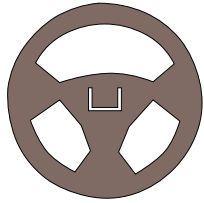




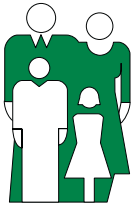
**ACCIDENT  
MENU**



**VEHICLE  
MENU**



**DRIVER  
MENU**



**PERSON  
MENU**

**ELECTRONIC**

**2006**

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**FARS**

**CODING AND  
VALIDATION**

**MANUAL**

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**U.S. Department  
Of Transportation**



**National Highway Traffic Safety Administration**

**FATALITY ANALYSIS REPORTING SYSTEM**

# ACCIDENT LEVEL


# VEHICLE LEVEL

# DRIVER LEVEL

# PERSON LEVEL

# APPENDIX LEVEL

## 2006 MANUAL CHANGES

Below is a list of FARS elements that have substantial changes for 2006. These changes, as well as others, are highlighted throughout the manual by *bold/italic* type and a pointing hand graphic. 

**IT IS RECOMMENDED THAT YOU REVIEW THE ENTIRE MANUAL FOR ALL CHANGES**

ELEMENT #	ELEMENT NAME	NEW/ REVISED VALUES	NEW/ REVISED REMARKS	COMMENTS
A4	Number of Vehicle Forms Submitted		X	Clarification of contact and non-contact vehicles under remarks section.
A17	First Harmful Event		X	Change to remarks section for code “05 – Fell/Jumped from Vehicle.”
A20	Relation to Roadway		X	<ul style="list-style-type: none"> <li>▪ Change to remarks concerning code “02 – Shoulder.”</li> <li>▪ Change to remarks concerning code “03 – Median.”</li> </ul>
A39	Accident Level – Related Factors	X	X	<ul style="list-style-type: none"> <li>▪ New code: <b><i>“13 – Aggressive Driving/Road Rage by Non-Contact Vehicle Driver.”</i></b></li> <li>▪ Addition to explanation for code “13.”</li> <li>▪ Addition to example on code “14 – Motor Vehicle Struck by Falling Cargo, or Something That Came Loose From, Or Something That was Set-In-Motion by a Vehicle.”</li> </ul>
V5	Unit Type		X	<ul style="list-style-type: none"> <li>▪ Clarification of remarks under code “1 – Motor Vehicle In-Transport.”</li> <li>▪ Clarification of remarks under code “2 – Motor Vehicle Not In-Transport Within the Trafficway.”</li> </ul>
V6	Registration State		X	Clarification of remarks under code “00 – Not Applicable.”
V7	Registered Vehicle Owner		X	Clarification of remarks under code “6 – Driverless/Motor Vehicle Parked/Stopped Off Roadway/In Motion Outside Trafficway.”
V21	Impact Point-Initial/Principal		X	Revised remarks for clarification of Initial and Principal Impact Points.
V23	Underride/Override		X	Revised remarks section.

ELEMENT #	ELEMENT NAME	NEW/ REVISED VALUES	NEW/ REVISED REMARKS	COMMENTS
V33	Sequence of Events	X	X	<ul style="list-style-type: none"> <li>▪ New code: <b>“00 – No Event.”</b></li> <li>▪ Added remarks section for new code “00.”</li> <li>▪ Added remarks for code “05- Fell/Jumped from Vehicle.”</li> <li>▪ Revised remarks for code “55 – Other Not In-Transport Motor Vehicle.”</li> </ul>
V34	Most Harmful Event		X	<ul style="list-style-type: none"> <li>▪ Added remarks for code “05- Fell/Jumped from Vehicle.”</li> <li>▪ Revised remarks for code “55 – Other Not In-Transport Motor Vehicle.”</li> </ul>
D22	Driver Level – Related Factors	X	X	<ul style="list-style-type: none"> <li>▪ Revised code: <b>“06 – Operating the Vehicle in Careless or Inattentive Manner.”</b></li> <li>▪ Revised code: <b>“08 – Aggressive Driving/ Road Rage.”</b></li> <li>▪ Revised code: “36 – Operating the Vehicle in an Erratic, Reckless, <i>Careless</i> or Negligent Manner, Operating at Erratic or Suddenly Changing Speeds.</li> <li>▪ Added new example under code “03 – Emotional.”</li> <li>▪ Modified violations cited or noted by police under code “06.”</li> <li>▪ Modified remarks under code “08.”</li> <li>▪ Added new example under code “74 – Driver Has Not Complied With Physical or Other Imposed Restrictions (not including GDL Restrictions).”</li> </ul>
P9	Seating Position		X	Regrouped and revised remarks related to coding seating position.
P10	Restraint System Use		X	Revised remarks for code “06 – Bicycle Helmet.”
P15	Non-Occupant Location	X	X	<ul style="list-style-type: none"> <li>▪ Revised code: <b>“00 – Occupant of a Motor Vehicle In-Transport or Not In-Transport (Including Motor Vehicle Parked/Stopped Off Roadway/Working/In Motion Outside the Trafficway) and Injured Railway Train Occupants.”</b></li> <li>▪ Revised remarks for code “00.”</li> <li>▪ New remarks for code “17 – Non-Intersection – Outside Trafficway.”</li> </ul>



ELEMENT #	ELEMENT NAME	NEW/ REVISED VALUES	NEW/ REVISED REMARKS	COMMENTS
				<ul style="list-style-type: none"> <li>▪ Revised remarks for code “18 – Non-Intersection – Other, Not on Roadway.”</li> </ul>
P18	Alcohol Test Type/ Alcohol Test Result	X	X	<ul style="list-style-type: none"> <li>▪ Revised code: “<b>98 – Positive Reading With No Actual Value.</b>”</li> <li>▪ New remarks for code “98.”</li> </ul>
P21	Drug Test Results		X	Clarification of remarks for code “513 – MDMA.”
P22	Injury Severity		X	Clarification of remarks for code “6 – Died Prior to Accident.”

If you have any questions concerning this Coding Manual, please contact NISR, Inc. at:  
301-533-0750; or by e-mail at: [john@nistrinc.com](mailto:john@nistrinc.com)

**NEED HELP IN CODING? CONTACT NISR AT:** [codingquestions@nistrinc.com](mailto:codingquestions@nistrinc.com)

# LIST OF ELEMENTS AND LOCATION CODES

<b>ALL LEVELS</b>		<u>Page</u>			<u>Page</u>
Submission Instructions		5	Person Form		10
Accident Form		7	Form Instructions		11
Vehicle Form		8	Data Element Instructions		15
Driver Form		9			

<u>Element</u>	<u>Page</u>	<u>Element</u>	<u>Page</u>
A1 State Number	17	A2 Consecutive Numbers	19
V1		V2	
D1		D2	
P1		P2	

## ACCIDENT LEVEL

<u>Element</u>	<u>Page</u>	<u>Element</u>	<u>Page</u>
A3 Number of Forms Submitted For Persons Not In Motor Vehicles	21	A22 Number of Travel Lanes	101
A4 Number of Vehicle Forms Submitted	23	A23 Speed Limit	103
A5 Number of Person Forms Submitted	27	A24 Roadway Alignment	107
A6 County	29	A25 Roadway Profile	109
A7 City	29	A26 Roadway Surface Type	111
A8 Accident Date	31	A27 Roadway Surface Condition	113
A9 Accident Time	35	A28 Construction/Maintenance Zone	115
A10 National Highway System	37	A29 Traffic Control Device	117
A11 Roadway Function Class	39	A30 Traffic Control Device Functioning	123
A12 Route Signing	45	A31 Light Condition	125
A13 Trafficway Identifier	49	A32 Atmospheric Conditions	127
A14 Milepoint	53	A33 Hit-And-Run	129
A15 Global Position	55	A34 School Bus Related	133
A16 Special Jurisdiction	59	A35 Rail Grade Crossing Identifier	135
A17 First Harmful Event	61	A36 Notification Time EMS	137
A18 Manner of Collision	77	A37 Arrival Time EMS	141
A19 Relation to Junction	83	A38 EMS Time at Hospital	145
A20 Relation to Roadway	91	A39 Related Factors – Accident Level	149
A21 Trafficway Flow	99	Additional State Information	155

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## VEHICLE LEVEL

	<u>Element</u>	<u>Page</u>		<u>Element</u>	<u>Page</u>
V3	Vehicle Number	157	V21	Impact Point-Initial/Principal	309
V4	Number of Occupants	159	V22	Vehicle Role	317
V5	Unit Type	163	V23	Underride/Override	321
V6	Registration State	169	V24	Extent of Deformation	325
V7	Registered Vehicle Owner	173	V25	Manner of Leaving Scene	327
V8	Vehicle Make	177	V26	Motor Carrier Identification Number	329
V9	Vehicle Model	177	V27	Vehicle Configuration	333
V10	Body Type	265	V28	Vehicle Trailing	341
V11	Model Year	269	V29	Number of Axles	345
V12	Vehicle Identification Number	271	V30	Gross Vehicle Weight Rating	349
V13	Bus Use	287	V31	Cargo Body Type	353
V14	Special Use	291	V32	Hazardous Cargo	359
V15	Emergency Use	295	V33	Sequence of Events	363
V16	Travel Speed	297	V34	Most Harmful Event	377
V17	Vehicle Maneuver	299	V35	Related Factors – Vehicle Level	389
V18	Crash Avoidance Maneuver	303	V36	Fire Occurrence	397
V19	Rollover	305			
V20	Jackknife	307			

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## DRIVER LEVEL

	<u>Element</u>	<u>Page</u>		<u>Element</u>	<u>Page</u>
D3	Vehicle Number	399	D14	Previous Recorded Accidents	443
D4	Driver Presence	401	D15	Previous Recorded Suspen- sions and Revocations	443
D5	License State	405	D16	Previous DWI Convictions	443
D6	Driver Zip Code	409	D17	Previous Speeding Convictions	443
D7	Non-CDL License Type/Status	411	D18	Previous Other Harmful MV Convictions	443
D8	Commercial Motor Vehicle License Status	421	D19	Date of FIRST Accident, Suspension, Conviction	449
D9	Compliance with License Endorsements	427	D20	Date of LAST Accident, Suspension, Conviction	449
D10	License Compliance with Class of Vehicle	431	D21	Violations Charged	453
D11	Compliance with License Restrictions	435	D22	Related Factors – Driver Level	459
D12	Driver Height	439			
D13	Driver Weight	441			

## PERSON LEVEL

	<u>Element</u>	<u>Page</u>		<u>Element</u>	<u>Page</u>
P3	Vehicle Number	477	P17	Method of Alcohol	525
P4	Person Number	479		Determination - By Police	
P5	Non-Occupant Striking Vehicle Number	481	P18	Alcohol Test Type/Alcohol Test Results	529
P6	Age	483	P19	Police-Reported Other Drug Involvement	535
P7	Sex	485	P20	Method of Other Drug Determination - By Police	537
P8	Person Type	487	P21	Drug Test Type	539
P9	Seating Position	497	P21	Drug Test Results	543
P10	Restraint System Use	503	P22	Injury Severity	559
P11	Air Bag Availability/ Deployment	507	P23	Taken to Hospital or Treatment Facility	563
P12	Ejection	511	P24	Died at Scene/En Route	565
P13	Ejection Path	513	P25	Death Date	567
P14	Extrication	515	P26	Death Time	571
P15	Non-Occupant Location	517	P27	Related Factors – Person Level	573
P16	Police-Reported Alcohol Involvement	521			
			SP1	Death Certificate Number	587
			SP2	Fatal Injury at Work	591
			SP3	Race/Hispanic Origin	593
			Appendix – Consistency Checks		613

# 100. SUBMISSION INSTRUCTIONS

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## 101. HOW TO SUBMIT

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Each case must have at least one person level form with INJURY SEVERITY coded as "4."

### 2005 Data

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Enter data directly from coded FARS forms, using procedures described in the FARS MICROCOMPUTER DATA ENTRY MANUAL.

### 2006 Data

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Enter data directly from coded FARS forms (Exhibit 100-A), using procedures described in the FARS Microcomputer Data Entry Manual (MDE Manual).

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## 102. WHEN TO SUBMIT

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Make submissions at anytime during the week via the Microcomputer.

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## 103. DATA SOURCES

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1. Use the ANSI D16.1-1996 Manual on Classification of Motor Vehicle Traffic Accident (Sixth Edition) for definitions in coding the FARS forms.
2. Obtain information from death certificates for persons who die as a result of injuries sustained in a motor vehicle accident.
3. Use the State Driver Licensing Files, Vehicle Registration Files, Highway Department Files, Accident Reports, and Vital Statistics Reports.
4. See the FARS MDE manual for instructions on obtaining data and responding to requests for data on vehicles and drivers not registered or licensed in your state.
5. The message system should be used to obtain data on involved Out-of-State drivers and vehicles.

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# 100-A EXHIBIT FARS CODING FORMS (ACCIDENT LEVEL)

CODED BY: \_\_\_\_\_ INPUT BY: \_\_\_\_\_  
 DATE CODED: \_\_\_\_\_ DATE INPUT: \_\_\_\_\_  
 STATE CASE NO.: \_\_\_\_\_

2006 Fatality Analysis Reporting System

## ACCIDENT LEVEL



<b>STATE NUMBER (A1)</b> <small>(GSA CODES)</small>	<b>CONSECUTIVE NUMBER (A2)</b>	<b>** Number of Forms Submitted for Persons Not in Motor Vehicles (A3)</b>	<b>** Number of Vehicle Forms Submitted (A4)</b>	<b>** Number of Person Forms Submitted (A5)</b>
<b>COUNTY (A6)</b>	<b>CITY (A7)</b>	<b>** DATE (A8)</b> <small>Month, Day and Year</small>	2 0 0 6	<b>** TIME (A9)</b> <small>Military Time 9999-Unknown</small>
<b>NATIONAL HIGHWAY SYSTEM (A10)</b> <small>(See Instruction Manual)</small>		<b>SPEED LIMIT (A23)</b> <small>Actual Miles Per Hour Except</small>		
<b>ROADWAY FUNCTION CLASS (A11)</b>		00-No Statutory Limit 99-Unknown		
<b>ROUTE SIGNING (A12)</b>		<b>ROADWAY ALIGNMENT (A24)</b>		
<b>TRAFFICWAY IDENTIFIER (A13)</b>		1-Straight 2-Curve 9-Unknown		
<b>MILEPOINT (A14)</b>		<b>ROADWAY PROFILE (A25)</b>		
<b>GLOBAL POSITION (A15)</b>		1-Level 3-Hillcrest 9-Unknown 2-Grade 4-Sag		
<b>SPECIAL JURISDICTION (A16)</b>		<b>ROADWAY SURFACE TYPE (A26)</b>		
<b>** FIRST HARMFUL EVENT (A17)</b>		1-Concrete 4-Slag, Gravel or Stone 9-Unknown 2-U.S. Highway 5-Township 3-State Highway 6-Municipality 4-County Road 7-Frontage Road 8-Other 9-Unknown		
<b>MANNER OF COLLISION (A18)</b>		<b>ROADWAY SURFACE CONDITIONS (A27)</b>		
<b>RELATION TO JUNCTION (A19)</b>		1-Dry 4-Ice 8-Other 2-Wet 5-Sand, Dirt, Oil 9-Unknown 3-Snow or Slush		
<b>TRAFFICWAY FLOW (A21)</b>		<b>CONSTRUCTION/MAINTENANCE ZONE (A28)</b>		
<b>NUMBER OF TRAVEL LANES (A22)</b>		0-None 2-Maintenance 4-Work Zone, Type Unknown 1-Construction 3-Utility		
		<b>TRAFFIC CONTROL DEVICE/FUNCTIONING (A29/A30)</b>		
		<b>LIGHT CONDITION (A31)</b>		
		1-Daylight 3-Dark but Lighted 5-Dusk 2-Dark 4-Dawn 9-Unknown		
		<b>ATMOSPHERIC CONDITIONS (A32)</b>		
		1-No Adverse Atmospheric Conditions 4-Snow 8-Other, Smog, Smoke, Blowing Sand or Dust 2-Rain 5-Fog 9-Unknown 3-Sleet/Hail 7-Sleet and Fog		
		<b>HIT AND RUN (A33)</b>		
		0-No Hit and Run		
		<b>SCHOOL BUS RELATED (A34)</b>		
		0-No 1-Yes		
		<b>RAIL GRADE CROSSING IDENTIFIER (A35)</b>		
		<b>NOTIFICATION TIME EMS (A36)</b>		
		Military Time Except: 0000-Not Notified 9997-Canceled 9998-Unknown if Notified 9999-Unknown		
		<b>ARRIVAL TIME EMS (A37)</b>		
		Military Time Except: 0000-Not Notified 9997-Canceled 9998-Unknown if Arrived 9999-Unknown		
		<b>EMS TIME AT HOSPITAL (A38)</b>		
		Military Time Except: 0000-Not Transported 9997-Canceled 9998-Unknown if Transported 9999-Unknown		
		<b>RELATED FACTORS (A39)</b>		
		<b>ADDITIONAL STATE INFORMATION (See Instruction Manual)</b>		

# 100-A EXHIBIT FARS CODING FORMS (VEHICLE LEVEL)

CODED BY: \_\_\_\_\_ INPUT BY: \_\_\_\_\_  
 DATE CODED: \_\_\_\_\_ DATE INPUT: \_\_\_\_\_  
 STATE CASE NO.: \_\_\_\_\_

## 2006 Fatality Analysis Reporting System

### VEHICLE LEVEL



<b>STATE NUMBER (V1)</b> (GSA CODES)		<b>CONSECUTIVE NUMBER (V2)</b>		<b>** VEHICLE NUMBER (V3)</b> (Assigned by Analyst)		<b>** NUMBER OF OCCUPANTS (V4)</b> Actual Value if Total Known Except: 96-96 or More 97-Unknown-Only Injured Reported 99-Unknown	
<b>UNIT TYPE (V5) **</b> 1-Motor Vehicle In-Transport 2-Motor Vehicle Not In-Transport Within Trafficway 3-Motor Vehicle Not In-Transport Outside Trafficway 4-Working Motor Vehicle (Highway Construction, Maintenance, Utility Only)				<b>IMPACT POINT - INITIAL/PRINCIPAL (V21)</b> 00-Non-Collision 01-12-Clock Points 13-Top 14-Undercarriage 18-"Set-in-Motion" Condition 99-Unknown Initial Principal			
<b>REGISTRATION STATE (V6)</b> GSA CODES Except: 00-Not Applicable 92-No Registration 93-Multiple State Registration 95-U.S. Government Tags 96-Military Vehicle 97-Foreign Country 98-Other Registration 99-Unknown				<b>VEHICLE ROLE (V22)</b> 0-Non-Collision 1-Striking 2-Struck 3-Both 9-Unknown			
<b>REGISTERED VEHICLE OWNER (V7)</b> 0-Not Applicable, Vehicle Not Registered 1-Driver (this crash) Registered Owner 2-Driver (this crash) Not Registered Owner (Other Private Owner Listed) 3-Vehicle Registered as Business/Company/Government Vehicle 4-Vehicle Registered as Rental Vehicle 5-Vehicle Stolen (Reported by Police) 6-Driverless/Motor Vehicle Parked/Stopped Off Roadway/In Motion Outside Trafficway 9-Unknown				<b>UNDERRIDE/OVERRIDE (V23)</b> 0-No Underride or Override <b>UNDERRIDING A MOTOR VEHICLE IN-TRANSPORT</b> 1-Underride (Compartment Intrusion) 2-Underride (No Compartment Intrusion) 3-Underride (Compartment Intrusion Unknown) <b>UNDERRIDING A MOTOR VEHICLE NOT IN TRANSPORT</b> 4-Underride (Compartment Intrusion) 5-Underride (No Compartment Intrusion) 6-Underride (Compartment Intrusion Unknown) 7-Overriding a Motor Vehicle In-Transport 8-Overriding a Motor Vehicle Not In-Transport 9-Unknown if Underride or Override			
<b>VEHICLE MAKE (V8)</b> (See Instruction Manual)				<b>EXTENT OF DEFORMATION (V24)</b> 0-None 2-Other (Minor) 4-Functional (Moderate) 6-Disabling (Severe) 9-Unknown			
<b>VEHICLE MODEL (V9)</b> (See Instruction Manual)				<b>MANNER OF LEAVING SCENE (V25)</b> 1-Driven 2-Towed Away 3-Abandoned / Left at Scene 9-Unknown			
<b>BODY TYPE (V10)</b> (See Instruction Manual)				<b>MOTOR CARRIER IDENTIFICATION NUMBER (V26)</b> (See Instruction Manual) Issuing Authority Identification Number			
<b>MODEL YEAR (V11)</b> Actual Value Except 9999-Unknown				<b>VEHICLE CONFIGURATION (V27)</b> 00-Not Applicable, Not a Med/Heavy Truck, Bus or Vehicle Displaying Hazardous Material Placard 01-Single Unit Truck (Two Axles, 8 Tires) 02-Single Unit Truck (Three or More Axles) 03-Single Unit Truck (Unkn. No. of Axles, Tires) 04-Truck/Trailer(s) 05-Truck Tractor (Bobtail) 06-Tractor/Semi-Trailer (one trailer) 07-Tractor/Doubles (two trailers) 08-Tractor/Triples (three trailers) 19-Med/Heavy Truck, cannot classify 20-Bus (seats 9-15 people, including driver) 21-Bus (seats more than 15 people, including driver) 70-Light Truck (van, mini van, panel, pickup, sport utility displaying a hazardous materials placard) 80-Passenger Car (only when displaying a hazardous materials placard) 99-Unknown If Light or Med/Heavy Truck/Bus			
<b>VEHICLE IDENTIFICATION NUMBER (V12)</b> Actual Value Except: 0-Fill if No VIN 9-Fill if Unknown				<b>VEHICLE TRAILING (V28)</b> 0-No 1-Yes, One Trailer 2-Yes, Two Trailers 3-Yes, Three or More Trailers 4-Yes, Number of Trailers Unknown 5-Vehicle Towing Another Motor Vehicle 9-Unknown			
<b>BUS USE (V13)</b> 0-Not Used as a Bus 1-Used as a Public School Bus 2-Used as a Private School Bus 3-Used as a School Bus, Public or Private Unknown 4-Used as a Scheduled Service Bus 5-Used as a Tour Bus 6-Used as a Commuter Bus 7-Used as a Shuttle Bus 8-Modified for Personal/Private Use 9-Unknown Bus Use				<b>NUMBER OF AXLES (V29)</b> (Total Number of Axles on Vehicle, Including Trailers) (See Instruction Manual)			
<b>SPECIAL USE (V14)</b> 0-No Special Use 1-Taxi 2-Vehicle Used as School Bus 3-Vehicle Used as Other Bus 4-Military 5-Police 6-Ambulance 7-Fire Truck 9-Unknown				<b>GROSS VEHICLE WEIGHT RATING (V30)</b> 0-Not Applicable 1-10,000 lbs. or less 2-10,001 - 26,000 lbs. 3-26,001 lbs. or more 9-Unknown			
<b>EMERGENCY USE (V15)</b> 0-No 1-Yes				<b>CARGO BODY TYPE (V31)</b> 00-Not Applicable, Not a Med/Heavy Truck/Bus 01-Van/Enclosed Box 02-Cargo Tank 03-Flatbed 04-Dump 05-Concrete Mixer 06-Auto Transporter 07-Garbage / Refuse 08-Grain, Chips, Gravel 09-Pole 20-Bus (seats 9-15 people, including driver) 21-Bus (seats more than 15 people, including driver) 96-No Cargo Body Type 97-Med/Heavy Truck or Bus, Other Cargo Body Type (not codes 01-09, 20-21) 98-Med/Heavy Truck or Bus, Unkn. Cargo Body Type 99-Unknown if Light or Med/Heavy Truck/Bus			
<b>TRAVEL SPEED (V16)</b> Actual Miles Per Hour Except: 00-Stopped Motor Vehicle In-Transport 97-Ninety-seven MPH or Greater 98-Not Reported 99-Unknown				<b>HAZARDOUS CARGO (V32)</b> 0-No 1-Yes, Placarded 2-Yes, Not Placarded 3-Yes, Unknown if Placarded 9-Unknown			
<b>VEHICLE MANEUVER (V17)</b> 01-Going Straight 02-Slowing or Stopping in Traffic Lane 03-Starting in Traffic Lane 04-Stopped in Traffic Lane 05-Passing or Overtaking Another Vehicle 06-Leaving a Parked Position 07-Parked 08-Entering a Parked Position 09-Controlled Maneuvering to Avoid* 10-Turning Right: RTOR** Permitted 11-Turning Right: RTOR Not Permitted 12-Turning Right: RTOR Not Applicable or Not Known if Permitted 13-Turning Left 14-Making a U-Turn 15-Backing Up (Not Parking) 16-Changing Lanes or Merging 17-Negotiating a Curve 98-Other 99-Unknown *See Instruction Manual for Detail **RTOR = "Right Turn on Red"				<b>SEQUENCE OF EVENTS (V33)</b> (See Instruction Manual)			
<b>CRASH AVOIDANCE MANEUVER (V18)</b> 0-No Avoidance Maneuver Reported 1-Braking (skid marks evident) 2-Braking (no skid marks; driver stated) 3-Braking (other reported evidence) 4-Steering (evidence or stated) 5-Steering and Braking (evidence or stated) 6-Other Avoidance Maneuver 8-Not Reported / Inconclusive (by police)				<b>MOST HARMFUL EVENT (V34)</b> (See Instruction Manual)			
<b>ROLLOVER (V19)</b> 0-No Rollover 1-First Event 2-Subsequent Event				<b>RELATED FACTORS (V35)</b> (See Instruction Manual) "Related Factors-VEHICLE LEVEL"			
<b>JACKKNIFE (V20)</b> 0-Not an Articulated Vehicle 1-No 2-First Event 3-Subsequent Event				<b>FIRE OCCURRENCE (V36)</b> (Auto-filled by MDE) 0-No Fire 1-Fire Occurred in Vehicle During Accident			



