

Pressure Ulcer Stages

Stage I	Stage II	Stage III	Stage IV	Suspected Deep Tissue Injury (SDTI)	Unstageable
<ul style="list-style-type: none"> Intact skin with localized, non-blanchable erythema over a bony prominence. The area may be painful, firm or soft and warmer or cooler when compared to surrounding tissue. Darkly pigmented skin may not show visible blanching, however the colour of the Stage I ulcer will appear different than the colour of surrounding skin. Indicates the patient is at risk for further tissue damage if pressure is not relieved. 	<ul style="list-style-type: none"> Partial thickness wound presenting as a shallow, open ulcer with a red/pink wound bed. May also present as an intact or open/ruptured serum-filled or serosanguinous-filled blister. Slough may be present but does not obscure the depth of tissue loss. 	<ul style="list-style-type: none"> Full thickness wound. Subcutaneous tissue may be visible but bone, tendon and muscle are not exposed. May include undermining or sinus tracks. Slough or eschar may be present but does not obscure the depth of tissue loss. 	<ul style="list-style-type: none"> Full thickness wound with exposed bone, tendon or muscle. Often includes undermining and/or sinus tracks. Slough or eschar may be present on some parts of the wound bed but does not obscure the depth of tissue loss. 	<ul style="list-style-type: none"> A localized purple or maroon area of intact skin or a blood-filled blister that occurs when underlying soft tissue is damaged from friction or shear. SDTI may start as an area that is painful, firm or mushy/boggy and warmer or cooler than the surrounding tissue but can deteriorate into a thin blister over a dark wound bed or a wound covered in thin eschar. Deterioration of SDTI may be rapid, exposing additional layers of tissue even with optimal treatment and may be difficult to detect in individuals with dark skin tones. 	<ul style="list-style-type: none"> A wound in which the wound bed is covered by sufficient slough and/or eschar to preclude staging.
					
					