
- > In-between textures such as Puree Meat Soft Veg will not be available under the current IDDSI implementation guidance.

United Kingdom Textures

	Name	Code	IDDSI Name	IDDSI Code
FOODS	Regular Food – Unmodified	R	Regular	RG7
	Cut Up	CU	Soft & Bite-Sized	SB6
	Fork Mashable (Texture E)	FM	Soft & Bite-Sized	SB6
	Pre-Mashed (Texture D)	PM	Minced & Moist	MM5
	Thick Puree (Texture C)	P	Pureed	PU4
	Thin Puree (Texture B)	TP	Liquidised	LQ3
	Nil by Mouth/PEG Feed	NBM	Nil by Mouth/PEG Feed	NBM
DRINKS	(unmodified)		Thin	TN0
			Slightly Thick	ST1
	Stage 1 - Syrup	MILD	Mildly Thick	MT2
	Stage 2 - Custard	MOD	Moderately Thick	MO3
	Stage 3 - Pudding	EXT	Extremely Thick	EX4

Please note:

- > Residents who were previously on Cut Up (CU) texture will be automatically mapped to Soft & Bite-Sized (SB6) texture.



SoupedUp Catering conversion checklist

	Tick when actioned	To Do
PLAN <i>(prior to conversion)</i>		Read IDDSI Conversion document to understand initial mapping.
		Schedule a time with SoupedUp to complete the conversion in the software: P (03) 9543 4052 or E support@soupedup.com Date: _____ Time: _____
		Decide whether your organisation wants to use Bite-Sized (BSz) texture (circle): Yes No
		Decide whether your organisation wants to exclude Choice 3 & 4 for Regular Easy to Chew (EC7)* (circle): Yes No
		Decide whether your organisation wants to exclude Choice 3 & 4 for Soft & Bite-Sized (SB6)* (circle): Yes (<i>any previous selected Choice 3 or 4 will default to Choice 1</i>) No
		Confirm which residents need to be Regular Easy to Chew (EC7) & Bite-Sized (BSz) as these textures will not be automatically allocated during conversion process, e.g. Cut Up (CU) is mapped to Soft & Bite-Sized (SB6) during the conversion, refer IDDSI conversion document to for all mapping.
		Generate a Dietary List report before conversion by wing or last name.
		Generate Live Entry reports before conversion.
CONVERSION <i>(with SoupedUp support)</i>		Log all users out of SoupedUp Catering.
		Notify SoupedUp support of your decisions made in the 'Plan' steps above.
		SoupedUp support will walk you through the conversion.
		Make facility selections for Soft & Bite-Sized (SB6), Regular Easy to Chew (EC7) and Bite-Sized (BSz), if any.
		Change relevant residents Regular Easy to Chew (EC7) and Bite-Sized (BSz).
ACTION <i>(to be completed after conversion)</i>		Generate Resident Amendment Register for the day of conversion to see changes.
		Generate new Admission Form and Diet Change Form to replace existing forms.
		Generate relevant reports to reflect the IDDSI changes and distribute to all relevant areas.
Once the above has been completed, SoupedUp Catering can be used as normal.		

*Under IDDSI, all types of bread and all raw vegetables are not allowed for Soft & Bite-Sized (SB6) or Regular Easy to Chew (EC7) diets unless assessed as suitable by a specialist on an individual basis. More practical information on how to apply the IDDSI framework in the care setting can be found in [SoupedUp Training](#).