# 100-A EXHIBIT FARS CODING FORMS (DRIVER LEVEL)

CODED BY: \_\_\_\_\_ INPUT BY: \_\_\_\_\_  
 DATE CODED: \_\_\_\_\_ DATE INPUT: \_\_\_\_\_  
 STATE CASE NO.: \_\_\_\_\_

## 2006 Fatality Analysis Reporting System DRIVER LEVEL



<b>STATE NUMBER (D1)</b> (GSA CODES)	<b>CONSECUTIVE NUMBER (D2)</b>	<b>** VEHICLE NUMBER (D3)</b> (Assigned by Analyst)		
<b>** DRIVER PRESENCE (D4)</b> 1-Driver-Operated Vehicle    4-Motor Vehicle Not In-Transport (Parked/Stopped 2-Driverless                      Off Roadway/Working/In Motion Outside Trafficway) 3-Driver Left Scene            9-Unknown		<b>DRIVER HEIGHT (D12)</b> FEET                                  INCHES 0-See Inches                      00-11, 24-96 - Actual Inches 2-8-Actual Feet                 98-Other 9-Unknown                         99-Unknown		
<b>LICENSE STATE (D5)</b> GSA Codes Except: 94-Military 95-Canada 96-Mexico 97-Other Foreign Country 99-Unknown		<b>DRIVER WEIGHT (D13)</b> 040-700 lbs. 998-Other 999-Unknown		
<b>DRIVER ZIP CODE (D6)</b> Actual Value Except: 00000-Not a Resident of U.S. or Territories 99999-Unknown		<b>PREVIOUS RECORDED ACCIDENTS (D14)</b> Actual Value Except: 00-None 98-Accidents Not Reported 99-Unknown		
<b>NON-CDL LICENSE TYPE/STATUS (D7)</b> <table style="width:100%; border:none;"> <tr> <td style="width:50%; border:none;"><b>LICENSE TYPE</b>                      0-Not Licensed                      1-Full Driver License                      2-Intermediate Driver License                      7-Learner's Permit                      8-Temporary License                      9-Unknown License Type</td> <td style="width:50%; border:none;"><b>LICENSE STATUS</b>                      0-Not Licensed                      1-Suspended                      2-Revoked                      3-Expired                      4-Canceled or Denied                      6-Valid                      9-Unknown License Status</td> </tr> </table> Type                      Status		<b>LICENSE TYPE</b> 0-Not Licensed 1-Full Driver License 2-Intermediate Driver License 7-Learner's Permit 8-Temporary License 9-Unknown License Type	<b>LICENSE STATUS</b> 0-Not Licensed 1-Suspended 2-Revoked 3-Expired 4-Canceled or Denied 6-Valid 9-Unknown License Status	<b>PREVIOUS RECORDED SUSPENSIONS AND REVOCATIONS (D15)</b> Actual Value Except: 00-None                                  99-Unknown
<b>LICENSE TYPE</b> 0-Not Licensed 1-Full Driver License 2-Intermediate Driver License 7-Learner's Permit 8-Temporary License 9-Unknown License Type	<b>LICENSE STATUS</b> 0-Not Licensed 1-Suspended 2-Revoked 3-Expired 4-Canceled or Denied 6-Valid 9-Unknown License Status			
<b>COMMERCIAL MOTOR VEHICLE LICENSE STATUS (D8)</b> 0-No Commercial Driver's License (CDL)    6-Valid 1-Suspended                                      7-Learner's Permit 2-Revoked                                         8-Other - Not Valid 3-Expired                                         9-Unknown 4-Canceled or Denied 5-Disqualified		<b>PREVIOUS DWI CONVICTIONS (D16)</b> Actual Value Except: 00-None                                  99-Unknown		
<b>COMPLIANCE WITH LICENSE ENDORSEMENTS (D9)</b> 0-No Endorsement(s) Required for this Vehicle 1-Endorsement(s) Required, complied with 2-Endorsement(s) Required, not complied with 3-Endorsement(s) Required, compliance unknown 9-Unknown, if required		<b>PREVIOUS SPEEDING CONVICTIONS (D17)</b> Actual Value Except: 00-None                                  99-Unknown		
<b>LICENSE COMPLIANCE WITH CLASS OF VEHICLE (D10)</b> Blank - Driver not Present 0-Not Licensed 1-No License Required for This Class Vehicle 2-No Valid License for This Class Vehicle 3-Valid License for This Class Vehicle 8-Unknown if Commercial Driver's License (CDL) and/or CDL ENDORSEMENT Required for This Vehicle 9-Unknown		<b>PREVIOUS OTHER HARMFUL MV CONVICTIONS (D18)</b> Actual Value Except: 00-None                                  99-Unknown		
<b>COMPLIANCE WITH LICENSE RESTRICTIONS (D11)</b> 0-No Restrictions or Not Applicable 1-Restrictions Complied With 2-Restrictions Not Complied With 3-Restrictions, Compliance Unknown 9-Unknown		<b>DATE OF FIRST ACCIDENT, SUSPENSION OR CONVICTION (D19)</b> Actual Value Except: <table style="width:100%; border:none;"> <tr> <td style="width:50%; border:none;"><b>MONTH</b> 00-No Record 99-Unknown</td> <td style="width:50%; border:none;"><b>YEAR</b> 0000-No Record 9999-Unknown</td> </tr> </table> Month                      Year	<b>MONTH</b> 00-No Record 99-Unknown	<b>YEAR</b> 0000-No Record 9999-Unknown
<b>MONTH</b> 00-No Record 99-Unknown	<b>YEAR</b> 0000-No Record 9999-Unknown			
		<b>DATE OF LAST ACCIDENT, SUSPENSION OR CONVICTION (D20)</b> Actual Value Except: <table style="width:100%; border:none;"> <tr> <td style="width:50%; border:none;"><b>MONTH</b> 00-No Record 99-Unknown</td> <td style="width:50%; border:none;"><b>YEAR</b> 0000-No Record 9999-Unknown</td> </tr> </table> Month                      Year	<b>MONTH</b> 00-No Record 99-Unknown	<b>YEAR</b> 0000-No Record 9999-Unknown
<b>MONTH</b> 00-No Record 99-Unknown	<b>YEAR</b> 0000-No Record 9999-Unknown			
		<b>VIOLATIONS CHARGED (D21)</b> (See Instruction Manual)		
		<b>RELATED FACTORS (D22)</b> (See Instruction Manual) *Related Factors-DRIVER LEVEL*		
<b>COMMENTS:</b>				

# 100-A EXHIBIT FARS CODING FORMS (PERSON LEVEL)

CODED BY: \_\_\_\_\_ INPUT BY: \_\_\_\_\_  
 DATE CODED: \_\_\_\_\_ DATE INPUT: \_\_\_\_\_  
 STATE CASE NO.: \_\_\_\_\_

## 2006 Fatality Analysis Reporting System



### PERSON LEVEL

<b>STATE NUMBER (P1)</b> (GSA CODES)	<b>CONSECUTIVE NUMBER (P2)</b>	<b>** VEHICLE NUMBER (P3)</b> <i>(Assigned by Analyst)</i> 00 - Not a MV Occupant	<b>** PERSON NUMBER (P4)</b> <i>(Assigned by Analyst)</i>																																				
<b>NON-OCCUPANT STRIKING VEHICLE NUMBER (P5)</b> Assigned Vehicle Number, Except: 00 - Not Applicable - Occupant of Motor Vehicle In-Transport or Not In-Transport (Including Parked/Stopped Off Roadway/Working/In Motion Outside Trafficway)      99 - Unknown		<b>NON-OCCUPANT LOCATION (See Instruction Manual) (P15)</b> 00 - Not Applicable - Occupant of Motor Vehicle In-Transport or Not In-Transport (Including Parked/Stopped Off Roadway/Working/In Motion Outside Trafficway) 01-Intersection      -In Crosswalk 02-      -On Roadway, Not in Crosswalk 03-      -On Roadway, Crosswalk not Available 04-      -On Roadway, Crosswalk Availability Unknown 05-      -Not on Roadway 09-      -Unknown 10-Non-Intersection      -In Crosswalk 11-      -On Roadway, Not in Crosswalk 12-      -On Roadway, Crosswalk not Available 13-      -On Roadway, Crosswalk Availability Unknown 14-      -In Parking Lane 15-      -On Road Shoulder 16-      -Bike Path 17-      -Outside Trafficway 18-      -Other, Not on Roadway 19-      -Unknown 99-Unknown																																					
<b>AGE (P6)</b> Actual Value Except: 00-Up to One Year      97-Ninety-Seven Years +      99-Unknown		<b>POLICE REPORTED ALCOHOL INVOLVEMENT (P16)</b> 0-No (Alcohol Not Involved)      8-Not Reported 1-Yes (Alcohol Involved)      9-Unknown (Police Reported)																																					
<b>SEX (P7)</b> 1-Male      2-Female      9-Unknown		<b>METHOD OF ALCOHOL DETERMINATION (By Police) (P17)</b> 1-Evidential Test (Breath, Blood, Urine)      5-Observed 2-Preliminary Breath Test (PBT)      8-Other (e.g., Saliva test) 3-Behavioral      9-Not Reported 4-Passive Alcohol Sensor (PAS)																																					
<b>** PERSON TYPE (P8)</b> <b>MOTORISTS</b> 01-Driver of a Motor Vehicle In-Transport 02-Passenger of a Motor Vehicle In-Transport 09-Unknown Occupant Type in a Motor Vehicle In-Transport <b>NON-MOTORISTS</b> 03-Occupant of a Motor Vehicle Not In-Transport 04-Occupant of a Non-Motor Vehicle Transport Device <b>Non-Occupants</b> 05-Pedestrian 06-Bicyclist 07-Other Cyclist 08-Other Persons on Personal Conveyances/In Buildings 19-Unknown Type of Non-Motorist		<b>ALCOHOL TEST TYPE/ALCOHOL TEST RESULTS (P18)</b> <b>TYPE:</b> 00-Not Tested      03-Urine      06-Blood Clot      08-Other Test Type 01-Whole Blood      04-Vitreous      07-Liver      10-Preliminary Breath Test (PBT) 02-Breathalyzer (BAC)      05-Blood Plasma/ Serum      99-Unknown/Not Reported <b>RESULTS: Actual Value (Decimal Implied Before First Digit (0.xx)) Except:</b> 00-93-Actual Value      96-None Given      98-Positive Reading With No 94- .94 or Greater      97- AC Test Performed, Actual Value 95- Test Refused      Results Unknown      99-Unknown if Tested																																					
<b>SEATING POSITION (P9)</b> <table style="width:100%; border-collapse: collapse;"> <tr> <th></th> <th>Left</th> <th>Middle</th> <th>Right</th> <th>Other</th> <th>Unknown</th> </tr> <tr> <td>Front Row Seats</td> <td>11</td> <td>12</td> <td>13</td> <td>18</td> <td>19</td> </tr> <tr> <td>2nd Row Seats</td> <td>21</td> <td>22</td> <td>23</td> <td>28</td> <td>29</td> </tr> <tr> <td>3rd Row Seats</td> <td>31</td> <td>32</td> <td>33</td> <td>38</td> <td>39</td> </tr> <tr> <td>4th Row Seats</td> <td>41</td> <td>42</td> <td>43</td> <td>48</td> <td>49</td> </tr> <tr> <td>5th Row Seats</td> <td>51</td> <td>51</td> <td>51</td> <td>51</td> <td>51</td> </tr> </table> 00 - Not a Motor Vehicle Occupant 50 - Sleeper Section of Cab (truck) 51 - Other Passenger in Enclosed Passenger or Cargo Area 52 - Other Passenger in Unenclosed Passenger or Cargo Area 53 - Other Passenger in Passenger or Cargo Area, Unknown Whether or Not Enclosed 54 - Trailing Unit 55 - Riding on Vehicle Exterior 99 - Unknown			Left	Middle	Right	Other	Unknown	Front Row Seats	11	12	13	18	19	2nd Row Seats	21	22	23	28	29	3rd Row Seats	31	32	33	38	39	4th Row Seats	41	42	43	48	49	5th Row Seats	51	51	51	51	51	<b>POLICE REPORTED OTHER DRUG INVOLVEMENT (P19)</b> 0-No (Other Drugs Not Involved)      8-Not Reported 1-Yes (Other Drugs Involved)      9-Unknown (Police Reported)	
	Left	Middle	Right	Other	Unknown																																		
Front Row Seats	11	12	13	18	19																																		
2nd Row Seats	21	22	23	28	29																																		
3rd Row Seats	31	32	33	38	39																																		
4th Row Seats	41	42	43	48	49																																		
5th Row Seats	51	51	51	51	51																																		
<b>RESTRAINT SYSTEM-USE (P10)</b> 00-None Used/Not Applicable-Not a MV Occupant 01-Shoulder Belt 02-Lap Belt 03-Lap and Shoulder Belt 04-Child Safety Seat 05-Motorcycle Helmet 06-Bicycle Helmet 13-Safety Belt Used Improperly 14-Child Safety Seat Used Improperly 15-Helmets Used Improperly 08-Restraint Used - Type Unknown 99-Unknown		<b>METHOD OF OTHER DRUG DETERMINATION (By Police) (P20)</b> 1-Evidential Test (Blood, Urine)      3-Behavioral      8-Not Reported 2-Drug Recognition Technician (DRT)      7-Other																																					
<b>AIR BAG AVAILABILITY/DEPLOYMENT (P11)</b> 00-Not Applicable-Not a MV Occupant <b>DEPLOYED (this seat)</b> 01-FRONT 02-SIDE 07-OTHER direction 08-MULTIPLE directions 09-UNKNOWN direction <b>NOT DEPLOYED (this seat)</b> 20-Available, NO DEPLOYMENT 28-Available, SWITCHED OFF <b>UNKNOWN IF DEPLOYED</b> 29-Available, UNKNOWN IF DEPLOYED <b>NOT AVAILABLE</b> 30-NOT AVAILABLE (this seat) 31-PREVIOUSLY DEPLOYED/ NOT REPLACED 32-DISABLED/REMOVED <b>UNKNOWN IF AVAILABLE</b> 99-UNKNOWN (this seat)		<b>DRUG TEST TYPE/DRUG TEST RESULTS (P21)</b> <table style="width:100%; border-collapse: collapse;"> <tr> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> </tr> <tr> <td>Type 1</td> <td>Result 1</td> <td>Type 2</td> <td>Result 2</td> <td>Type 3</td> <td>Result 3</td> </tr> </table> <b>TYPE:</b> 0-Not Tested for Drugs      2-Urine Test      8-Other Type Test 1-Blood Test      3-Both: Blood & Urine Tests      9-Unknown if Tested for Drugs <b>RESULTS:</b> 000-Not Tested for Drugs      996-Other Drug 001-No Drugs Reported      997-Tested For Drugs, Results Unknown 100-995 - (See Instruction Manual)      998-Tested For Drugs, Drugs Found, Type Unknown For Specific Drug List      999-Unknown If Tested For Drugs								Type 1	Result 1	Type 2	Result 2	Type 3	Result 3																								
Type 1	Result 1	Type 2	Result 2	Type 3	Result 3																																		
<b>EJECTION (P12)</b> 0-Not Ejected / Not Applicable      2-Partially Ejected 1-Totally Ejected      9-Unknown		<b>INJURY SEVERITY (P22)</b> 0-No Injury (O)      4-Fatal Injury (K) 1-Possible Injury (C)      5-Injured, Severity Unknown 2-Non-incapacitating Evident Injury (B)      6-Died Prior to Accident 3-Incapacitating Injury (A)      9-Unknown																																					
<b>EJECTION PATH (P13)</b> 0-Not Ejected / Not Applicable 1-Through Side Door Opening 2-Through Side Window 3-Through Windshield 4-Through Back Window 5-Through Back Door/Tailgate Opening 6-Through Roof Opening (sunroof; convertible top down) 7-Through Roof (convertible top up) 8-Other Path (e.g., Back of pickup truck) 9-Unknown / Unknown Path		<b>TAKEN TO HOSPITAL (P23)</b> 0-No 1-Yes 9-Unknown <b>DIED AT SCENE/EN ROUTE (P24)</b> 0-Not Applicable      8-Died En Route 7-Died at Scene      9-Unknown P23      P24																																					
<b>EXTRICATION (P14)</b> 0-Not Extricated / Not Applicable      9-Unknown 1-Extricated		<b>DEATH DATE (P25)</b> <table style="width:100%; border-collapse: collapse;"> <tr> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> </tr> <tr> <td>MONTH/DAY</td> <td>YEAR</td> <td>Month</td> <td>Day</td> <td>Year</td> <td></td> </tr> </table> 00-Not Applicable      0000-Not Applicable 99-Unknown      9999-Unknown								MONTH/DAY	YEAR	Month	Day	Year																									
MONTH/DAY	YEAR	Month	Day	Year																																			
		<b>DEATH TIME (P26)</b> Military Time Except:      0000-Not Applicable      9999-Unknown (See Instruction Manual concerning known hr., but unknown min.)																																					
		<b>RELATED FACTORS (P27)</b> (See Instruction Manual) "Related Factors-PERSON LEVEL"																																					

## 200. FORM CODING INSTRUCTIONS

### 201. GENERAL INSTRUCTIONS

- .1 Codes
- .11 All codes are numeric except TRAFFICWAY IDENTIFIER, ADDITIONAL STATE INFORMATION, RAIL GRADE CROSSING IDENTIFIER, VEHICLE IDENTIFICATION NUMBER and MOTOR CARRIER IDENTIFICATION NUMBER.
- .12 All codes are on the form except: NATIONAL HIGHWAY SYSTEM, GLOBAL POSITION, SPECIAL JURISDICTION, FIRST HARMFUL EVENT, TRAFFIC CONTROL DEVICE, RAIL GRADE CROSSING IDENTIFIER, RELATED FACTORS, VEHICLE MAKE, VEHICLE MODEL, BODY TYPE, MOTOR CARRIER IDENTIFICATION NUMBER, NUMBER OF AXLES, SEQUENCE OF EVENTS, MOST HARMFUL EVENT, VIOLATIONS CHARGED, DEATH CERTIFICATE NUMBER, FATAL INJURY AT WORK and RACE/HISPANIC ORIGIN. See the appropriate data element pages for these codes.
- .13 Code for “Unknown” is always nine. “Unknown” should only be used when all sources for obtaining information on an element have been searched and the information is missing or stated unknown.
- .14 The code for “Not Applicable” or its equivalent is always zero.
- .15 The code for “None” is always zero except for Alcohol Test Result.
- .2 Coding Forms
- .21 Blanks are used only in fields to be later updated with four exceptions:
  - .211 If DRIVER PRESENCE is coded “2,” “4” or “9” all other driver information except RELATED FACTORS-DRIVER LEVEL must be blank.
  - .212 If VIN is less than seventeen characters, do not zero-fill, leave remaining characters blank. If a State is not allowed to code the entire VIN, code the partial VIN and zero-fill the characters that cannot be completed.
  - .213 If TRAFFICWAY IDENTIFIER is less than 20 characters, do not zero-fill or 9-fill. Leave remaining characters blank.

