AUTHORITY PRESCRIPTION NUMBER FORMAT FOR PHARMACEUTICAL BENEFITS SCHEME MEDICATION CHARTS

In order to prescribe, supply and claim Pharmaceutical Benefits Scheme (PBS) Authority medicines from a medication chart, the medication chart must have a valid authority prescription number. The prescription number is generally located at the top left hand corner of the medication chart, and is number sequential. The authority prescription number is used by prescribers when requesting authority approval from Services Australia and for claiming purposes.

For paper and electronic medication charts used in hospitals and residential aged care services, a valid authority prescription number should be generated and included on each medication chart.

HOW TO GENERATE THIS NUMBER:

The authority prescription number is eight digits in length.

The first seven digits are the base number, incremented by one for each subsequent prescription, with the eighth digit being a 'check digit'. The check digit is generated from the base number and is used to check the validity of the whole number.

The check digit is generated by adding the first seven digits together and dividing the result by nine. The remainder is the check digit.

Assuming the first prescription number is 1234567, the first authority number would be:

- First seven digits will be 1234567
- The check digit will be 1 (1+2+3+4+5+6+7/9 = 3 with a remainder of 1)
- Your first authority number generated should be 12345671

The second authority prescription number would be:

- First seven digits will be 1234568 (ie. incremented by one)
- The check digit will be 2 (1+2+3+4+5+6+8/9 = 3 with a remainder of 2)
- Your second authority number generated should be 12345682

The third authority prescription number would be:

- First seven digits will be 1234569 (ie. incremented by one from the previous number)
- The check digit will be 3 (1+2+3+4+5+6+9/9 = 3 with a remainder of 3)
- Your third authority number generated should be 12345693

And so on, continuing indefinitely without being reset.