- .214 If MOTOR CARRIER IDENTIFICATION NUMBER is less than 9 characters, do not zero-fill or 9-fill. Leave remaining characters blank.
- .22 All codes are right-justified except VIN, TRAFFICWAY IDENTIFIER and MOTOR CARRIER IDENTIFICATION NUMBER.
- .3 Vehicle, Driver and Person Level Forms. These forms are automatically numbered by the system.
- .31 Vehicles are numbered consecutively beginning with "01."
- .32 For each vehicle, persons are numbered consecutively beginning with "01." Order is not important. The driver does not have to be "01."
- .33 The vehicle number for persons not in motor vehicles is "00."
- .34 Persons not in motor vehicles are numbered consecutively beginning with "01." Order is not important.
- .4 Miscellaneous
- .41 The number of changes per case is not limited.
- .42 Request of other States for information should always follow the format of the MDE systems Out-Of-State Data Request whether the MDE System itself or the mail is used.
- .43 Refer all coding questions through the FARS CODING ASSISTANCE PROGRAM.
- .44 Copies of all cases or other actions submitted must be retained for 3 years after the data collection year.
- .45 If a State will not allow transmittal of complete VIN, send a memorandum to the RCOTR informing him of this fact.
- .5 Special Case - Coding Fatal Traffic Accidents for which there is only a death certificate.
- .51 Be sure the death occurred within thirty (30) days of the accident. If you don't know, do not submit the case. If it occurred after 30 days, do not submit.
- .52 For the cases you do submit, you must complete Forms HS-214, HS-214A, HS-214B, HS-214C unless you have been granted an exemption.

.6 Code the required elements as follows:  
 The following elements must be coded. If any of these elements are left blank or if an edit check is violated which involves the coding of one of these elements, you will not have a usable FARS case.

---

**Accident Level (Form HS-214)**

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Date -	Appropriate Day, Month and Year
Accident Time -	Appropriate hour and minute if known, 9999 if not known
Number of Forms Submitted for Persons Not In Motor Vehicles -	01-99
Number of Vehicle Forms Submitted -	01-99
Number of Person Forms Submitted -	01-99
First Harmful Event -	Appropriate code if known, 99 if not known

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**Vehicle Level (Form HS-214A)**

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Vehicle Number -	01-99
Number of Occupants -	01-97 if known, 99 if unknown
Unit Type -	1-4

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**Driver Level (Forms HS-214B)**

---

Vehicle Number -	01-99
Driver Presence -	Appropriate code if known, 9 if unknown

---

**Person Level (Form HS-214C)**

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Vehicle Number -	00 if not a motor vehicle occupant, 01-99 if occupant
Person Number -	01-99
Person Type -	01, 02, 03 or 09 for occupants 04-08 for persons not in motor vehicles

.61 Code all other elements with the proper code if information is known. If no information is known, code the items "Unknown." There are three exceptions to this, Rollover, Emergency Use and Fire Occurrence should all be coded "0" ("No Rollover" "No" and "No Fire," respectively).

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**202. DELETION INSTRUCTIONS**

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See FARS Microcomputer Data Entry Manual for instructions on how to delete a case.

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**203. REQUEST FOR CASE LISTING INSTRUCTIONS**

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See FARS Microcomputer Data Entry Manual for instructions on how to list a case.

# 300. DATA ELEMENT CODING INSTRUCTIONS

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## 301. SECTION ORGANIZATION

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- .1 For each element on the FARS forms, an instruction page follows in the order of the elements on the forms.
  
- .11 The letters in the upper right hand corner refer to the forms:
  - 'A' - Accident Level Form
  - 'V' - Vehicle Level Form
  - 'D' - Driver Level Form
  - 'P' - Person Level Form
  
- .12 The Format section gives the type element and whether it must be coded for an original case or whether it can be changed.
  
- .13 The Element Value section lists the values for the element and their associated codes.
  
- .14 The Remarks section contains coding instructions, special instructions, etc., for the element.
  
- .15 The Consistency Checks section lists all inter-element checks for the element.
  - 1. To the left of the error description is a 4-character reference number. The first 3 characters are unique sequence numbers for each edit check. The 4th character indicates the severity of the error as follows:  
  
**Symbol**
    - 0**- The elements involved will be noted as questionable or unlikely and the status of the case will not be affected.
  
    - P**- Non-mandatory data are inconsistent and the status of the case will be made Pending until action is taken to correct the inconsistency.
  
    - F**- Data elements including at least one "logical" mandatory element are inconsistent and the status of the case will be made Flawed until action is taken to correct the inconsistency.
  
    - S**- Data elements including at least one "structural" mandatory element are inconsistent and corrective action must be taken before proceeding to enter case data.
  
- .16 The Special Processing Rules section lists all checks made between forms to determine consistencies.

<b>STATE NUMBER</b>
---------------------

**Format: 2 numeric**

Necessary on all forms  
 May not be changed  
 System-Generated (MDE System Only)

**Element Values:**

From GSA World Wide Geographical Location Codes except code "43" for Puerto Rico.

01 Alabama	22 Louisiana	40 Oklahoma
02 Alaska	23 Maine	41 Oregon
04 Arizona	24 Maryland	42 Pennsylvania
05 Arkansas	25 Massachusetts	43 Puerto Rico
06 California	26 Michigan	44 Rhode Island
08 Colorado	27 Minnesota	45 South Carolina
09 Connecticut	28 Mississippi	46 South Dakota
10 Delaware	29 Missouri	47 Tennessee
11 District of Columbia	30 Montana	48 Texas
12 Florida	31 Nebraska	49 Utah
13 Georgia	32 Nevada	50 Vermont
15 Hawaii	33 New Hampshire	51 Virginia
16 Idaho	34 New Jersey	52 Virgin Islands
17 Illinois	35 New Mexico	53 Washington
18 Indiana	36 New York	54 West Virginia
19 Iowa	37 North Carolina	55 Wisconsin
20 Kansas	38 North Dakota	56 Wyoming
21 Kentucky	39 Ohio	

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(200P) 1.	CITY is greater than 0000 and less than 9997, and COUNTY is greater than 000 and less than 997,	COUNTY and CITY must be valid codes for the STATE.
(220P) 2.	LIGHT CONDITION equals 4, and STATE is not equal to 02,	ACCIDENT TIME must equal 0300-0900, 0999, 9999.



	<b>IF</b>	<b>THEN</b>
(2300)	3. LIGHT CONDITION equals 5, and STATE is not equal to 02, or LIGHT CONDITION equals 5, and STATE equals 02,	ACCIDENT TIME must equal 1600-2200, 2299, 9999,  ACCIDENT TIME should equal 1600-2300, 2399, 9999.
(A010)	4. STATE equals 02, and LIGHT CONDITION equals 4,	ACCIDENT TIME should equal 0300-0900, 0999, 9999.
(A020)	5. STATE equals 02, and LIGHT CONDITION equals 5,	ACCIDENT TIME should equal 1600-2200, 2299, 9999.
(G01P)	6. STATE is ____ and GLOBAL POSITION-LATITUDE (degrees) is not equal to 88, 99 or blank,	LATITUDE (degrees) must be equal to, or greater than ( <u>1d</u> ) and LATITUDE (degrees) must not be greater than ( <u>2d</u> ).
(G02P)	7. STATE is ____ and GLOBAL POSITION-LATITUDE (degrees) equals ( <u>1d</u> ),	LATITUDE (minutes) must be equal to, or greater than ( <u>1s</u> ).
(G03P)	8. STATE is ____ and GLOBAL POSITION-LATITUDE (degrees) equals ( <u>2d</u> ),	LATITUDE (minutes) must not be greater than ( <u>2s</u> ).
(G04P)	9. STATE is ____ and GLOBAL POSITION-LONGITUDE (degrees) is not equal to 888, 999 or blank,	LONGITUDE (degrees) must be equal to, or greater than ( <u>3d</u> ) and LONGITUDE (degrees) must not be greater than ( <u>4d</u> ).
(G05P)	10. STATE is ____ and GLOBAL POSITION-LONGITUDE (degrees) equals ( <u>3d</u> ),	LONGITUDE (minutes) must be equal to, or greater than ( <u>3s</u> ).
(G06P)	11. STATE is ____ and GLOBAL POSITION-LONGITUDE (degrees) equals ( <u>4d</u> ),	LONGITUDE (minutes) must not be greater than ( <u>4s</u> ).
(V983)	12. VEHICLE TRAILING equals 3,	STATE should equal 04, 08, 16, 18, 20, 30-32, 38-41, 46, 49.
(V984)	13. STATE does not equal 04, 08, 16, 18, 20, 30-32, 38-41, 46, 49,	VEHICLE TRAILING should not equal 3.

**CONSECUTIVE NUMBER**

**Format: 4 numeric**

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Necessary on all forms  
May not be changed  
System-Generated (MDE System Only)

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**Element Values:**

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| 0001-9999

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**Consistency Checks:**

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Please complete FARS forms with the MDE assigned case number.

<b>NUMBER OF FORMS SUBMITTED FOR PERSONS NOT IN MOTOR VEHICLES</b>
--

**Format: 2 numeric**

| Must be coded for an original submission, before moving to any other level.

**Element Values:**

| 01-99

**Remarks:**

This count will match exactly the persons counted in the case structure field “Number of Persons Not in Motor Vehicles” (formerly called “Number of Non-Motorist Forms Submitted”). Occupants of any motor vehicle in-transport, parked/stopped off roadway motor vehicles, working motor vehicles, or motor vehicles in motion outside the trafficway will not be counted in this field.

The count for this field includes:

1. Occupants of a Non-Motor Vehicle Transport Device (persons riding in an animal-drawn conveyance, on an animal, injured occupants of railway trains) - Person Type code “04.”
2. Pedestrians, Bicyclists and Other Cyclists - Person Type codes: “05, 06 and 07.”
3. Other Persons on Personal Conveyances (i.e., skaters, wheel chair occupants) - Person Type code “08.”
4. Any injured persons outside the trafficway that are not in a motor vehicle (in buildings) - Person Type code “08.”

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(5Y0F) 1.	FIRST HARMFUL EVENT equals 08-09, 15,	NUMBER OF FORMS SUBMITTED FOR PERSONS NOT IN MOTOR VEHICLES must not equal 00.

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**Case Structure Integrity Rules:**

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- (040F) 1. The NUMBER OF PERSON FORMS SUBMITTED given on the Accident Form is not equal to the total of NUMBER OF FORMS SUBMITTED FOR PERSONS NOT IN MOTOR VEHICLES and VEHICLE OCCUPANTS.
  
- (CSI4) 2. NUMBER OF FORMS SUBMITTED FOR PERSONS NOT IN MOTOR VEHICLES must equal the actual number of persons not in motor vehicles in this case.

## NUMBER OF VEHICLE FORMS SUBMITTED

### Format: 2 numeric

| Must be coded for an original submission, before moving to any other level.

### Element Values:

| 01-99

### Remarks:

This element records all motor vehicles which the officer has reported on the PAR as a unit involved in the accident, regardless of whether the motor vehicle was a hit-and-run vehicle, an involved motor vehicle that had left the scene of the accident, etc. Refer to the instructions under Hit-And-Run (A33). Included are: in-transport vehicles, not in-transport vehicles (parked/stopped off roadway/working motor vehicles), or vehicles located outside the trafficway boundaries.



*Remember all vehicles that are part of the unstabilized situation are part of the accident. Therefore, when recording the number of vehicles involved, the vehicles need not make contact with one another. They need only have a harmful event as part of the unstabilized situation. For example, two vehicles are traveling through an intersection when a pedestrian steps into the roadway. The first vehicle strikes the pedestrian and the second vehicle swerves to avoid the first, loses control and overturns. Both vehicles in this situation are “contact” vehicles; therefore, this is a two vehicle accident.*

#### **IMPORTANT:**

Remember, you must have at least one motor vehicle “In-Transport” involved in the accident for this to be a reportable FARS case.

### Consistency Checks:

	IF	THEN
(050P) 1.	PERSON TYPE equals 04-08, 19, and NUMBER OF VEHICLE FORMS SUBMITTED equals 01,	NON-OCCUPANT STRIKING VEHICLE NUMBER must equal 01.
(1A0P) 2.	RELATED FACTORS-ACCIDENT LEVEL equals 14,	NUMBER OF VEHICLE FORMS SUBMITTED must be greater than 01.

	<b>IF</b>	<b>THEN</b>
(2Z0F)	3. SEQUENCE OF EVENTS equals 12-14, 45, 54-55,	NUMBER OF VEHICLE FORMS SUBMITTED must be greater than 01.
(421P)	4. NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 01,	IMPACT POINT-INITIAL for one vehicle should equal 12, and IMPACT POINT-INITIAL for the other vehicle should equal 06, 99.
(422P)	5. NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 02,	IMPACT POINT-INITIAL for one vehicle should equal 12, and IMPACT POINT-INITIAL for the other vehicle should equal 12, 99.
(423P)	6. NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 03-06,	IMPACT POINT-INITIAL for one vehicle should equal 01, 11-12, and IMPACT POINT-INITIAL for the other vehicle should equal 01-05, 07-11, 99.
(424P)	7. NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 09,	IMPACT POINT-INITIAL for one vehicle should equal 06, and IMPACT POINT-INITIAL for the other vehicle should equal 01-05, 07-11, 99.
(425P)	8. NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 10,	IMPACT POINT-INITIAL for one vehicle should equal 06, and IMPACT POINT-INITIAL for the other vehicle should equal 06, 99.
(620P)	9. HIT-AND-RUN equals 1,	NUMBER OF VEHICLE FORMS SUBMITTED must not be less than 02.
(670F)	10. FIRST HARMFUL EVENT equals 12-14, 45, 54-55,	NUMBER OF VEHICLE FORMS SUBMITTED must be greater than 01.
(A080)	11. DRIVER PRESENCE equals 2, and FIRST HARMFUL EVENT equals 12-13, and NUMBER OF VEHICLE FORMS SUBMITTED equals 02,	one RELATED FACTORS-DRIVER LEVEL should equal 20.

	<b>IF</b>	<b>THEN</b>
(V450)	12. NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and VEHICLE ROLE of both vehicles equals 1,	MANNER OF COLLISION should equal 02.

---

**Special Processing Rules:**


---

	<b>IF</b>	<b>THEN</b>
(A090)	1. NUMBER OF VEHICLE FORMS SUBMITTED is greater than 01,	there should be at least one vehicle with TRAVEL SPEED of 01-99 or blanks.

---

**Case Structure Integrity Rules:**


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- |        |   |
|--------|---|
| (CSI1) | 1. NUMBER OF VEHICLE FORMS SUBMITTED must equal the actual number of Vehicle Level forms for this case. |
| (CSI2) | 2. There must be exactly one Driver Level form corresponding to each Vehicle Level form.                |

## NUMBER OF PERSON FORMS SUBMITTED

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### Format: 2 numeric

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| Must be coded for an original submission, before moving to any other level.

---

### Element Values:

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| 01-99

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### Remarks:

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A Person Level form must be submitted for all persons involved in the accident, except for:

- 1) uninjured bus passengers (excluding van-based bus passengers); and
- 2) uninjured railway train occupants.

Always submit a person level form for the bus driver regardless of injury and any injured passengers as well as any injured railway train occupants.

Before 2003, the policy was not to submit a Person Level form for uninjured occupants of van-based buses. This policy has changed beginning in 2003. Always submit a Person Level form for all occupants of van-based vehicles, including van-based buses.

Submit a Person Level form for persons in a hit-and-run vehicle. If no information is known, code all elements as "Unknown." Refer to the instructions under Hit-And-Run (A33).

---

### Consistency Checks:

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- (040F) 1. The NUMBER OF PERSON FORMS SUBMITTED given on the ACCIDENT FORM is not equal to the total of NUMBER OF FORMS SUBMITTED FOR PERSONS NOT IN MOTOR VEHICLES and VEHICLE OCCUPANTS.
- 

### Case Structure Integrity Rules:

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- (CSI3) 1. NUMBER OF PERSON FORMS SUBMITTED must equal the actual number of Person Level forms for this case.
-



<b>COUNTY / CITY</b>
----------------------

**Format: one set 3 numeric, one set 4 numeric**

**Element Values:**

Use GSA Geographical Location Codes

County:

Blanks	
000	Not Applicable
001-996	GSA Codes
997	Other
999	Unknown

City:

Blanks	
0000	Not Applicable
0001-9996	GSA Codes
9997	Other
9999	Unknown

**Remarks:**

The accident location refers to the location of the unstabilized event.

COUNTY and CITY are considered one field. Both must be submitted at the same time.

If COUNTY only is known CITY may be unknown.

Code CITY as "0000" if the accident does not occur within city limits.

Code CITY as "9997" if CITY is other than those given by the GSA Codes.

Code CITY as "9999" if accident location is unknown.

Code COUNTY as "997" if COUNTY is other than those given by the GSA Codes.

Code COUNTY as "999" if location is unknown.

In general, "Not Applicable" should be used when there is no GSA code for the accident location. "Other" should be used when the Analyst knows there is a GSA code for the location, but the code does not appear on the master GSA code list provided by Headquarters. Both situations should be reported to Headquarters.

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**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(200P) 1.	CITY is greater than 0000 and less than 9997, and COUNTY is greater than 000 and less than 997,	COUNTY and CITY must be valid codes for the STATE.
(210P) 2.	CITY is greater than 0000 and less than 9997,	COUNTY must not equal 999.

<b>ACCIDENT DATE</b>
----------------------

**Format: 2 sets of 2 numeric and 1 set of 4 numeric**

---

**Element Values:**

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Month:	01-12
Day:	01-31
	99      Unknown
Year:	All four digits of current year (preprinted)

---

**Consistency Checks:**

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	<b>IF</b>	<b>THEN</b>
(1C0P) 1.	ACCIDENT MONTH is between June and December,	the vehicle MODEL YEAR must NOT be greater than ACCIDENT YEAR plus ONE.
(3K0P) 2.	DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION must be less than or equal to ACCIDENT DATE.	
(3U0P) 3.	DEATH DATE equals ACCIDENT DATE and ACCIDENT TIME is not equal to 9999 (or ACCIDENT HOUR equals Death Hour and Accident Minute is not equal to 99),	DEATH TIME must not be less than ACCIDENT TIME.
(4V1F) 4.	ACCIDENT MONTH is not equal to 99, and ACCIDENT DAY is not equal to 99, and DEATH MONTH is not equal to 99 and not blanks, and DEATH DAY is not equal to 99 and not blanks,	DEATH DAY must be within 30 calendar days of the ACCIDENT DATE.
(4V2F) 5.	ACCIDENT MONTH equals 12, and DEATH MONTH equals 01,	DEATH YEAR must equal ACCIDENT YEAR plus 1.

	<b>IF</b>	<b>THEN</b>
(4V3F)	6. ACCIDENT MONTH equals 12,	DEATH MONTH must equal 01, 12, 99, or blanks.
(4V4F)	7. ACCIDENT MONTH equals 02-11, and DEATH MONTH is not equal to 99 or blanks,	DEATH MONTH must equal ACCIDENT MONTH or ACCIDENT MONTH plus 1.
(4V5F)	8. ACCIDENT MONTH equals 01, and DEATH MONTH is not equal to 99 or blanks,	DEATH MONTH must equal ACCIDENT MONTH or ACCIDENT MONTH plus 1, or ACCIDENT MONTH plus 2.
(4V1P)	9. DEATH MONTH is greater than 00 and less than 13, and DEATH DAY is not blank, 99, or in error,	DEATH DATE must be within 30 calendar days of the ACCIDENT DATE.
(4V2P)	10. DEATH MONTH is greater than 00 and less than 13, and DEATH DAY is blank, 99, or in error,	DEATH MONTH must be within one month of ACCIDENT MONTH.
(4V6P)	11. DEATH MONTH is not equal to blanks,	DEATH DAY and DEATH YEAR must not equal blanks.
(4V7P)	12. DEATH DAY is not equal to blanks,	DEATH MONTH and DEATH YEAR must not equal blanks.
(4V8P)	13. DEATH YEAR is not equal to blanks,	DEATH MONTH and DEATH DAY must not equal blanks.
(5K0P)	14. The Year of DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must be within three years of the Year of ACCIDENT DATE.	
(6V0P)	15. DEATH DATE must not be less than ACCIDENT DATE.	
(7V0F)	16. DEATH YEAR equals 9999,	ACCIDENT MONTH must not be 01-11.
(921P)	17. MAKE is not 98, 99, and equals __, and MODEL equals __,	MODEL YEAR must equal __, or ACCIDENT YEAR plus 1.

	<b>IF</b>	<b>THEN</b>
(A030)	18. ACCIDENT MONTH equals 05-09,	ATMOSPHERIC CONDITIONS should not equal 3-4.
(A040)	19. ACCIDENT MONTH equals 05-09,	ROADWAY SURFACE CONDITION should not equal 3-4.
(P520)	20. If ACCIDENT DATE and DEATH DATE are the same, and ACCIDENT TIME and DEATH TIME are the same,	TAKEN TO HOSPITAL/ TREATMENT FACILITY should be 0, and DIED AT SCENE/ EN ROUTE should be 7.
(V620)	21. ACCIDENT MONTH is between January and August,	VEHICLE MODEL YEAR should NOT be greater than the ACCIDENT YEAR (contact Coding Assistance).

## ACCIDENT TIME

---

**Format: 4 numeric**


---

| Must be coded for an original submission, before moving to any other level.

---

**Element Values:**


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0001-2400	Valid military time (Code midnight as “2400”)
0099-2399	Known hours but unknown minutes
9999	Unknown

---

**Remarks:**


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Code midnight as “2400.” If unknown minutes, code the actual hour and “99” for the minutes. One minute after midnight is coded “0001.”

If the day of the accident and the day of EMS Notification do not have the same date, then be sure to use code “18” in Related Factors-Accident Level (A39).

**How to Code Midnight:**

In general, code midnight as “2400.” However, there may be confusion over which day midnight falls into. It is key to remember that in FARS, midnight or 2400 is taken to be the beginning of a new day, and never the end of a day. This may not be the practice followed in your sources. Therefore, you have to determine which part of the day is being considered in your sources.

**End of Day**

If your data sources give you an Accident Date and are consistent in talking about the end of that day, when they give the time of the accident as “midnight,” “12:00-midnight,” “24:00” or “00:00,” then you should code Accident Time as “2359.”

**Beginning of Day**

If your sources give an Accident Date and are consistent in referring to the beginning or early moments of that day when they give an accident time, code midnight as “2400.”

See remarks-Notification/Arrival Time EMS, EMS Arrival At Hospital (A36-A38).

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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(220P) 1.	LIGHT CONDITION equals 4, and STATE is not equal to 02,	ACCIDENT TIME must equal 0300-0900, 0999, 9999.
(2300) 2.	LIGHT CONDITION equals 5, and STATE is not equal to 02, or LIGHT CONDITION equals 5, and STATE equals 02,	ACCIDENT TIME must equal 1600-2200, 2299, 9999  ACCIDENT TIME should equal 1600-2300, 2399, 9999.
(3U0P) 3.	DEATH DATE equals ACCIDENT DATE, and ACCIDENT TIME is not equal to 9999 (or ACCIDENT HOUR equals Death Hour and Accident Minute is not equal to 99),	DEATH TIME must not be less than ACCIDENT TIME.
(A010) 4.	STATE equals 02, and LIGHT CONDITION equals 4,	ACCIDENT TIME should equal 0300-0900, 0999, 9999.
(A020) 5.	STATE equals 02, and LIGHT CONDITION equals 5,	ACCIDENT TIME should equal 1600-2200, 2299, 9999.
(A050) 6.	ACCIDENT TIME equals 0900-1600, 1699,	LIGHT CONDITION should not equal 2-5.
(A060) 7.	ACCIDENT TIME equals 2300-0400, 0499,	LIGHT CONDITION should not equal 1, 4-5, 9.
(A070) 8.	NOTIFICATION TIME EMS is not 0000, 9998, or 9999,	NOTIFICATION TIME EMS should not be more than 120 minutes later than ACCIDENT TIME.
(P520) 9.	If ACCIDENT DATE and DEATH DATE are the same, and ACCIDENT TIME and DEATH TIME are the same,	TAKEN TO HOSPITAL/ TREATMENT FACILITY should equal 0, and DIED AT SCENE/ EN ROUTE should equal 7.

<b>NATIONAL HIGHWAY SYSTEM</b>
--------------------------------

**Format: 1 numeric**

---

**Element Values:**

Blank
0 This section IS NOT on the NHS
1 This section IS ON the NHS
9 Unknown if this section is on the NHS

---

**Remarks:**

The National Highway System includes the Interstate System, and consists of principal arterial system routes and some Strategic Highway Network connectors functionally classified below principal arterial.

Federal Highway Administration classification obtainable from the State Highway Department must be used. No other classification source is acceptable. Refer problems in obtaining the F.H.W.A. classification to Regional State Assignee.

---

**Consistency Checks:**

IF	THEN
(260P) 1. ROUTE SIGNING equals 1,	NATIONAL HIGHWAY SYSTEM must equal 1.
(300P) 2. NATIONAL HIGHWAY SYSTEM equals 0, 9,	ROADWAY FUNCTION CLASS must not equal 01, 11.
(320P) 3. ROADWAY FUNCTION CLASS equals 01, 11, and ROUTE SIGNING does not equal 7,	NATIONAL HIGHWAY SYSTEM must equal 1.
(330P) 4. NATIONAL HIGHWAY SYSTEM equals 0, 9,	ROUTE SIGNING must not equal 1.
(A850) 5. ROADWAY FUNCTION CLASS equals 02, 12, and ROUTE SIGNING equals 2,	NATIONAL HIGHWAY SYSTEM should equal 1.
(A860) 6. NATIONAL HIGHWAY SYSTEM equals 1,	ROADWAY FUNCTION CLASS should equal 01-02, 11-13.



	<b>IF</b>	<b>THEN</b>
(A910) 7.	ROADWAY FUNCTION CLASS equals 03-06, 14-16,	NATIONAL HIGHWAY SYSTEM should equal 0, 9.
(A920) 8.	NATIONAL HIGHWAY SYSTEM equals 0, 9,	ROADWAY FUNCTION CLASS should not equal 02, 12, and ROUTE SIGNING should not equal 2.

<b>ROADWAY FUNCTION CLASS</b>
-------------------------------

**Format: 2 numeric**

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**Element Values:**

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Blanks

**RURAL**

- 01 Principal Arterial – Interstate
- 02 Principal Arterial – Other
- 03 Minor Arterial
- 04 Major Collector
- 05 Minor Collector
- 06 Local Road or Street
- 09 Unknown Rural

**URBAN**

- 11 Principal Arterial – Interstate
- 12 Principal Arterial – Other Freeways or Expressways
- 13 Other Principal Arterial
- 14 Minor Arterial
- 15 Collector
- 16 Local Road or Street
- 19 Unknown Urban
- 99 Unknown

**Remarks:**

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**NON-JUNCTION ACCIDENTS**

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Assign the accident to the trafficway on which the First Harmful Event occurred. If the First Harmful Event occurred on private property, assign the accident to trafficway on which the vehicle was traveling when the Unstabilized Situation began.

**INTERSECTION ACCIDENTS (Not Within an Interchange)**

---

In an at intersection accident, assign the accident to the highest function class of trafficway at the intersection.

If the vehicles are traveling on different roadways of equal class, assign the accident to the roadway on which the motor vehicle precipitating the accident is traveling.

### **INTERSECTION ACCIDENTS (Within an Interchange)**

---

Interchange accidents that occur in an intersection of a ramp that connects a higher and a lower class trafficway should be assigned to the highest-class trafficway. For example: vehicle #1 strikes vehicle #2 in the intersection of the I-270 ramp and US-10. Code Roadway Function Class as “01” or “11” (Principal Arterial – Interstate).

Ramps are part of the highest class of trafficway to which they connect. Therefore, if an accident occurs on a ramp, including in the merge/diverge lanes, and it is not an Intersection accident, it is assigned to the highest class of trafficway to which the ramp connects. Example: vehicle #1 overturns on the ramp of I-270 and US-10. Code Roadway Function Class “01” or “11” (Principal Arterial – Interstate). This includes intersection-related and entrance/exit ramp related accidents for Relation to Junction.

NOTE: Beginning in 2004, the roadway characteristics of the lower class trafficway in an interchange may be coded (See remarks in “A13 – Trafficway Identifier” and “A19 – Relation to Junction.”)

### **OTHER ACCIDENTS (Within An Interchange)**

---

For other accidents that occur within an interchange, other than intersection accidents, code Roadway Function class for the trafficway on which the vehicles were traveling. Example, vehicle #1 strikes vehicle #2 on US-10 bridge within the I-270 interchange (not in the intersection of any ramp, or on any ramp). Code Roadway Function Class for US-10 and not I-270.

### **QUESTIONABLE CASES**

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In any questionable case, the higher function class takes precedence.

Federal Highway Administration classification obtainable from the State Highway Department must be used. No other classification source is acceptable. Refer problems in obtaining the F.H.W.A. classification to Regional State Assignee.

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#### **Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(1T0P) 1.	SPEED LIMIT is greater than 55, and not equal to 99,	ROADWAY FUNCTION CLASS must not equal 15-16.
(300P) 2.	NATIONAL HIGHWAY SYSTEM equals 0, 9,	ROADWAY FUNCTION CLASS must not equal 01, 11.

	<b>IF</b>	<b>THEN</b>
(320P)	3. ROADWAY FUNCTION CLASS equals 01, 11, and ROUTE SIGNING does not equal 7,	NATIONAL HIGHWAY SYSTEM must equal 1.
(A110)	4. FIRST HARMFUL EVENT equals 10,	ROADWAY FUNCTION CLASS should not equal 01, 11-12.
(A130)	5. ROADWAY FUNCTION CLASS equals 01-02, 11-13, and RELATION TO JUNCTION does not equal 05, 11, 13,	NUMBER OF TRAVEL LANES should not equal 1.
(A140)	6. ROADWAY FUNCTION CLASS equals 01-02, 11-12, and RELATION TO JUNCTION does not equal 10-11,	TRAFFICWAY FLOW should not equal 4-5, 9.
(A150)	7. ROADWAY FUNCTION CLASS equals 01, 11-12,	RELATION TO JUNCTION should not equal 02-04, 06, 08.
(A160)	8. ROADWAY FUNCTION CLASS equals 01-02, 04, 11-13, 15,	ROADWAY SURFACE TYPE should not equal 3-5, 8.
(A170)	9. ROADWAY SURFACE TYPE equals 5,	ROADWAY FUNCTION CLASS should not equal 01-03, 11-15.
(A180)	10. ROADWAY FUNCTION CLASS equals 01, 11,	SPECIAL JURISDICTION should not equal 1-5, 8-9.
(A190)	11. ROADWAY FUNCTION CLASS equals 12,	SPECIAL JURISDICTION should not equal 4.
(A200)	12. RELATION TO JUNCTION equals 07, 14,	ROADWAY FUNCTION CLASS should not equal 04-06, 16.
(A210)	13. ROADWAY FUNCTION CLASS equals 01, 11-12, and RELATION TO JUNCTION does not equal 10-11, 13,	TRAFFIC CONTROL DEVICE should not equal 01-03, 07, 20, 40, 50, 80.

	<b>IF</b>	<b>THEN</b>
(A220)	14. ROADWAY FUNCTION CLASS equals 01, 11, and RELATION TO JUNCTION does not equal 10-11, 13,	SPEED LIMIT should not equal 05-40.
(A230)	15. SEQUENCE OF EVENTS equals 10,	ROADWAY FUNCTION CLASS should not equal 01, 11.
(A720)	16. ROADWAY FUNCTION CLASS equals 01-02, 11-12, and NUMBER OF TRAVEL LANES equals 1, 3,	TRAFFICWAY FLOW should not equal 1.
(A810)	17. FIRST HARMFUL EVENT equals 46, and RELATION TO JUNCTION does not equal 10-11, 13,	ROADWAY FUNCTION CLASS should not equal 01, 11.
(A840)	18. ROUTE SIGNING equals 7,	ROADWAY FUNCTION CLASS should equal 01-02, 11-13.
(A850)	19. ROADWAY FUNCTION CLASS equals 02, 12, and ROUTE SIGNING equals 2,	NATIONAL HIGHWAY SYSTEM should equal 1.
(A860)	20. NATIONAL HIGHWAY SYSTEM equals 1,	ROADWAY FUNCTION CLASS should equal 01-02, 11-13.
(A883)	21. RELATION TO ROADWAY equals 07,	ROADWAY FUNCTION CLASS should not equal 01, 11-12.
(A900)	22. SPEED LIMIT equals 60, 65,	ROADWAY FUNCTION CLASS should not equal 05-06, 14-16.
(A910)	23. ROADWAY FUNCTION CLASS equals 03-06, 14-16,	NATIONAL HIGHWAY SYSTEM should equal 0, 9.
(A920)	24. NATIONAL HIGHWAY SYSTEM equals 0, 9,	ROADWAY FUNCTION CLASS should not equal 02, 12, and ROUTE SIGNING should not equal 2.

---

**Special Processing Rules:**

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	<b>IF</b>	<b>THEN</b>
(A240) 1.	ROADWAY FUNCTION CLASS equals 01, 11, and RELATION TO JUNCTION does not equal 10-11, 13,	TRAVEL SPEED should not equal 05-40.

<b>ROUTE SIGNING</b>
----------------------

**Format: 1 numeric**

---

**Element Values:**

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Blank

- 1 Interstate
- 2 U.S. Highway
- 3 State Highway
- 4 County Road

**Local Street**

- 5 Township
- 6 Municipality
- 7 Frontage Road
- 8 Other
- 9 Unknown

**Remarks:**

---

Before coding this element, be certain of which trafficway is to be coded. If there is any question, refer to the remarks section of A11 – Roadway Function Class for a hierarchy for selecting the appropriate trafficway to be coded. Code ALL highway elements with regard to this same trafficway.

**CODING FRONTAGE ROADS**

If the accident occurs on a frontage road which is part of a larger, higher order trafficway (such as Interstate, U.S. Highway, or State Route), use the following guideline to code the highway elements:

- Code Trafficway Identifier and Roadway Function Class for the Interstate, US Highway or State Route
- Code Route Signing “7 – Frontage Road”
- Code the highway characteristics (Trafficway Flow, Number of Lanes, Speed Limit, Traffic Controls) for the Frontage Road

Make sure to include the highway designation in Trafficway Identifier when using Code “7.” See Trafficway Identifier (A13).

If the Frontage Road is a separate trafficway, code all highway elements for that trafficway. Code “7” is not used.

**Code 8 (Other) includes ‘Other Limited Access’ and ‘Other Major Artery.’**

Federal Highway Administration classification obtainable from the State Highway Department must be used. No other classification source is acceptable. Refer problems in obtaining the F.H.W.A. classification to Regional State Assignee.

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(260P) 1.	ROUTE SIGNING equals 1,	NATIONAL HIGHWAY SYSTEM must equal 1.
(320P) 2.	ROADWAY FUNCTION CLASS equals 01, 11, and ROUTE SIGNING does not equal 7,	NATIONAL HIGHWAY SYSTEM must equal 1.
(330P) 3.	NATIONAL HIGHWAY SYSTEM equals 0, 9,	ROUTE SIGNING must not equal 1.
(340P) 4.	ROUTE SIGNING equals 1,	the first position of TRAFFICWAY IDENTIFIER #1 must be “I” and the second position must be “-”.
(350P) 5.	ROUTE SIGNING equals 2,	the first two positions of TRAFFICWAY IDENTIFIER #1 must be “US” and the third position must be “-”.
(360P) 6.	ROUTE SIGNING equals 3,	the first two positions of TRAFFICWAY IDENTIFIER #1 must be “SR” and the third position must be “-”.
(A280) 7.	ROUTE SIGNING equals 1,	SPECIAL JURISDICTION should not equal 1-5, 8-9.
(A290) 8.	ROUTE SIGNING equals 1,	RELATION TO JUNCTION should not equal 02-04, 06, 08.
(A291) 9.	RELATION TO JUNCTION equals 07, 14,	ROUTE SIGNING should not equal 5-6.
(A300) 10.	ROUTE SIGNING equals 1,	TRAFFICWAY FLOW should not equal 1, 4-5.



	<b>IF</b>	<b>THEN</b>
(A310)	11. ROUTE SIGNING equals 1, and RELATION TO JUNCTION does not equal 11, 13,	NUMBER OF TRAVEL LANES should not equal 1.
(A320)	12. ROUTE SIGNING equals 1, and RELATION TO JUNCTION does not equal 11, 13,	SPEED LIMIT should not equal 05-40.
(A330)	13. ROUTE SIGNING equals 1-2,	ROADWAY SURFACE TYPE should not equal 3-5, 8.
(A340)	14. ROUTE SIGNING equals 1, and RELATION TO JUNCTION equals 01,	TRAFFIC CONTROL DEVICE should equal 00.
(A350)	15. ROUTE SIGNING equals 1,	FIRST HARMFUL EVENT should not equal 10.
(A360)	16. RELATION TO JUNCTION equals 07, 14,	ROUTE SIGNING should not equal 4.
(A700)	17. SPEED LIMIT is greater than 65,	ROUTE SIGNING should equal 1-4.
(A820)	18. FIRST HARMFUL EVENT equals 46, and RELATION TO JUNCTION does not equal 10-11, 13,	ROUTE SIGNING should not equal 1.
(A840)	19. ROUTE SIGNING equals 7,	ROADWAY FUNCTION CLASS should equal 01-02, 11-13.
(A850)	20. ROADWAY FUNCTION CLASS equals 02, 12, and ROUTE SIGNING equals 2,	NATIONAL HIGHWAY SYSTEM should equal 1.
(A882)	21. RELATION TO ROADWAY equals 07, and TRAFFICWAY FLOW does not equal 6,	ROUTE SIGNING should not equal 1.

**IF**

**THEN**

(A920) 22. NATIONAL HIGHWAY  
SYSTEM equals 0, 9,

ROADWAY FUNCTION CLASS  
should not equal 02, 12, and ROUTE  
SIGNING should not equal 2.

**TRAFFICWAY IDENTIFIER**

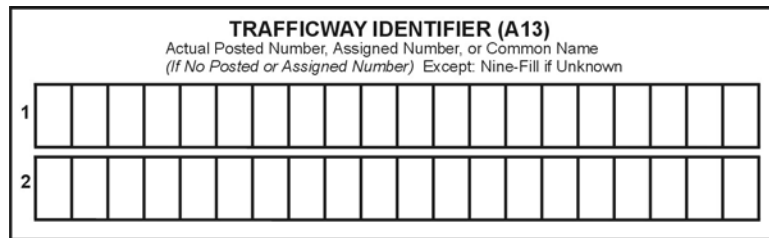
**Format: 2 sets, 20 alphanumeric**

**Element Values:**

Blanks  
 Actual Posted Number, Assigned Number, or Common Name (if no posted or assigned number) except:  
 99999999999999999999 Unknown

**Remarks:**

Beginning in 2004, a second trafficway identifier was added to accommodate intersection and intersection-related accidents where the officer provides the identifier for the second trafficway. (See diagram below).



**For Non-Junction Accidents:**

Code the trafficway identifier from the police report or highway department in the top row. Leave the bottom row blank.

**For Intersection Accidents (Not Within an Interchange Area):**

Code the trafficway identifier for the trafficway with the highest function class in the top row. Code the second trafficway identifier at the intersection, if provided by the police, in the bottom row.

**For Intersection-Related Accidents (Not Within an Interchange Area):**

Code the trafficway identifier for the trafficway provided by the police in the top row. This does not necessarily have to be the highest functional class. In all cases, this will be the trafficway where the First Harmful Event occurred or the Unstabilized Situation began. Code the second trafficway identifier at the intersection, if provided by the police, in the bottom row.

**For Intersection Accidents Within an Interchange Area:**

If the First Harmful Event occurs within the intersection of a ramp and the surface roadway:

- Code the trafficway identifier provided on the police report or highway log in the top row (this does not necessarily have to be the highest function class).
- Code Route Signing for the trafficway in the top row.
- Code the highway characteristics coded for the trafficway in the top row (Route Signing, Trafficway Flow, Number of Travel Lanes, Speed Limit, Roadway Alignment, Roadway Profile, Roadway Surface Type, Roadway Surface Condition, and Traffic Control Device/Functioning).
- It is important to code the Roadway Function Class and National Highway System for the highest class of trafficway at this intersection. (See A11 - Roadway Function Class).
- Use the bottom row to record the second trafficway identifier provided by the police for this intersection.

**For Intersection-Related Accidents Within an Interchange Area:**

Code the trafficway identifier for the trafficway provided by the police in the top row. In many cases, this will be the trafficway where the First Harmful Event occurred or the Unstabilized Situation began. Code the second trafficway identifier at the intersection, if provided by the police, in the bottom row.

**For Ramp Accidents:**

If the accident occurs on the ramp or is related to the ramp, include the word “RAMP” and/or the ramp ID number after the trafficway’s identifier (e.g., I-10 RAMP).

- Beginning in 2004, code the characteristics of the ramp, when provided by the police or the highway department, instead of the characteristics of the highest class of trafficway to which the ramp is attached. (Example: one travel lane, curved alignment, Trafficway Flow equal to Entrance/Exit Ramp, speed limit of the ramp, and appropriate traffic controls on the ramp, etc.).

**General Guidelines for Coding Trafficway Identifier:**

Enter all alphabetic characters with CAPITAL LETTERS. If less than 20 characters, left-justify and do not zero-fill.

Obtained from the State Highway Department, or if same as that used by the State Highway Department, from the police accident report.

If Route Signing is 1 (Interstate), you must enter “I-” in the first two spaces of Trafficway Identifier

If Route Signing is 2 (US Highway), you must enter “US-” in the first three spaces of Trafficway Identifier

If Route Signing is 3 (State Highway), you must enter “SR-” in the first three spaces of Trafficway Identifier

If Route Signing is other than “1, 2 or 3,” enter only the route name or identifier (and left-justify). (Example: County Route 10 would be just “10,” and “Front Street” would be “Front Street.”) (See FARShelf for common street abbreviations.)

Immediately after the route designation (I-, US- or SR-), you should enter the corresponding highway number. For example, Interstate 70 should be coded as “I-70” and US 66 should be coded as “US-66.” You must use a dash in the highway designation between the capital letters and the number.

If one trafficway is both, a State Highway and an Interstate Highway, Route Signing must always be coded “1-Interstate.” You should always try to obtain the route number and milepoint that correspond to the Route Signing (Interstate).

**(a)** If the Trafficway Identifier and Milepoint are available for only the State Highway then code Route Signing as “1-Interstate,” enter “I-” in the first two spaces of Trafficway Identifier followed by the full State Highway Identifier as normal (including any letters.) Code the State Highway Milepoint.  
E.g.; If California business loop (CA215) is also Interstate 15, then code “I-SR215” or “I-CA215.”

**(b)** If the Trafficway Identifier and Milepoint are available for both the State Highway and the Interstate Highway, enter “I-” in the first two spaces of Trafficway Identifier followed by the Interstate number. You may then also enter the State Highway Identifier anywhere after the Interstate route number. Code the Interstate Milepoint.  
E.g.; “I-15” (SR215) or “I-15” (CA215)

Similarly, if a State Highway is also a US Highway, Route Signing must always be coded “2-US Highway.” You should always try to obtain the route number and milepoint that correspond to the Route Signing (US Highway).

**(a)** If the Trafficway Identifier and Milepoint are available only for the State Highway, then code Route Signing as “2-US Highway,” enter “US-” in the first three spaces of Trafficway Identifier followed by the full State Highway Identifier as normal (including any letters). Code the State Highway Milepoint.  
E.g.; If Florida Route 25 is also US Route 27, then code “US-SR25” or “US-FL25.”

**(b)** If the Trafficway Identifier and Milepoint are available for both the US Highway and the State Highway, enter “US-” in the first three spaces of Trafficway Identifier followed by the US route number.

You may then also enter the State Highway Identifier anywhere after the US route number. Code the US Route Milepoint.  
E.g.; “US-27” (SR25) or “US-27” (FL25).

---

**Consistency Checks:**


---

	<b>IF</b>	<b>THEN</b>
(340P)	1. ROUTE SIGNING equals 1,	the first position of TRAFFICWAY IDENTIFIER #1 must be "I" and the second position must be "-".
(350P)	2. ROUTE SIGNING equals 2,	the first two positions of TRAFFICWAY IDENTIFIER #1 must be "US" and the third position must be "-".
(360P)	3. ROUTE SIGNING equals 3,	the first two positions of TRAFFICWAY IDENTIFIER #1 must be "SR" and the third position must be "-".
(AC0A)	4. RELATION TO JUNCTION equals 02-03, 10-11,	the second TRAFFICWAY IDENTIFIER should not be all blank.

<b>MILEPOINT</b>
------------------

**Format: 5 alphanumeric**

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**Element Values:**

---

Blanks	
00000	None
Actual to Nearest .1 mile (Assumed decimal, e.g., 12345=1234.5)	
99999	Unknown

**Remarks:**

---

Refer to the remarks section under Roadway Function Class (A11) for the hierarchy of selecting the trafficway to be coded.

Code the Milepoint for the respective Trafficway Identifier (A13).

Obtained from the police accident report or from the State Highway Department.

Code the actual Milepoint to the nearest .1-mile with decimal assumed. Right-justify to assumed decimal place if less than 5 digits. For example, if Milepoint is 10, you must code "00100."

**OTHER EXAMPLES:**

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<b>Milepoint</b>	<b>You Must Code</b>
39.89	00399
404	04040
73.1	00731

If the Highway Performance Monitoring System (HPMS) number is known, code it on Accident Level "Additional State Information" and also code the Trafficway Identifier (A13) and the Milepoint (A14) according to the above guidelines.

<b>GLOBAL POSITION</b>
------------------------

**Format: 8 numeric, 10 numeric**

---

**Element Values:**

---

Latitude: dd mm ss.ss (Degrees/Minutes/Seconds)

---

Where <u>dd</u> are Degrees:	blank	
	17-71	Actual Value
	88	Not Available (if state exempt)
	99	Unknown
Where <u>mm</u> are Minutes:	blank	
	00-59	Actual Value
	88	Not Available (if state exempt)
	99	Unknown
Where <u>ss.ss</u> are Seconds:	blank	
	00.00-59.99	Actual Values
	88.88	Not Available (if state exempt)
	99.99	Unknown

For "Unknown" code ALL 99 99 99.99

For "Not Available" code 88 88 88.88 (If exempt from entering this data)

Longitude: ddd mm ss.ss (Degrees/Minutes/Seconds)

---

Where <u>ddd</u> are Degrees:	blank	
	065-178	Actual Value
	888	Not Available (if state exempt)
	999	Unknown
Where <u>mm</u> are Minutes:	blank	
	00-59	Actual Value
	88	Not Available (if state exempt)
	99	Unknown
Where <u>ss.ss</u> are Seconds:	blank	
	00.00-59.99	Actual Value
	88.88	Not Available (if state exempt)
	99.99	Unknown

For "Unknown" code ALL 999 99 99.99

For "Not Available" code 888 88 88.88 (If exempt from entering this data)



---

**Remarks:**


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“Global Position” refers to the geographic location of the accident. It is expressed in Degrees, Minutes and Seconds of Latitude; and Degrees, Minutes and Seconds of Longitude:

Latitude: dd mm ss.ss (Degrees/Minutes/Seconds)

Longitude: ddd mm ss.ss (Degrees/Minutes/Seconds)

In some instances your source documents may display Longitude as a negative (-) number. You may disregard the minus (-) sign.

The state PAR may include the geographic location in a format compatible with this element, or the State Highway Department may be able to provide it from a state Geographic Information System (GIS) or Global Positioning System (GPS).

A Geo-locator tool is available on the FARS microcomputer to assist generating latitude and longitude when they are not available through state sources.

If data is not available and your state is determined to be exempt from entering this data, code all “8’s.” For example, if you are in a state that does not collect or record geographic location coordinates and your state will not be required to use the FARS Geo-locator tool, the data is considered “not available.”

If data is unknown, code all “9’s.” For example, if you are in a state that does record geographic location coordinates, but you don’t have those coordinates, and the Geo-locator tool cannot provide the coordinates, the data is unknown.

Code the complete valid Latitude and Longitude, if available, if not blank and if not unknown. You must code valid Latitude or Longitude minutes and seconds when coding a valid value for Latitude or Longitude degrees. (For example: Latitude- 38 99 99.99 is invalid.)

**Right-Justify Degrees and Minutes:**

Note that Longitude Degrees can be up to three digits. Code Degrees less than three digits in the right-most positions and “0’s” to the left. Code Latitude or Longitude Minutes less than two digits in the right-most position with “0’s” to the left. Examples: Longitude “77 degrees - 7 minutes - no seconds” is coded 077 07 00.00; Longitude “80 degrees - no minutes - no seconds” is coded 080 00 00.00; Latitude “30 degrees - one minute - 30 seconds” is coded 30 01 30.00.

**Latitude and Longitude Seconds:**

Code the value of Latitude or Longitude Seconds to two significant places after the decimal. If the Latitude or Longitude Seconds precision is less than two decimal positions, enter “0’s” in the right-most positions of Seconds. Always right-justify any data before the decimal point with added “0’s” to the left (e.g., 5.1 seconds is 05.10 with no spaces before the decimal point).

---

**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(G01P)	1. STATE is ____ and GLOBAL POSITION-LATITUDE (degrees) is not equal to 88, 99 or blank,	LATITUDE (degrees) must be equal to or greater than ( <u>1d</u> ) and LATITUDE (degrees) must not be greater than ( <u>2d</u> ).
(G02P)	2. STATE is ____ and GLOBAL POSITION-LATITUDE (degrees) equals ( <u>1d</u> ),	LATITUDE (minutes) must be equal to, or greater than ( <u>1s</u> ).
(G03P)	3. STATE is ____ and GLOBAL POSITION-LATITUDE (degrees) equals ( <u>2d</u> ),	LATITUDE (minutes) must not be greater than ( <u>2s</u> ).
(G04P)	4. STATE is ____ and GLOBAL POSITION-LONGITUDE (degrees) is not equal to 888, 999 or blank,	LONGITUDE (degrees) must be equal to, or greater than ( <u>3d</u> ) and LONGITUDE (degrees) must not be greater than ( <u>4d</u> ).
(G05P)	5. STATE is ____ and GLOBAL POSITION-LONGITUDE (degrees) equals ( <u>3d</u> ),	LONGITUDE (minutes) must be equal to, or greater than ( <u>3s</u> ).
(G06P)	6. STATE is ____ and GLOBAL POSITION-LONGITUDE (degrees) equals ( <u>4d</u> ),	LONGITUDE (minutes) must not be greater than ( <u>4s</u> ).
(G07P)	7. any part of GLOBAL POSITION-LATITUDE (degrees, minutes or seconds) is all 8's,	all parts of LATITUDE must be all 8's.
(G08P)	8. any part of GLOBAL POSITION-LONGITUDE (degrees, minutes or seconds) is all 8's,	all parts of LONGITUDE must be all 8's.
(G09P)	9. any part of GLOBAL POSITION-LATITUDE (degrees, minutes or seconds) is all 9's,	all parts of LATITUDE must be all 9's.

	<b>IF</b>	<b>THEN</b>
(G10P)	10. any part of GLOBAL POSITION-LONGITUDE (degrees, minutes or seconds) is all 9's,	all parts of LONGITUDE must be all 9's.
(G11P)	11. any part of GLOBAL POSITION-LATITUDE (degrees, minutes or seconds) is blank,	all parts of LATITUDE must be blank.
(G12P)	12. any part of GLOBAL POSITION-LONGITUDE (degrees, minutes or seconds) is blank,	all parts of LONGITUDE must be blank.

<b>SPECIAL JURISDICTION</b>
-----------------------------

**Format: 1 numeric**

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**Element Values:**

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Blank	
0	No Special Jurisdiction
1	National Park Service
2	Military
3	Indian Reservation
4	College/University Campus*
5	Other Federal Properties*
8	Other
9	Unknown

**Remarks:**

---

Road must be under the regulation of Special Jurisdiction, although it may be patrolled by state, county or local police forces.

There is a difference between a National Park and National Forest. Only areas described as National Parks should be coded "1." State parks should be coded "8 - Other."

State highways running through Indian Reservations must be coded "3."

**\* These values are unlikely occurrences and will raise an error flag.**

**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(A180)	1. ROADWAY FUNCTION CLASS equals 01, 11,	SPECIAL JURISDICTION should not equal 1-5, 8-9.
(A190)	2. ROADWAY FUNCTION CLASS equals 12,	SPECIAL JURISDICTION should not equal 4.
(A280)	3. ROUTE SIGNING equals 1,	SPECIAL JURISDICTION should not equal 1-5, 8-9.

---

**Special Processing Rules:**

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(U010) 1. UNLIKELY: SPECIAL JURISDICTION equals to 4-5.

<b>FIRST HARMFUL EVENT</b>
----------------------------

**Format: 2 numeric**

| Must be coded for an original submission.

**Element Values:**

**Non-Collision**

- 01 Overturn/Rollover
- 02 Fire/Explosion\*
- 03 Immersion
- 04 Gas Inhalation\*
- 05 Fell/Jumped from Vehicle
- 06 Injured in Vehicle (Other Than Cargo/Equipment Loss or Shift)
- 16 Thrown or Falling Object
- 44 Pavement Surface Irregularity (Pothole, Grooved, Grates)
- 47 Vehicle Occupant Struck or Run Over by Own Vehicle
- 51 Jackknife (Causing Injury or Damage)
- 60 Cargo/Equipment Loss or Shift (Causing Injury or Damage)
- 07 Other Non-Collision

**Collision with Motor Vehicle**

**Collision Involving Motor Vehicles In-Transport**

- 12 Motor Vehicle In-Transport on Same Roadway
- 13 Motor Vehicle In-Transport on Different Roadway
- 54 Motor Vehicle In-Transport Strikes or is Struck by Cargo, Persons or Objects Set-in-Motion from/by Another Motor Vehicle In-Transport

**Collision Involving Motor Vehicles NOT In-Transport**

- 14 Parked Motor Vehicle or Motor Vehicle Stopped Off Roadway
- 45 Working Motor Vehicle (Construction, Maintenance or Utility Vehicle Only)
- 55 Other Not In-Transport Motor Vehicle

**Collision with Object Not Fixed**

- 08 Pedestrian
- 15 Non-Motorist on Personal Conveyance
- 09 Pedal Cycle
- 10 Railway Train
- 11 Live Animal
- 49 Ridden Animal or Animal-Drawn Conveyance
- 18 Other Object (Not Fixed)

**\*These values are unlikely occurrences and will raise an error flag.**

---

**Collision with Fixed Object**


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- 17 Boulder
- 19 Building
- 20 Impact Attenuator/Crash Cushion\*
- 21 Bridge Pier or Abutment
- 22 Bridge Parapet End
- 23 Bridge Rail
- 50 Bridge Overhead Structure
- 24 Guardrail Face
- 52 Guardrail End
- 25 Concrete Traffic Barrier
- 26 Other Traffic Barrier
- 27 Highway/Traffic Sign Post/Sign
- 28 Overhead Sign Support/Sign
- 46 Traffic Signal Support/Signal
- 29 Luminaire/Light Support
- 30 Utility Pole
- 31 Other Post, Other Pole, or Other Supports
- 32 Culvert
- 33 Curb
- 34 Ditch
- 35 Embankment – Earth
- 36 Embankment – Rock, Stone, or Concrete
- 37 Embankment – Material Type Unknown
- 38 Fence
- 39 Wall
- 40 Fire Hydrant
- 41 Shrubbery
- 42 Tree (Standing Tree Only)
- 48 Snow Bank
- 53 Mail Box
- 43 Other Fixed Object
  
- 99 Unknown

**\*These values are unlikely occurrences and will raise an error flag.**

---

**Remarks:**


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**Definition:** The first property damage (including to vehicles) or injury-producing event.

In accidents involving harmful events caused by objects set-in-motion by a Motor Vehicle in-transport, remember that a vehicle's load is considered part of the vehicle.

**EXAMPLES:**

- 1) If cargo falls from a truck (in-transport) and strikes another vehicle in-transport, this is treated as a two-vehicle accident. Therefore, the proper First Harmful Event code is “54 – Motor Vehicle In-Transport Strikes or is Struck by Cargo, Persons or Objects Set-in-Motion from/by Another Motor Vehicle In-Transport.” Remember, when this happens, to also use Sequence of Events code “54 – Motor Vehicle In-Transport Strikes or is Struck by Cargo, Persons or Objects Set-in-Motion from/by Another Motor Vehicle In-Transport” in the sequence on both vehicles.
- 2) If cargo falls from a truck (in-transport) and strikes another vehicle NOT in-transport, this is also treated as a two-vehicle accident; therefore, the proper First Harmful Event code will be one of the “Collision Involving Motor Vehicles NOT In-Transport” codes “14, 45 or 55.”
- 3) If cargo falls from a truck (in-transport) and strikes a pedestrian, the First Harmful Event would be code “08 – Pedestrian.” Also, be sure to use Related Factors-Accident Level code “15 – Non-Occupant Struck by Falling Cargo, or Something That Came Loose From or Something that was Set-in-Motion by a Vehicle.”

Note: For examples 1 and 2 above, be sure to use Related Factors-Accident Level code “14 – Motor Vehicle Struck by Falling Cargo or Something That Came Loose From, or Something That Was Set-in-Motion by a Vehicle.”

**Code 01 (Overturn/Rollover)** is used when a vehicle rotates 90° or more, side-to-side or end-to-end, producing the first damage or injury. For motorcycles, laying the motorcycle down on its side is sufficient to code overturn as a harmful event if damage or injury is produced, even though element “V19 – Rollover” is not applicable to motorcycles.

**Code 04 (Gas Inhalation)** includes injury or death from carbon monoxide fumes leaking from a motor vehicle in-transport.

**Code 05 (Fell/Jumped from Vehicle)** is used when falling or jumping (not suicide) from the vehicle is the first event causing damage or injury. For example, a passenger of a motor vehicle in-transport leans against the car door, it opens and the passenger falls out and is injured by the fall *or a person riding on a vehicle’s exterior (hood, roof, running board, etc.) falls or jumps.*



**Code 06 (Injured in Vehicle, Other than Cargo/Equipment Loss or Shift).** Use where an occupant is injured during an unstabilized situation without a collision. Examples: Driver slams on brake, causing an unrestrained passenger to be injured. Driver makes a sharp turn causing driver to strike head on side window, knocking driver unconscious.



**Code 07 (Other Non-Collision).** Examples: driving off a cliff where damage is not the result of an overturn or collision with an object; a vehicle being towed by a chain, slides forward striking the towing vehicle causing injury or damage.

**Code 11 (Live Animal)** is used for collisions with live animals (domesticated or wild) that are not themselves being used as transportation or to draw a wagon, cart or other transport device (see ANSI D16.1). See code “49” for ridden animals and animals drawing transport devices. See Related Factors-Driver Level (D22) “83 – Live Animal in Road” to determine if it applies. See code “18 – Other Object Not Fixed” for an animal carcass lying in the roadway.

**Code 12 (Motor Vehicle In-Transport on Same Roadway).** Use this code when one motor vehicle in-transport collides with another motor vehicle in-transport on an undivided highway or the same side of a divided highway.

**Code 13 (Motor Vehicle In-Transport on Different Roadway)** differs from Code “12” in that it applies to events where a motor vehicle in-transport leaves one roadway and enters a different roadway, having a collision with a motor vehicle in-transport on that roadway. Example: one motor vehicle in-transport travels across the median of a divided highway, enters oncoming traffic and is struck; or, a motor vehicle in-transport traveling on an overpass, leaves the trafficway and strikes or is struck by a motor vehicle in-transport traveling on a trafficway below. Choose code “13,” over code “12” when a motor vehicle crosses over onto the other trafficway striking another motor vehicle.

**Code “13” should NOT be used in an at intersection accident (where the First Harmful Event occurs in the intersection).**

**Code 14 (Parked Motor Vehicle or Motor Vehicle Stopped Off the Roadway)** refers to a collision with a parked/stopped off roadway motor vehicle (“not in-transport”). “Parked” motor vehicles are those vehicles parked in designated parking areas (curbside where parking is allowed, marked parking spaces in parking lots, private driveways, and other private property). Motor vehicles “Stopped off the Roadway” are those stopped on the shoulder, median or roadside and outside the trafficway.

**Code 15 (Non-Motorist on Personal Conveyance).** A personal conveyance is (1) a human-powered, non-motorized device not propelled by pedaling, (2) such devices even when motorized. Includes rideable toys (roller skates, inline skates, skateboards, skates, baby carriages, scooters, toy wagons), motorized rideable toys (motorized skateboard, motorized scooter, motorized toy car), devices for personal mobility assistance (Segway-style devices, motorized and non-motorized wheelchairs, handicapped scooters).

Exclusions: Golf cart, low-speed vehicle (LSV), go-cart, mini-bike are excluded because they are motor vehicles (see Collision with Motor Vehicle Codes).

**Code 16 (Thrown or Falling Object)** is a non-collision event and, unless there is another collision during the accident, IMPACT POINTS (V21) for the vehicle involved must be coded “00.” Examples: Falling tree/rock, dropping/throwing something off bridge, throwing a snowball. However, it does not have to come from above. Excludes Cataclysms.

**Code 17 (Boulder)** is a rock of sufficient mass that when struck by a motor vehicle moves very little and remains basically intact. It may be considered as a fixed object.

**Code 18 (Other Object [Not Fixed])** e.g., dead body, animal carcass or fallen tree already laying in roadway, prior to the unstabilized situation in this accident; construction cones or barrels on road (temporary).

See Code “45 – Working Motor Vehicle (Construction, Maintenance or Utility Vehicle Only)” for transport devices used as equipment (i.e., cherry picker at work, paint striper at work, etc.).

**Code 20 (Impact Attenuator)** is a device for controlling the absorption of energy released during vehicle collision (“crash cushions”). Its most common application involves the protection of fixed roadside objects such as bridge piers, elevated gores at exit ramps, etc. Examples include barrels filled with water or sand, and plastic collapsible structures.

**Code 21 (Bridge Pier or Abutment)** refers to support structures; most likely to be struck by vehicles passing under bridges (see code “50 – Bridge Overhead Structure” for vehicles striking the bottom of a bridge while traveling on a trafficway underneath it). If the vehicle first strikes a concrete barrier protecting a bridge pier or abutment, use code “25 – Concrete Traffic Barrier.”

- **Bridge Pier** - a square or round column of stone, concrete, brick, steel or wood for supporting a bridge between abutments.
- **Bridge Abutment** - wall supporting the ends of a bridge generally retaining or supporting the embankment under bridge ends and composed of stone, concrete, brick or wood. (Includes wing-walls.)

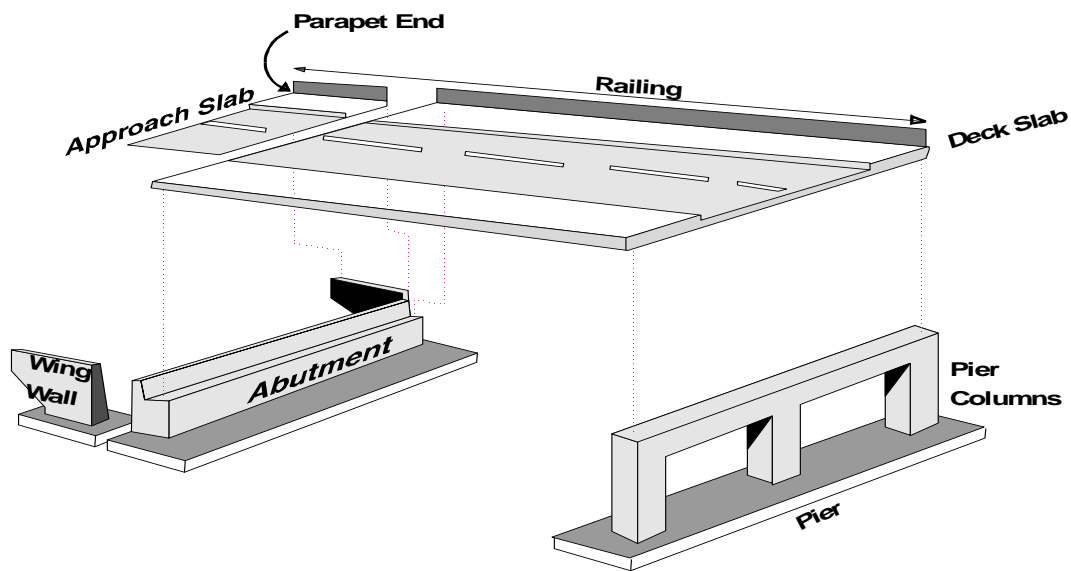
**Code 22 (Bridge Parapet End)** and **Code 23 (Bridge Rail)** are components of the upper portion of bridges.

**Code 22 (Bridge Parapet End)** the end of a low wall which runs along the outer most edge of the roadway or sidewalk on the bridge and usually composed of brick, stone, or concrete. Balustrade is often used synonymously with parapet.

**Code 23 (Bridge Rail)** a wooden, brick, stone, concrete or metal fence-like wall which runs along the outermost edge of the roadway or sidewalk on the bridge or a rail constructed along the top of a parapet.

- a) Bridges do not need to support another roadway. It may be an overpass for a train or even for a viaduct (water conduit).
- b) See bridge components diagram on next page for bridge codes “21, 22 and 23.”
- c) Barriers as in codes “24, 25 and 26” refer to a physical structure such as a guardrail, a concrete safety barrier or a rock wall which has the primary function of preventing cross-median travel by deflecting and redirecting vehicles along the roadway on which they were traveling. Therefore, trees, curbing, rumble strips and drain depressions are not barriers.

### BRIDGE COMPONENTS



**Code 50 (Bridge Overhead Structure)** is used when striking the bottom of a bridge while traveling on a trafficway underneath it.

**Code 24 (Guardrail Face)** is a low barrier running along the edge of a road shoulder either on the right or the left and which has the primary longitudinal structure composed of metal (plates, cable, mesh, box beam, etc.).

A guardrail is differentiated from Code “25 – Concrete Traffic Barrier” by the material making up the greatest part of the longitudinal portion of the structure. In the case of guardrails, this is metal whereas in concrete barriers this is concrete (including concrete rails).

Guardrails, which serve as bridge rails, should be coded “23 – Bridge Rail.”

**Code 52 (Guardrail End)** is coded if a vehicle strikes the end of a guardrail. Guardrails can have a separate flat or rounded piece of metal attached to the end of an expanse of guardrail face.

**Code 25 (Concrete Traffic Barrier).** Refers to the longitudinal traffic barriers constructed of concrete and located on the outside of the road surface, in a median, or in gore areas. This includes all temporary concrete barriers regardless of location (i.e., temporary Jersey Barrier on a bridge being used to control traffic during bridge repair/construction). Concrete walls (vertical side surfaces) do not apply here; see code “39 – Wall.”

When a vehicle is traveling under a bridge and strikes a concrete barrier used to protect the bridge pier or abutment use code “25.”

**Code 26 (Other Traffic Barriers)** is used for all other longitudinal barriers such as wood or rock and unknown barrier composition types.

**Code 27 (Highway/Traffic Sign Post/Sign)** is used when the post supporting a traffic sign, or the sign itself, is hit by a motor vehicle in-transport. Includes mile markers. (See Code “46” for traffic signal supports.)

**Code 28 (Overhead Sign Support/Sign)** is used when the sign supported is above the highway. The difference between codes “27” and “28” is the location of the sign (overhead or the side of the road).

**Code 29 (Luminarie/Light Support)** refers to supports for highway lighting systems, not including other private lighting systems (e.g., parking lot lights). Support does not include other fixed objects to which lighting is affixed (e.g., telephone poles).

**Code 30 (Utility Pole)** Electrical, Telephone, Cable and other utility pole-type supports.

**Code 31 (Other Post, Other Pole, or Other Supports)** is used for posts other than highway signs. (E.g., reflectors on poles along side of roadway, parking meters, flag poles, etc.). For mail box posts, use code “53 – Mail Box.”

**Code 32 (Culvert)** is any structure entirely under the roadway (driveway or entranceway) and less than 20 feet in span measured along the center line of the roadway.

**Code 33 (Curb)** is a concrete or asphalt structure up to 12 inches in height which borders the roadway. It provides drainage control and pavement edge delineation. The face of the curb may be sloped or vertical. Be careful that the PAR provides some indication that damage has occurred when a vehicle strikes a curb.

**Codes 35-37 (Embankments)** are raised structures to hold back water, to carry a roadway, or the result of excavation or washout (including erosion) that may be faced with earth (Code “35”) or rock (sometimes called a berm), stone or concrete (code “36”). An embankment can usually be differentiated from a wall by its incline, whereas a wall is usually vertical. However, there are exceptions; such as a retaining wall which may be inclined or a vertical embankment caused by a natural event such as a washout.

In accidents involving a field approach or crossing, if in doubt about when to use codes “32, 34” (Culvert/Ditch) or codes “35-37” (Embankment), use this criteria:

- a) Use code “32, 34” if the driver would not have been able to recover from the ditch even if there had been no field approach (crossing).
- b) Use code “35, 36, 37” if the driver would have been able to recover from the ditch, but struck the field approach (crossing) prior to doing so.
- c) Use code “35, 36, 37” if it is not known whether or not the driver would have been able to recover from the ditch and a field approach (crossing) is involved.

**Code 38 (Fence)** includes the fence posts. A fence can be made of wood, chain link, stone, etc. (not shrub hedges serving as containment for property).

**Code 39 (Wall)** is a primarily vertical (+ 15° from vertical) structure composed of concrete, metal, timber, or stone which is not part of a building or a fence but typically is used for retaining earth, abating noise, and separating areas but not for containment as in the primary function of a fence). Also not included as walls are wing-walls, which are attached to ends of bridge abutments and extend back at an angle from the roadway. Wing-walls should be coded as code “21.”

**Code 42 (Tree [Standing Tree Only])** is used when a vehicle strikes a standing tree. If a vehicle strikes a tree lying in the roadway, use code “18 – Other Object (Not Fixed).” If a tree falls on a vehicle as it is passing by, use code “16 – Thrown or Falling Object.”

**Code 43 (Other Fixed Object).** This is used when the object is fixed (considered a permanent structure) and is not described by any of the other fixed object codes. Includes utility wires and “guy” wires attached to utility poles.

**Code 45 (Working Motor Vehicle [Construction, Maintenance or Utility Vehicle Only]).** Use this code when the first injury- or damage-producing event of the accident involves a collision with a construction, maintenance or utility vehicle in the process of working and not “in-transport.” Examples: cherry picker working on the telephone lines, a paint striper painting lines on the road, a tractor mowing grass on trafficway, a county/state snow plow plowing snow, a highway dump truck dumping asphalt for a new travel lane, etc.

**NOTE:** Before 2004, this code was called “Transport Device Used as Equipment.” It included other working activities in addition to construction, maintenance and utility work on trafficways. From 2004 forward, code “45” excludes working activities other than highway construction, maintenance or utility vehicles (e.g., garbage truck picking up trash, mail/delivery trucks while making deliveries, personal vehicles plowing snow, police vehicles at a construction work site, etc. These are considered motor vehicles “in-transport”). Use Related Factors-Vehicle Level code “42 – Other Working Vehicle (Not Construction, Maintenance, Utility, Police, Fire, or EMS Vehicle)” to identify these vehicles.

A question may arise when a police, fire or emergency medical vehicle is struck on the roadway while at the scene of an accident, at a traffic stop, as traffic control, or at a construction/ maintenance site. The question becomes, “has its function changed from being a motor vehicle in-transport to a working vehicle?” The answer is “no.” Treat these situations as a motor vehicle in-transport striking another motor vehicle in-transport (Use codes “12” or “13”.) Use Related Factors -Vehicle Level code “41 – Police, Fire, or EMS Vehicle Working at the Scene of an Emergency or Performing Other Traffic Control Activities” to identify that this vehicle was struck while performing these work activities.

Taxis/limousines and commercial buses, etc., are always considered to be “in-transport” because their primary work function is to transport persons from one place to another. (See codes “12,” “13” or “14”).

**Code 47 (Vehicle Occupant Struck or Run Over by Own Vehicle).** Use when occupant falls or comes out of vehicle and is struck or run over by that vehicle. Does not apply to occupants ejected during overturns.

**Code 48 (Snow Bank).** Used when snow fall and/or road plowing creates essentially fixed barriers of snow/ice which are not snow-covered earth or rock embankments.

**Code 49 (Ridden Animal or Animal-Drawn Conveyances)** is used for collisions with animals being used as transportation. This includes ridden animals and animals (or teams of animals) drawing a transport device (e.g., a horse drawing a sleigh, a team of horses drawing a stage coach, etc.).

**Code 51 (Jackknife [Causing Injury or Damage])** applies to a condition that occurs to an articulated vehicle, (any vehicle with a trailing unit(s) connected by a hitch; e.g., truck tractor or single-unit truck with one or more trailers, articulated bus, car pulling a boat on a trailer, etc.) while in motion. The condition reflects a loss of control of the vehicle by the driver in which the trailer(s) yaws from its normal straight-line path behind the power unit, striking the power unit, causing damage to the power unit or trailer.

**Code 54 (Motor Vehicle In-Transport Strikes or is Struck by Cargo, Persons or Objects Set-in-Motion from/by Another Motor Vehicle In-Transport)** is used when the first injury- or damage-producing event of the accident is two motor vehicles in-transport making contact by something set-in-motion by one of the vehicles. Beginning in 2005, in these circumstances, both vehicles should have code “54” in their Sequence of Events.

**Code 55 (Other Not In-Transport Motor Vehicle)** is used when the first injury- or damage-producing event of the accident involves a motor vehicle in motion outside the trafficway (not in-transport).

**Code 60 (Cargo/Equipment Loss or Shift [Causing Injury or Damage])** refers specifically to the loss or shift of items carried on or in a motor vehicle or its trailing unit, and not to the vehicle or trailing unit, itself. Code “60” is only used when the first injury- or damage-producing event in the accident is the loss or shift of cargo in/on a vehicle causing damage to that vehicle, its cargo, or injury to its occupants. Code “60” should never be used to refer to a “collision” event.

**EXAMPLE:**

A pickup truck brakes rapidly to avoid a collision. This causes a piece of lumber in the pickup bed to smash through the rear window, causing the driver to lose control and run off the road, striking a tree.

**Code 99 (Unknown).** This is used when it is not known what the First Harmful Event is. For example, if a series of harmful events occurred, and it’s unclear which event was first.

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**Consistency Checks:**

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	<b>IF</b>	<b>THEN</b>
(500F) 1.	FIRST HARMFUL EVENT equals 01-11, 15-44, 46-53, 56-60,	MANNER OF COLLISION must not equal 01-11, 99.
(510F) 2.	FIRST HARMFUL EVENT equals 12-14, 45, 54-55,	MANNER OF COLLISION must not equal 00.
(520F) 3.	FIRST HARMFUL EVENT equals 10,	TRAFFIC CONTROL DEVICE must not equal 01-09, 20-50, 98.
(580F) 4.	FIRST HARMFUL EVENT equals 14,	RELATION TO ROADWAY must not equal 01.
(670F) 5.	FIRST HARMFUL EVENT equals 12-14, 45, 54-55,	NUMBER OF VEHICLE FORMS SUBMITTED must be greater than 01.
(A110) 6.	FIRST HARMFUL EVENT equals 10,	ROADWAY FUNCTION CLASS should not equal 01, 11-12.
(A350) 7.	ROUTE SIGNING equals 1,	FIRST HARMFUL EVENT should not equal 10.

	<b>IF</b>	<b>THEN</b>
(A370)	8. FIRST HARMFUL EVENT equals 99,	MANNER OF COLLISION should not equal 00, 01-11.
(A380)	9. FIRST HARMFUL EVENT equals 01-07, 16, 44, 47, 51, 60,	HIT-AND-RUN should not equal 1-3.
(A381)	10. HIT-AND-RUN equals 4,	FIRST HARMFUL EVENT should equal 01-07, 16, 44, 47, 51, 60, or SEQUENCE OF EVENTS for at least one vehicle should equal 01-07, 16, 44, 47, 51, 60.
(A390)	11. FIRST HARMFUL EVENT equals 17, 19-43, 52-53,	RELATION TO ROADWAY should not equal 01, 07, 11.
(A400)	12. FIRST HARMFUL EVENT equals 13,	RELATION TO JUNCTION should not equal 02-06, 08, 10-13.
(A410)	13. RELATION TO JUNCTION equals 07, 14,	FIRST HARMFUL EVENT should not equal 08-10, 14-15, 55.
(A420)	14. FIRST HARMFUL EVENT equals 10,	RELATION TO JUNCTION should equal 06.
(A770)	15. FIRST HARMFUL EVENT equals 46,	TRAFFIC CONTROL DEVICE should equal 01-04.
(A780)	16. FIRST HARMFUL EVENT equals 46,	TRAFFIC CONTROL DEVICE should not equal 00.
(A790)	17. FIRST HARMFUL EVENT equals 46,	RELATION TO JUNCTION should not equal 01, 07, 14.
(A800)	18. FIRST HARMFUL EVENT equals 46,	RELATION TO ROADWAY should not equal 01-02, 05, 07, 11.
(A810)	19. FIRST HARMFUL EVENT equals 46, and RELATION TO JUNCTION does not equal 10-11, 13,	ROADWAY FUNCTION CLASS should not equal 01, 11.



	<b>IF</b>	<b>THEN</b>
(A820)	20. FIRST HARMFUL EVENT equals 46, and RELATION TO JUNCTION does not equal 10-11, 13,	ROUTE SIGNING should not equal 1.
(A830)	21. FIRST HARMFUL EVENT equals 46,	SPEED LIMIT should be less than 55.
(AC1A)	22. FIRST HARMFUL EVENT equals 54,	MANNER OF COLLISION should equal 11.
(V750)	23. UNDERRIDE/OVERRIDE equals 1-3,	FIRST HARMFUL EVENT or SEQUENCE OF EVENTS (for this vehicle) should equal 12-13.
(V760)	24. UNDERRIDE/OVERRIDE equals 4-6,	FIRST HARMFUL EVENT or SEQUENCE OF EVENTS (for this vehicle) should equal 14, 45, 55.
(V770)	25. UNDERRIDE/OVERRIDE equals 7,	FIRST HARMFUL EVENT or SEQUENCE OF EVENTS (for this vehicle) should equal 12-13.
(V780)	26. UNDERRIDE/OVERRIDE equals 8,	FIRST HARMFUL EVENT or SEQUENCE OF EVENTS (for this vehicle) should equal 14, 45, 55.

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**Special Processing Rules:**


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	<b>IF</b>	<b>THEN</b>
(440F)	1. FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 01,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 01-04, 09-14, 19, 99.
(450F)	2. FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 07,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 14.

	<b>IF</b>	<b>THEN</b>
(460F)	3. FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 02,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 05, 15.
(470F)	4. FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 03, 08, 10,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 05, 15, 18, 99.
(480F)	5. FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 04, 06,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 05, 09, 16, 18-19, 99.
(490F)	6. FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 05,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 17.
(530F)	7. FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 99,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 09, 19, 99.
(531F)	8. FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 11,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 11-13.
(540F)	9. FIRST HARMFUL EVENT equals 02,	at least one vehicle must have FIRE OCCURRENCE equal to 1, or blank.
(550F)	10. FIRST HARMFUL EVENT equals 08,	at least one person must have PERSON TYPE equal to 05.
(560F)	11. FIRST HARMFUL EVENT equals 09,	at least one person must have PERSON TYPE equal to 06-07.
(570F)	12. FIRST HARMFUL EVENT equals 05-06, 47,	at least one PERSON TYPE equal to 01-03, 09 must have INJURY SEVERITY equal to 1-5, or blank.

	<b>IF</b>	<b>THEN</b>
(590F)	13. FIRST HARMFUL EVENT equals 15,	at least one Person Level form must have a PERSON TYPE code of 08.
(5Y0F)	14. FIRST HARMFUL EVENT equals 08-09, 15,	NUMBER OF FORMS SUBMITTED FOR PERSONS NOT IN MOTOR VEHICLES must not equal 00.
(7A0F)	15. FIRST HARMFUL EVENT equals 01,	ROLLOVER must equal 1 or blank for at least one vehicle, or BODY TYPE must equal 80-83, 88-89, or blank for at least one vehicle.
(9C0P)	16. FIRST HARMFUL EVENT equals 55,	there must be at least one vehicle with UNIT TYPE equal to 2-4.
(A080)	17. DRIVER PRESENCE equals 2, FIRST HARMFUL EVENT equals 12-13, and NUMBER OF VEHICLE FORMS SUBMITTED equals 02,	one RELATED FACTORS-DRIVER LEVEL should equal 20.
(A100)	18. FIRST HARMFUL EVENT is not equal to 02, 04-05, 10, 16, 18,	there should be one vehicle with TRAVEL SPEED of 01-99, or blanks.
(AM1P)	19. FIRST HARMFUL EVENT equals 54, or SEQUENCE OF EVENTS equals 54 for any vehicle,	one RELATED FACTORS – ACCIDENT LEVEL must equal 14.
(AL7P)	20. FIRST HARMFUL EVENT equals __,	at least one SEQUENCE OF EVENTS must equal __ for at least one vehicle.
(AZ0Q)	21. HIT-AND-RUN equals 3,	FIRST HARMFUL EVENT should equal 10-11, 14, 17-43, 45-46, 48-50, 52-53, 55, or SEQUENCE OF EVENTS for at least one vehicle should equal 10-11, 14, 17-43, 45-46, 48-50, 52-53, 55.

**IF**

**THEN**

(FA0F) 22. FIRST HARMFUL EVENT equals blank, case status is flawed.

(U020) 23. UNLIKELY: FIRST HARMFUL EVENT equals 02, 04, 06, 20 51, 60.

# MANNER OF COLLISION

**Format: 2 numeric**

**Element Values:**

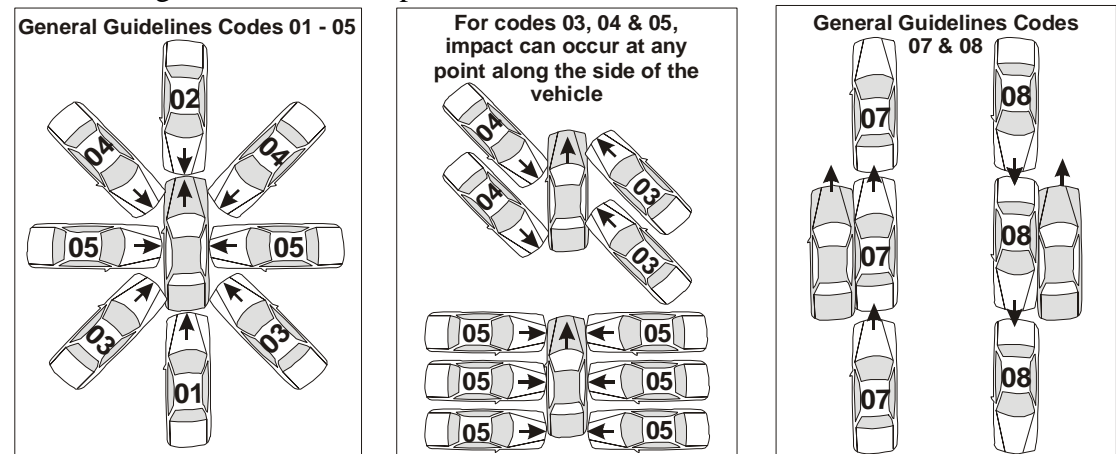
- |  |
|--|
| Blanks   |
| 00 Not a Collision with a Motor Vehicle            |
| 01 Front-to-Rear (includes Rear-End)               |
| 02 Front-to-Front (includes Head-On)               |
| Angles:  |
| 03 Front-to-Side, Same Direction                   |
| 04 Front-to-Side, Opposite Direction               |
| 05 Front-to-Side, Right Angle (includes Broadside) |
| 06 Front-to-Side/Angle – Direction Not Specified   |
| 07 Sideswipe – Same Direction                      |
| 08 Sideswipe – Opposite Direction                  |
| 09 Rear-to-Side                                    |
| 10 Rear-to-Rear*                                   |
| 11 Other (End-Swipes and Others)*                  |
| 99 Unknown   |

**\* This value is an unlikely occurrence and will raise an error flag.**

**Remarks:**

Refers only to accidents in which the First Harmful Event is a collision between two motor vehicles (codes “12, 13, 14, 45, 54 or 55”). In cases where the First Harmful Event involves vehicles that make contact by objects set-in-motion (code “54”), see Manner Of Collision code “11 – Other (End-Swipes and Others).”

Use the diagrams below to help determine Manner of Collision codes “01-05, 07-08”.



Beginning in 2002, this element will be based on the impact location (i.e., front, side or rear) and vehicle orientation (i.e., facing in the same or opposite directions) of the contact vehicles in the First Harmful Event. The use of “direction of force” will no longer be used in determining this element. Prior to 2002, the “direction of force” immediately preceding the collision was allowed to be considered, especially in “head-on” collisions.

**Code 00 (Not a Collision with a Motor Vehicle)**

This code is used when the First Harmful Event is a non-collision, or a collision with a non-fixed object or fixed object.

**Code 01 (Front-to-Rear)**

A rear-end collision is one in which the front end of one vehicle collides with the back of another vehicle, while the two vehicles are traveling in the same direction. Use code “01” for all “rear-end” crashes and all crashes in which the front of one vehicle comes in contact with the rear of another in the First Harmful Event, regardless of the original direction of travel.

An important question to ask is: “Did any portion of the front bumper, grill or headlights of one vehicle (Clockpoint “12”) make contact with any portion of the rear bumper, taillights or rear of the other vehicle (Clockpoint “06”) in the First Harmful Event?”

**Code 02 (Front-to-Front)**

A “head-on” collision is one in which the front end of one vehicle collides with the front end of another vehicle, while the two vehicles are traveling in opposite directions.

Use code “02” for all “head-on” crashes and all crashes in which the front of both vehicles make contact in the First Harmful Event, regardless of the original direction of travel. Direction of force will not be used in determining head-on collisions.

**Code 03 (Front-to-Side, Same Direction)** is used for angle accidents where the front of one vehicle makes contact with any point along the side of another in the First Harmful Event and the orientation of the vehicles at impact is in the same direction. This does not include right angles or broadside crashes (See code “05”).

**Code 04 (Front-to-Side, Opposite Direction)** is used for angle accidents where the front of one vehicle makes contact with any point along the side of another in the First Harmful Event and the orientation of the vehicles at impact is in the opposite direction. This does not include right angles or broadside crashes (See code “05”).

**Code 05 (Front-to-Side, Right Angle)** is used for “broadside” or “T-bone” crashes in which front-to-side contact is made, and the vehicles are at a right-angle position. The front of one vehicle can make contact anywhere along the side of the other, not just Clockpoints “03” or “09.”

**Code 06 (Front-to-Side/Angle - Direction Not Specified)** is used when the police indicate that it is an “angle” crash without providing enough detail in the narrative and diagram to determine the orientation of the vehicles in the First Harmful Event.

Sideswipe, codes “07 or 08,” may be applied if the following are true for both vehicles involved in the First Harmful Event.

1. The initial engagement does not overlap the corner of either vehicle by more than four inches, so that there is no significant involvement of the front or rear surface areas.
2. There is no pocketing of the impact in the suspension areas. The impact then swipes along the surface of the vehicle parallel to the direction of travel.
3. There is low retardation of the force along the surface of the vehicle.
4. Again, these must be true for both vehicles involved in the collision (with each other), which is the first harmful event.
5. End-swipes are coded as code “11 – Other.”

If unclear if the collision was an angle or a sideswipe, code it as Angle (codes “03-04”).

**Code 09 (Rear-to-Side)** is used for crashes where the “rear” of a vehicle, and not the front, makes contact with the side of another. This can happen when a vehicle backs up into the side of another vehicle.

**Code 11 (Other)** should be used for collisions where one vehicle’s “end” swipes (end-swipe) another vehicle instead of their “sides” swiping. Also, this code should be used for any collision between two motor vehicles where the collision is not described by codes “01-10,” including set-in-motion situations.

Examples include:

- An example is when one vehicle is airborne and makes contact with its front to the other vehicle’s hood or top.
- Cargo or other load on one motor vehicle in-transport shifts and lands or is thrown into/onto another vehicle.
- The tire of one motor vehicle in-transport throws a stone through the windshield of another vehicle.
- A vehicle occupant or motorcyclist falls or is thrown from a vehicle striking or is struck by another vehicle.
- A pedestrian is struck by a vehicle and is knocked into the path of a second striking vehicle.

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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(421P) 1.	NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 01,	IMPACT POINT-INITIAL for one vehicle should equal 12, and IMPACT POINT-INITIAL for the other vehicle should equal 06, 99.
(422P) 2.	NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 02,	IMPACT POINT-INITIAL for one vehicle should equal 12, and IMPACT POINT-INITIAL for the other vehicle should equal 12, 99.
(423P) 3.	NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 03-06,	IMPACT POINT-INITIAL for one vehicle should equal 01, 11-12, and IMPACT POINT-INITIAL for the other vehicle should equal 01-05, 07-11, 99.
(424P) 4.	NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 09,	IMPACT POINT-INITIAL for one vehicle should equal 06, and IMPACT POINT-INITIAL for the other vehicle should equal 01-05, 07-11, 99.
(425P) 5.	NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 10,	IMPACT POINT-INITIAL for one vehicle should equal 06, and IMPACT POINT-INITIAL for the other vehicle should equal 06, 99.
(500F) 6.	FIRST HARMFUL EVENT equals 01-11, 15-44, 46-53, 56-60,	MANNER OF COLLISION must not equal 01-11, 99.
(510F) 7.	FIRST HARMFUL EVENT equals 12-14, 45, 54-55,	MANNER OF COLLISION must not equal 00.
(A370) 8.	FIRST HARMFUL EVENT equals 99,	MANNER OF COLLISION should not equal 00, 01-11.
(AC1A) 9.	FIRST HARMFUL EVENT equals 54,	MANNER OF COLLISION should equal 11.



	<b>IF</b>	<b>THEN</b>
(V450)	10. NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and VEHICLE ROLE of both vehicles equals 1,	MANNER OF COLLISION should equal 02.

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**Special Processing Rules:**

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	<b>IF</b>	<b>THEN</b>
(420P)	1. MANNER OF COLLISION equals 07-08,	there must be at least two vehicle forms with IMPACT POINT-INITIAL equal to 01-05, 07-11, 99.
(U030)	2. UNLIKELY: MANNER OF COLLISION equals 10-11.	

<b>RELATION TO JUNCTION</b>
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**Format: 2 numeric**

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**Element Values:**

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Blanks

**NON-INTERCHANGE**

- 01 Non-Junction
- 02 Intersection
- 03 Intersection Related
- 04 Driveway, Alley Access, etc.
- 05 Entrance/Exit Ramp Related
- 06 Rail Grade Crossing
- 07 Crossover-Related
- 08 Driveway Access Related
- 09 Unknown, Non-Interchange

**INTERCHANGE AREA**

- 10 Intersection
- 11 Intersection Related
- 12 Driveway Access
- 13 Entrance/Exit Ramp Related
- 14 Crossover-Related
- 15 Other location in Interchange
- 19 Unknown, Interchange Area
  
- 99 Unknown

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**Remarks:**

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This element refers to the location of the FIRST HARMFUL EVENT and not to the location of the commencement of unstabilized situation.

Refer to the following definitions in the current ANSI D16.1 Manual:

- |        |                               |
|--------|-------------------------------|
| 2.5.10 | Intersection                  |
| 2.5.11 | Junction                      |
| 2.7.5  | Intersection-Related Accident |
| 2.5.16 | Interchange                   |

2.5.9	Driveway Access
2.5.17	Ramp
2.5.19	Gore
2.7.7	Interchange Accident
3.8.3.3	Intersections or Interchanges
3.8.3.4	Ramps or Frontage Roads

Be sure to review all of the appropriate diagrams with these definitions.

**Codes 02 and 10 (Intersection):**

An at-intersection accident is a traffic accident in which the First Harmful Event occurs within the limits of an intersection. (See ANSI D16.1 definitions 2.7.3 At Intersection Accident and 2.5.10 Intersection.)

**Code 10 (Intersection):** (Within Interchange Area): if the First Harmful Event occurs within the intersection of a ramp and the surface roadway:

- It is important to always code A10 – National Highway System and A11 – Roadway Function Class for the highest class of trafficway at this intersection.
- However, beginning in 2004, code the highway characteristics for the trafficway which was coded in the top row of A13 – Trafficway Identifier (i.e., Route Signing, Trafficway Flow, Number of Travel Lanes, Speed Limit, Roadway Alignment, Roadway Profile, Roadway Surface Type, Roadway Surface Condition, and Traffic Control Device/Functioning).

**Codes 03 and 11 (Intersection Related):**

An intersection-related accident is a traffic accident in which the First Harmful Event (1) occurs on an approach to or exit from an intersection and (2) results from an activity, behavior or control related to the movement of traffic units through the intersection. (See ANSI D16.1 definitions 2.7.5 and 2.5.10.)

**Codes 05 or 13 (Entrance/Exit Ramp Related Accidents):**

Beginning in 2004, code the characteristics of the ramp, when provided by the police or the highway department, instead of the characteristics of the highest class of trafficway to which the ramp is attached. (Example: one travel lane, curved alignment, Trafficway Flow equal to Entrance/Exit Ramp, speed limit of the ramp, and appropriate traffic controls on the ramp, etc.).

An entrance/exit ramp may exist outside an interchange area (i.e. rest area).

<b>Location of First Harmful Event</b>	<b>A19</b>	<b>A20</b>	<b>A21</b>	<b>Code A22 through A30 with respect to:</b>
a. anywhere along ramp including off roadway (not related to an intersection)	13	01-04 06-08, 10	6	ramp
b. in intersection with surface street within interchange	10	01	1-5	trafficway provided by police or highway dept.
c. in intersection with surface street not within interchange	02	01	1-5	highest class trafficway
d. along ramp and related to an intersection at surface street (within interchange)	11	01-04 06-08, 10	6	ramp
e. along ramp and related to an intersection at surface street (not within interchange)	03	01-04 06-08, 10	1-5	trafficway provided by police or highway dept.

**Codes 07 and 14 (Crossover-Related)** refers to a turn lane located in the median designated for crossing over from one roadway to another. This only applies to trafficways with separate roadways and a median. At least one vehicle has to be physically in the crossover and the accident has to be related to the use of the crossover.

**Code 08 (Driveway Access Related)** – refers to an accident that:

- (1) occurs on the trafficway,
- (2) does not occur on a driveway access (Code “04”), but
- (3) results from an activity, behavior or control related to the movement of traffic units to or from the driveway access (See ANSI D16.1 Manual 2.5.9).

For examples:

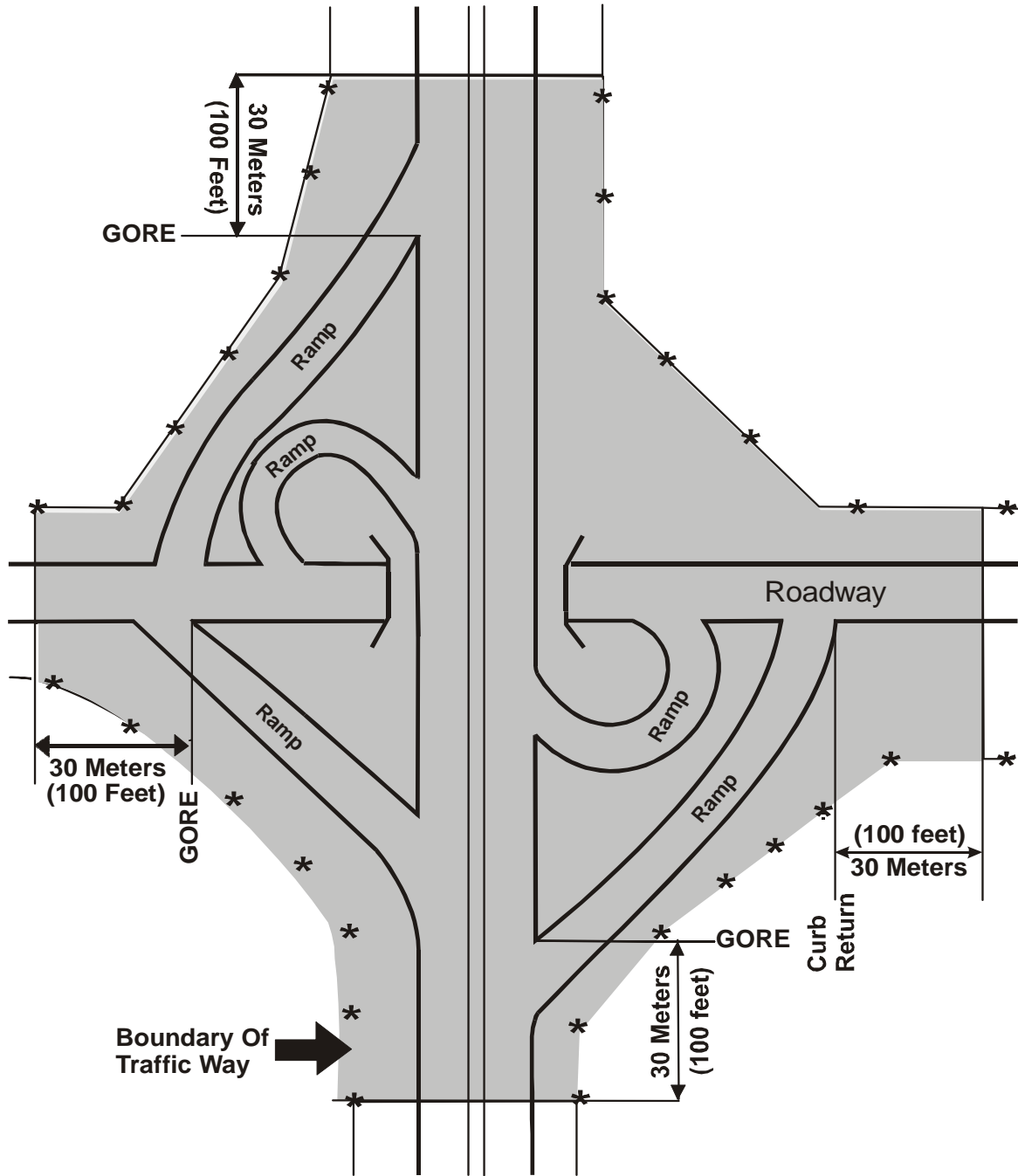
A vehicle attempting to turn left into a driveway from the eastbound lanes is struck broadside by another vehicle traveling in the westbound lanes, or

A vehicle that has just entered the trafficway from a driveway is struck in the rear before it can gain speed.

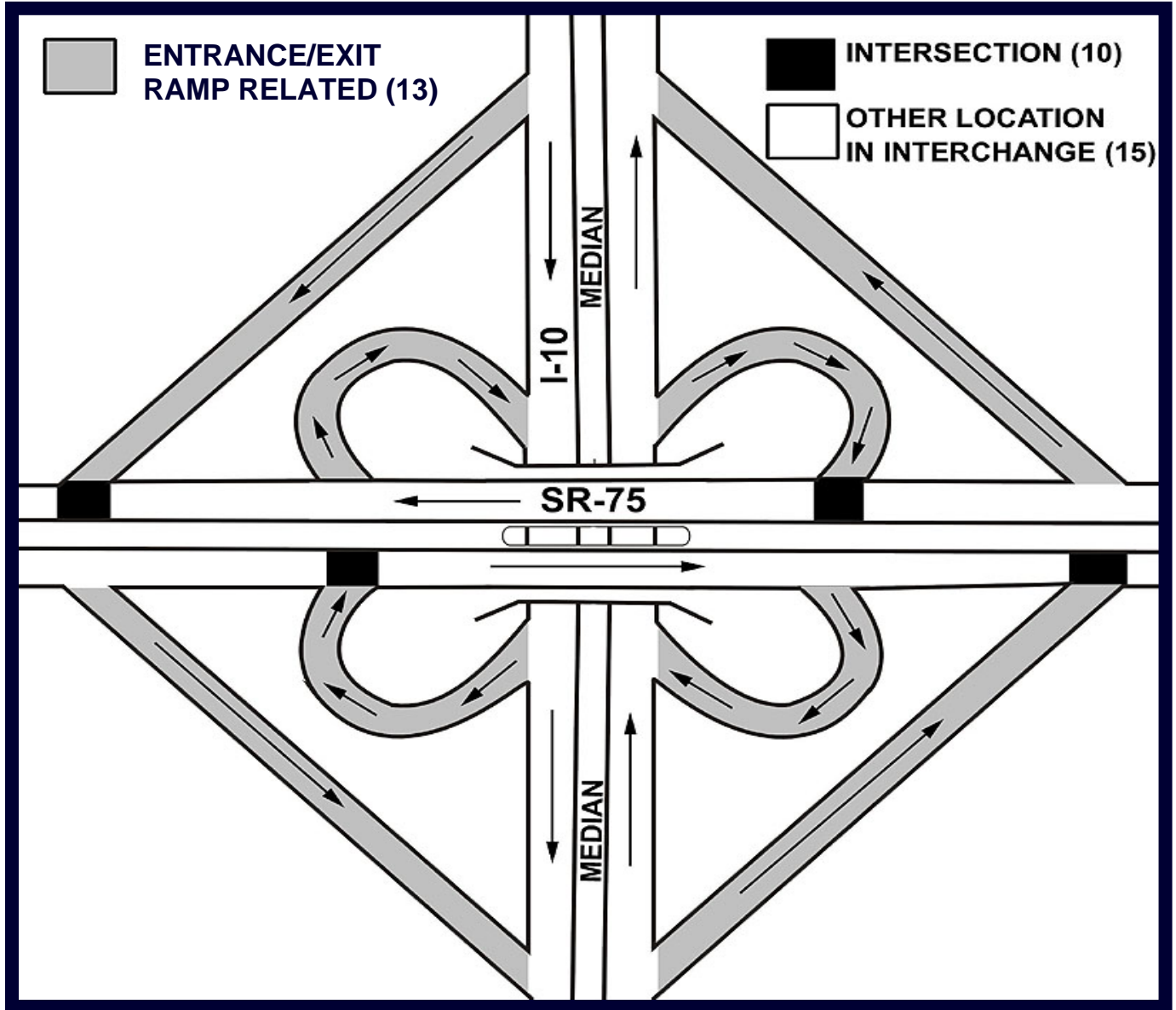
**Use code 15 (Other Location in Interchange)**, when the First Harmful Event occurs in an area other than those listed in codes “10 - 14.” This will include on-roadway locations within an interchange.

INTERCHANGE ACCIDENTS  
Accidents which occur within the shaded area  
are interchange accidents

From ANSI D16.1 - 1966 (PG. 21)



The diagram below will help identify Relation to Junction codes “10,” “13” and “15”, in an Interchange Area.



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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(1Y0P) 1.	RELATION TO JUNCTION equals 06,	RAIL GRADE CROSSING IDENTIFIER must not equal 0000000.
(730P) 2.	RELATION TO JUNCTION equals 07, 14,	RELATION TO ROADWAY must not equal 04-07, 99.
(740P) 3.	RELATION TO JUNCTION equals 07, 14,	TRAFFICWAY FLOW must equal 2-3.
(750P) 4.	RELATION TO JUNCTION equals 07, 14,	RAIL GRADE CROSSING IDENTIFIER must equal 0000000.
(770P) 5.	RELATION TO ROADWAY equals 07,	RELATION TO JUNCTION must not equal 02, 05, 07, 10-19.
(780P) 6.	RELATION TO ROADWAY equals 10,	RELATION TO JUNCTION must not equal 02, 04, 08, 10, 12.
(A130) 7.	ROADWAY FUNCTION CLASS equals 01-02, 11-13, and RELATION TO JUNCTION does not equal 05, 11, 13,	NUMBER OF TRAVEL LANES should not equal 1.
(A140) 8.	ROADWAY FUNCTION CLASS equals 01-02, 11-12, and RELATION TO JUNCTION does not equal 10-11,	TRAFFICWAY FLOW should not equal 4-5, 9.
(A150) 9.	ROADWAY FUNCTION CLASS equals 01, 11-12,	RELATION TO JUNCTION should not equal 02-04, 06, 08.
(A200) 10.	RELATION TO JUNCTION equals 07, 14,	ROADWAY FUNCTION CLASS should not equal 04-06, 16.
(A210) 11.	ROADWAY FUNCTION CLASS equals 01, 11-12, and RELATION TO JUNCTION does not equal 10-11, 13,	TRAFFIC CONTROL DEVICE should not equal 01-03, 07, 20, 40, 50, 80.

	<b>IF</b>	<b>THEN</b>
(A220)	12. ROADWAY FUNCTION CLASS equals 01, 11, and RELATION TO JUNCTION does not equal 10-11, 13,	SPEED LIMIT should not equal 05-40.
(A290)	13. ROUTE SIGNING equals 1,	RELATION TO JUNCTION should not equal 02-04, 06, 08.
(A291)	14. RELATION TO JUNCTION equals 07, 14,	ROUTE SIGNING should not equal 5-6.
(A310)	15. ROUTE SIGNING equals 1, and RELATION TO JUNCTION does not equal 11, 13,	NUMBER OF TRAVEL LANES should not equal 1.
(A320)	16. ROUTE SIGNING equals 1, and RELATION TO JUNCTION does not equal 11, 13,	SPEED LIMIT should not equal 05-40.
(A340)	17. ROUTE SIGNING equals 1, and RELATION TO JUNCTION equals 01,	TRAFFIC CONTROL DEVICE should equal 00.
(A360)	18. RELATION TO JUNCTION equals 07, 14,	ROUTE SIGNING should not equal 4.
(A400)	19. FIRST HARMFUL EVENT equals 13,	RELATION TO JUNCTION should not equal 02-06, 08, 10-13.
(A410)	20. RELATION TO JUNCTION equals 07, 14,	FIRST HARMFUL EVENT should not equal 08-10, 14-15, 55.
(A420)	21. FIRST HARMFUL EVENT equals 10,	RELATION TO JUNCTION should equal 06.
(A440)	22. RELATION TO JUNCTION equals 06,	TRAFFIC CONTROL DEVICE should equal 60-80.
(A450)	23. SEQUENCE OF EVENTS equals 10,	RELATION TO JUNCTION should equal 06.



	<b>IF</b>	<b>THEN</b>
(A460)	24. SEQUENCE OF EVENTS equals 13,	RELATION TO JUNCTION should not equal 02-06, 08, 10-13.
(A610)	25. RELATION TO JUNCTION equals 05, 13,	TRAFFICWAY FLOW should equal 6.
(A611)	26. TRAFFICWAY FLOW equals 6,	RELATION TO JUNCTION should equal 05, 13.
(A790)	27. FIRST HARMFUL EVENT equals 46,	RELATION TO JUNCTION should not equal 01, 07, 14.
(A810)	28. FIRST HARMFUL EVENT equals 46, and RELATION TO JUNCTION does not equal 10-11, 13,	ROADWAY FUNCTION CLASS should not equal 01, 11.
(A820)	29. FIRST HARMFUL EVENT equals 46, and RELATION TO JUNCTION does not equal 10-11, 13,	ROUTE SIGNING should not equal 1.
(A890)	30. RELATION TO JUNCTION equals 01,	TRAFFIC CONTROL DEVICE should not equal 01-03.
(AC0A)	31. RELATION TO JUNCTION equals 02-03, 10-11,	the second TRAFFICWAY IDENTIFIER should not be all blank.
(D530)	32. VIOLATIONS CHARGED equals 36,	RELATION TO JUNCTION should equal 06.

---

**Special Processing Rules:**


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(A240)	1. ROADWAY FUNCTION CLASS equals 01, 11, and RELATION TO JUNCTION does not equal 10-11, 13,	TRAVEL SPEED should not equal 05-40.
--------	---	--------------------------------------

## RELATION TO ROADWAY

**Format: 2 numeric**

---

**Element Values:**

---

Blanks	
01	On Roadway
02	Shoulder
03	Median
04	Roadside
05	Outside Trafficway/Outside Right-of-Way
06	Off Roadway – Location Unknown
07	In Parking Lane
08	Gore
10	Separator
11	Two-way Continuous Left-Turn Lane
99	Unknown

**Remarks:**

---

This element is coded as to the location of the First Harmful Event.

See ANSI D16.1 Manual for examples, inclusions and exclusions of Trafficway components.

**Code 01 (On Roadway)** - The Roadway is that part of a trafficway designed, improved and ordinarily used for motor vehicle travel or, where various classes of motor vehicles are segregated, that part of a trafficway used by a particular class. Separate roadways may be provided for northbound and southbound traffic or for trucks and automobiles. The roadway and any shoulder alongside the roadway together make up the road.

**Code 02 (Shoulder)** is that part of a trafficway contiguous with the roadway for emergency use, for accommodation of stopped vehicles and for lateral support of the roadway structure. *A shoulder is a design feature of a road and may or may not be paved. Areas off the roadway not designed or improved to accommodate vehicles are considered roadside.*





**Code 03 (Median)** is defined as that area of a divided trafficway between parallel *roads separating the travel in opposite directions*. The principal functions of a median are to provide the desired freedom from interference of opposing traffic, to provide a recovery area for out-of-control vehicles, to provide a stopping area in case of emergencies, to provide for speed change and storage of left-turning and U-turning vehicles, and to minimize headlight glare. Medians may be depressed, raised or flush. Flush medians can be as little as 4-feet wide between roadway edgelines. Painted roadway edgelines four (4) or more feet wide denote medians. Medians of lesser width must have a barrier to be considered a median. Medians do not include “shoulders” and “separators.”

Continuous left-turn lanes are **NOT** considered painted medians.

**Code 04 (Roadside)** refers to a location off the roadway, but inside the trafficway boundaries/right-of-way. It is the outermost part of the trafficway, which lay between the outer property line or other barrier and the edge of the first road encountered in the trafficway.

**Code 05 (Outside Trafficway/Outside Right-of-Way)** is used for areas not open to the public as a matter of right or custom for moving persons or property. This includes property beyond the roadside outside the boundaries of the trafficway. The trafficway (right-of-way) boundaries are generally considered to run from property line to property line. Also, a portion of the trafficway closed for construction is not a trafficway and would be coded “05;” however, that part of the trafficway open to traffic, while the remainder is closed, is a trafficway and would **NOT** be coded “05.”

**Code 06 (Off Roadway – Location Unknown)** refers to a location off the roadway, but its relationship to the trafficway boundaries/right-of-way is not known.

**Code 07 (In Parking Lane)** refers to a strip of road located on the roadway, or next to the roadway, on which parking is permitted. This includes curb-side and edge-of-roadway parking (for example, legal residential parking, city street parking, etc.). Sometimes a strip of roadway can be designated for parking at certain hours of the day (parking lane) and for regular travel at other hours (travel lane). This code should not be used during hours when parking is NOT permitted.

**Code 08 (Gore)** is an area of land where two roadways diverge or converge. The area is bounded on two sides by the edges of the roadways, which join at the point of divergence or convergence. The direction of traffic must be the same on both of these roadways. The area includes **SHOULDERS** or marked pavement if any, between the roadways. The third side is 60 meters (approximately 200 feet) from the point of divergence or convergence or, if any other road is within 70 meters (230 feet) of that point, a line 10 meters (33 feet) from the nearest edge of such road.

**Gore Inclusions:**

- Areas at rest area entry or exit ramps.
- Areas at truck weight station entry or exit ramps.
- Areas where two main roadways diverge or converge.
- Areas where a ramp and another roadway, or two ramps, diverge or converge.
- Areas where a frontage road and another roadway or two frontage roads, diverge or converge.
- And others.

**Gore Exclusions:**

- Islands for channelization of vehicle movements.
- Islands for pedestrian refuge.
- And others.

**Code 10 (Separator)** is the area of a trafficway between parallel roads separating travel in the same direction or separating a frontage road from other roads (see Trafficway Diagram in this section). A Separator may be a physical barrier or a depressed, raised, flush or vegetated area between roads.

**Code 11 (Two-Way Continuous Left-Turn Lane)** is for left-turning vehicles in both directions of travel. Vehicles stopped or in motion within a continuous left-turn lane are considered to be in-transport, and should be included.

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(250P) 1.	RELATION TO ROADWAY equals 03,	TRAFFICWAY FLOW must not equal 1, 4-5, 9.
(580F) 2.	FIRST HARMFUL EVENT equals 14,	RELATION TO ROADWAY must not equal 01.
(730P) 3.	RELATION TO JUNCTION equals 07, 14,	RELATION TO ROADWAY must not equal 04-07, 99.
(770P) 4.	RELATION TO ROADWAY equals 07,	RELATION TO JUNCTION must not equal 02, 05, 07, 10-19.
(780P) 5.	RELATION TO ROADWAY equals 10,	RELATION TO JUNCTION must not equal 02, 04, 08, 10, 12.
(A390) 6.	FIRST HARMFUL EVENT equals 17, 19-43, 52-53,	RELATION TO ROADWAY should not equal 01, 07, 11.
(A800) 7.	FIRST HARMFUL EVENT equals 46,	RELATION TO ROADWAY should not equal 01-02, 05, 07, 11.

	<b>IF</b>	<b>THEN</b>
(A870)	8. RELATION TO ROADWAY equals 07,	NUMBER OF TRAVEL LANES should not equal 1.
(A880)	9. RELATION TO ROADWAY equals 07,	TRAFFICWAY FLOW should not equal 2-3, 5.
(A881)	10. RELATION TO ROADWAY equals 11,	TRAFFICWAY FLOW should equal 5.
(A882)	11. RELATION TO ROADWAY equals 07, and TRAFFICWAY FLOW does not equal 6,	ROUTE SIGNING should not equal 1.
(A883)	12. RELATION TO ROADWAY equals 07,	ROADWAY FUNCTION CLASS should not equal 01, 11-12.

---

**Special Processing Rules:**

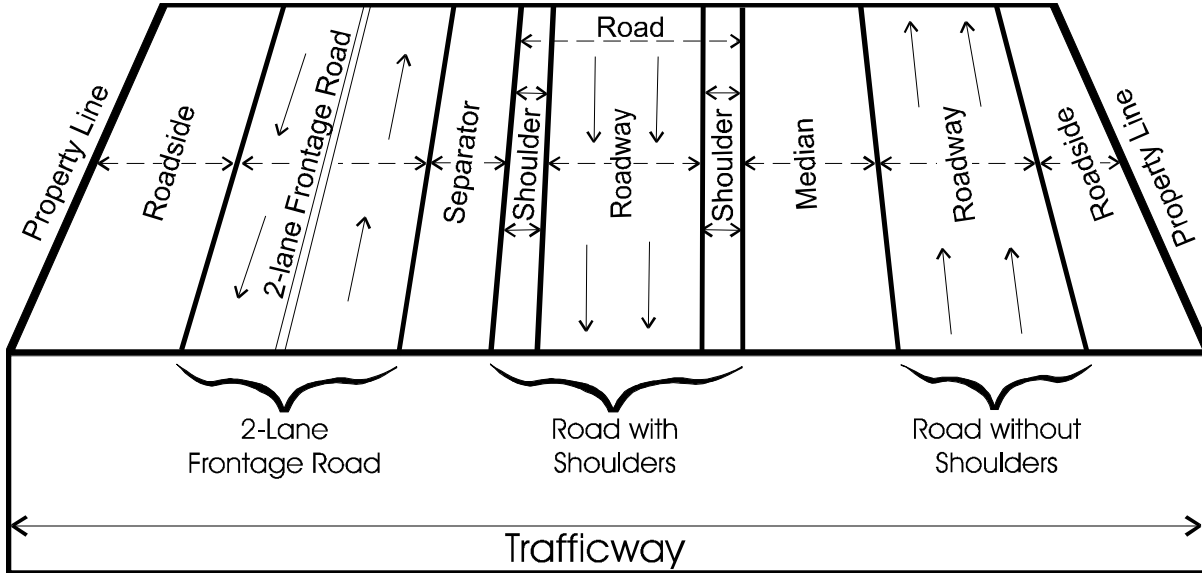

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	<b>IF</b>	<b>THEN</b>
(440F)	1. FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 01,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 01-04, 09-14, 19, 99.
(450F)	2. FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 07,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 14.
(460F)	3. FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 02,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 05, 15.
(470F)	4. FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 03, 08, 10,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 05, 15, 18, 99.
(480F)	5. FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 04, 06,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 05, 09, 16, 18-19, 99.
(490F)	6. FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 05,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 17.

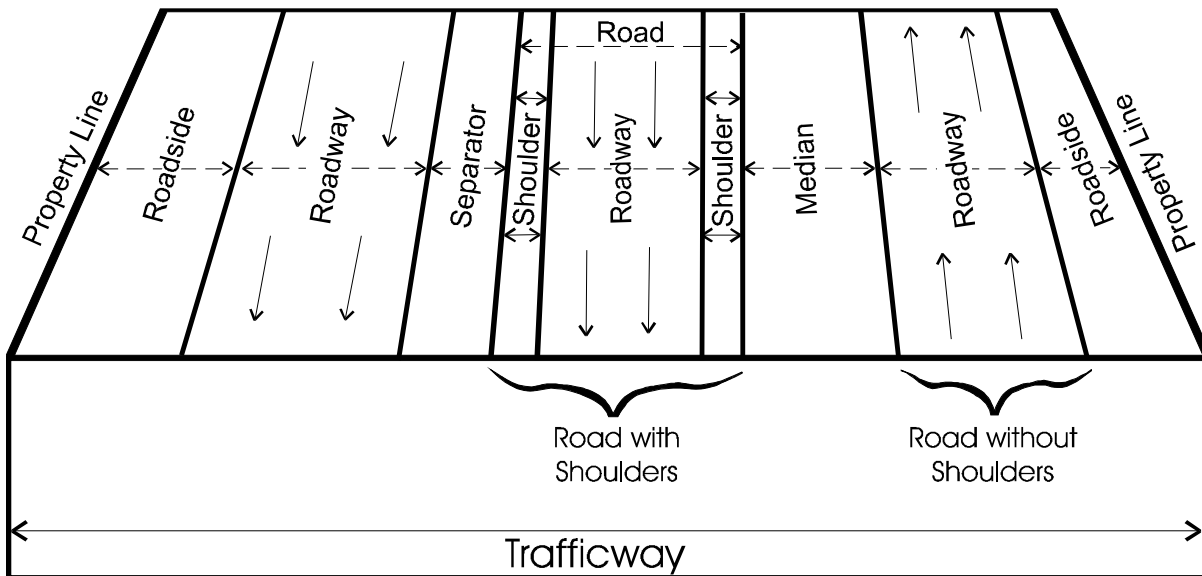
	<b>IF</b>	<b>THEN</b>
(530F) 7.	FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 99,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 09, 19, 99.
(531F) 8.	FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 11,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 11-13.

**Trafficway**  
**From ANSI D16.1 1996**

**TRAFFICWAY WITH FRONTAGE ROAD**



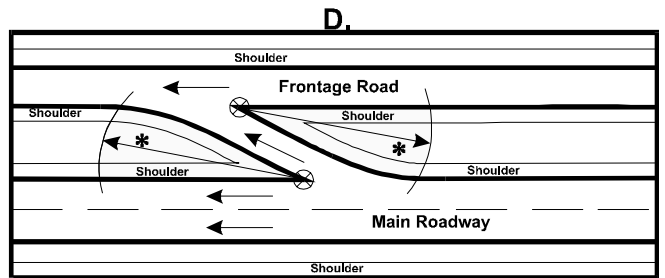
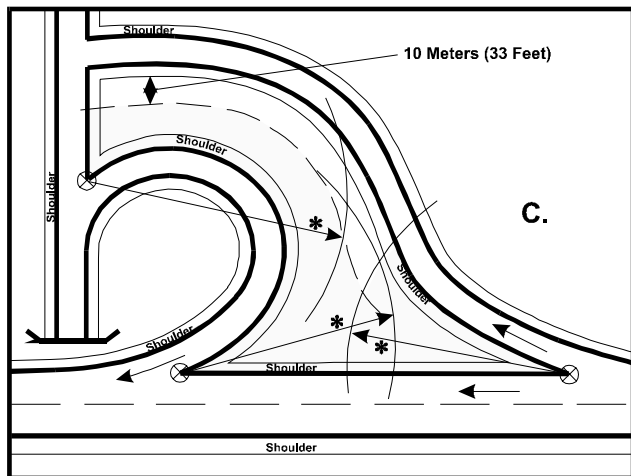
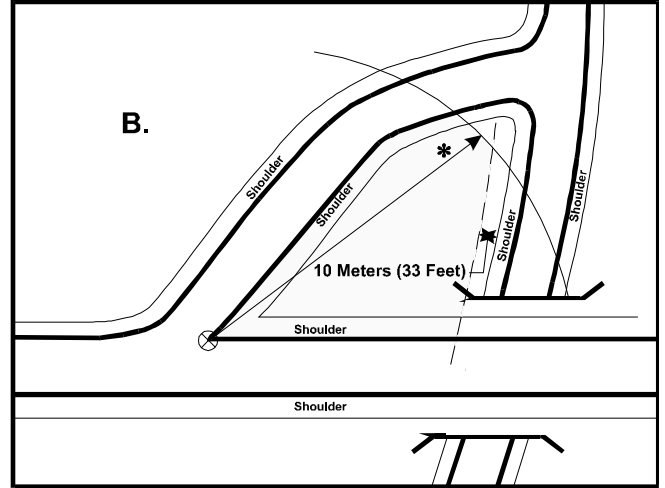
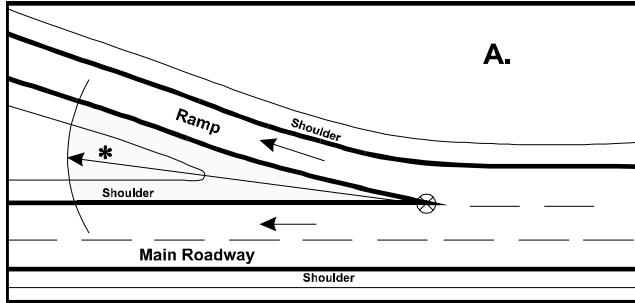
**TRAFFICWAY WITH MULTIPLE ROADWAYS IN THE SAME DIRECTION**



# GORE (2.5.19)

 Gore

\* Radius of 60 Meters  
(About 200 Feet)





# TRAFFICWAY FLOW

**Format: 1 numeric**

---

**Element Values:**

Blank	
1	Not Physically Divided (Two-Way Trafficway)
5	Not Physically Divided (With Two-way Continuous Left-Turn Lane)
2	Divided Highway, Median Strip (Without Traffic Barrier)
3	Divided Highway, Median Strip (With Traffic Barrier)
4	One-Way Trafficway
6	Entrance/Exit Ramp
9	Unknown

---

**Remarks:**

This variable should be coded in accordance with the roadway selected as discussed in the remarks section under Roadway Function Class (A11).

A trafficway may include several roadways if it is a physically divided highway. Trafficways are not physically divided unless the divider is a median, barrier, or other constructed device. Pavement markings do qualify. Refer to the definition of a median under Relation To Roadway.

All traffic barriers are constructed on a median strip; therefore, if a traffic barrier exists on a divided highway, code "3" must be used. If it is not known whether or not a barrier exists, assume one does not and use code "2" (that is, if a median is known to exist).

---

**Consistency Checks:**

	IF	THEN
(250P) 1.	RELATION TO ROADWAY equals 03,	TRAFFICWAY FLOW must not equal 1, 4-5, 9.
(740P) 2.	RELATION TO JUNCTION equals 07, 14,	TRAFFICWAY FLOW must equal 2-3.

	<b>IF</b>	<b>THEN</b>
(A140)	3. ROADWAY FUNCTION CLASS equals 01-02, 11-12, and RELATION TO JUNCTION does not equal 10-11,	TRAFFICWAY FLOW should not equal 4-5, 9.
(A300)	4. ROUTE SIGNING equals 1,	TRAFFICWAY FLOW should not equal 1, 4-5.
(A470)	5. TRAFFICWAY FLOW equals 1-3, 5,	NUMBER OF TRAVEL LANES should not equal 1.
(A481)	6. TRAFFICWAY FLOW equals 6,	NUMBER OF TRAVEL LANES should equal 1.
(A490)	7. TRAFFICWAY FLOW equals 2-3, 5,	ROADWAY SURFACE TYPE should not equal 4-5, 8.
(A610)	8. RELATION TO JUNCTION equals 05, 13,	TRAFFICWAY FLOW should equal 6.
(A611)	9. TRAFFICWAY FLOW equals 6,	RELATION TO JUNCTION should equal 05, 13.
(A720)	10. ROADWAY FUNCTION CLASS equals 01-02, 11-12, and NUMBER OF TRAVEL LANES equals 1, 3,	TRAFFICWAY FLOW should not equal 1.
(A880)	11. RELATION TO ROADWAY equals 07,	TRAFFICWAY FLOW should not equal 2-3, 5.
(A881)	12. RELATION TO ROADWAY equals 11,	TRAFFICWAY FLOW should equal 5.
(A882)	13. RELATION TO ROADWAY equals 07, and TRAFFICWAY FLOW does not equal 6,	ROUTE SIGNING should not equal 1.

## NUMBER OF TRAVEL LANES

**Format: 1 numeric**

---

**Element Values:**

- |       |                     |
|-------|---------------------|
| Blank |                     |
| 1     | One lane            |
| 2     | Two lanes           |
| 3     | Three lanes         |
| 4     | Four lanes          |
| 5     | Five lanes          |
| 6     | Six lanes           |
| 7     | Seven or more lanes |
| 9     | Unknown             |

---

**Remarks:**

Refer to the Remarks section under Roadway Function Class (A11).

A roadway (the travel lanes) is one part of a divided trafficway or, if undivided, the same as the travel lanes of the trafficway.

Only lanes open for travel should be counted. Turn lanes are therefore excluded.

This also excludes Continuous Left-Turn Lanes (which are considered “turn lanes”).

---

**Consistency Checks:**

<b>IF</b>	<b>THEN</b>
(A130) 1. ROADWAY FUNCTION CLASS equals 01-02, 11-13, and RELATION TO JUNCTION does not equal 05, 11, 13,	NUMBER OF TRAVEL LANES should not equal 1.
(A310) 2. ROUTE SIGNING equals 1, and RELATION TO JUNCTION does not equal 11, 13,	NUMBER OF TRAVEL LANES should not equal 1.
(A470) 3. TRAFFICWAY FLOW equals 1-3, 5,	NUMBER OF TRAVEL LANES should not equal 1.

	<b>IF</b>	<b>THEN</b>
(A481)	4. TRAFFICWAY FLOW equals 6,	NUMBER OF TRAVEL LANES should equal 1.
(A500)	5. NUMBER OF TRAVEL LANES equals 3-7,	ROADWAY SURFACE TYPE should not equal 4-5, 8.
(A720)	6. ROADWAY FUNCTION CLASS equals 01-02, 11-12, and NUMBER OF TRAVEL LANES equals 1, 3,	TRAFFIC FLOW should not equal 1.
(A870)	7. RELATION TO ROADWAY equals 07,	NUMBER OF TRAVEL LANES should not equal 1.

<b>SPEED LIMIT</b>
--------------------

**Format: 2 numeric**

---

**Element Values:**

---

Blanks	Actual Posted or Statutory Miles Per Hour* Except:
00	No Statutory Limit
99	Unknown

**Remarks:**

---

Refers to the highway speed limit that is operational at the time and place of the accident whether physically displayed or not.

Disregard advisory or other speed signs since they do not indicate the legal speed limit.

Acceptable speed limits are in 5 mph increments.

Accurate coding of Speed Limit is extremely important. Do not rely solely on the Police Accident Report. Check with the State Highway Department as well.

**Code 00 (No Statutory Limit)** - Use this code when there is no posted speed limit and no law that governs the maximum speed you can drive (dirt roads, private roads open to the public).

When coding Speed Limit for roadways with two different speed limits (for north and south-bound lanes), use the speed limit for the direction of travel where the unstabilized situation begins.

When a roadway has a different speed limit for different types of vehicles, code SPEED LIMIT the speed limit that is applicable to passenger cars.

**EXAMPLE:**

---

A rural Interstate highway has a speed limit of 65 MPH for passenger cars, but the same road has a 55 MPH speed limit for heavy trucks/buses.

**Circumstance 1:** A single vehicle (passenger car) accident.  
Speed Limit (A23) = 65 MPH

**Circumstance 2:** A single vehicle (heavy truck/bus) accident.  
Speed Limit (A23) = 65 MPH

**Circumstance 3:** A two-vehicle accident, (passenger car and heavy truck/bus) accident.  
Speed Limit (A23) = 65 MPH

**Logic:**

Our statisticians feel that it would be more representative to code the Speed Limit of the majority of the traffic, namely the passenger car. In addition, they feel that by identifying the car speed limit of 65 MPH, they can then determine the truck speed limit by reviewing the state's speed limit law. (The reverse is not necessarily true.)

When coding Speed Limit on On-Off Ramps (i.e., when the First Harmful Event occurs on the ramp), consider the following:

- A. When a ramp has a posted Speed Limit - a regulatory (black on white) sign, not an advisory (black on yellow) one - the posted speed should be coded.
- B. When there is an advisory speed limit or no sign at all, you should:
  - 1. Check with your State Highway Department to see if there is an implicit speed limit for all unmarked ramps. If there is, code speed limit.
  - 2. If there is not; code the speed limit of the controlled access highway.

**\* Values less than 15 mph are unlikely occurrences and will raise an error flag.**

---

**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(1T0P) 1.	SPEED LIMIT is greater than 55, and not equal to 99,	ROADWAY FUNCTION CLASS must not equal 15-16.
(A220) 2.	ROADWAY FUNCTION CLASS equals 01, 11, and RELATION TO JUNCTION does not equal 10-11, 13,	SPEED LIMIT should not equal 05-40.
(A320) 3.	ROUTE SIGNING equals 1, and RELATION TO JUNCTION does not equal 11, 13,	SPEED LIMIT should not equal 05-40.

	<b>IF</b>	<b>THEN</b>
(A700)	4. SPEED LIMIT is greater than 65,	ROUTE SIGNING should equal 1-4.
(A830)	5. FIRST HARMFUL EVENT equals 46,	SPEED LIMIT should be less than 55.
(A900)	6. SPEED LIMIT equals 60, 65,	ROADWAY FUNCTION CLASS should not equal 05-06, 14-16.

**ROADWAY ALIGNMENT**

**Format: 1 numeric**

---

**Element Values:**

---

- Blank
  - 1 Straight
  - 2 Curve
  - 9 Unknown
- 

**Remarks:**

---

Should be obtained from the accident report or the State Highway Department.



# ROADWAY PROFILE

**Format: 1 numeric**

---

**Element Values:**

---

Blank
1 Level
2 Grade
3 Hillcrest
4 Sag
9 Unknown

---

**Remarks:**

---

This element is coded in reference to the commencement of the unstabilized event.

Should be obtained from the accident report or the State Highway Department.

A dip on the road is not the same as a sag. A sag is a design feature whereas a dip is a flaw. The minimum length of a sag is 100 feet.

<b>ROADWAY SURFACE TYPE</b>
-----------------------------

**Format: 1 numeric**

---

**Element Values:**

---

- |       |                                  |
|-------|----------------------------------|
| Blank |                                  |
| 1     | Concrete                         |
| 2     | Blacktop, Bituminous, or Asphalt |
| 3     | Brick or Block                   |
| 4     | Slag, Gravel or Stone            |
| 5     | Dirt                             |
| 8     | Other                            |
| 9     | Unknown                          |

**Remarks:**

---

- |  |
|--|
| Should be obtained from the accident report or the State Highway Department.   |
| If the PAR lists more than one type, choose the type with the lowest number. For example, if the PAR indicates Dirt/Gravel, then use code "4." |

**Consistency Checks:**

---

	<b>IF</b>		<b>THEN</b>
(A160)	1. ROADWAY FUNCTION CLASS equals 01-02, 04, 11-13, 15,		ROADWAY SURFACE TYPE should not equal 3-5, 8.
(A170)	2. ROADWAY SURFACE TYPE equals 5,		ROADWAY FUNCTION CLASS should not equal 01-03, 11-15.
(A330)	3. ROUTE SIGNING equals 1-2,		ROADWAY SURFACE TYPE should not equal 3-5, 8.
(A490)	4. TRAFFICWAY FLOW equals 2-3, 5,		ROADWAY SURFACE TYPE should not equal 4-5, 8.
(A500)	5. NUMBER OF TRAVEL LANES equals 3-7,		ROADWAY SURFACE TYPE should not equal 4-5, 8.

<b>ROADWAY SURFACE CONDITION</b>
----------------------------------

**Format: 1 numeric**

---

**Element Values:**

---

Blank	
1	Dry
2	Wet
3	Snow or Slush
4	Ice
5	Sand, Dirt, Oil
8	Other
9	Unknown

**Remarks:**

---

Those conditions noted by the investigation officer. May be present without having contributed to the accident.
---

**Consistency Checks:**

---

	IF	THEN
(810P) 1.	any RELATED FACTORS- ACCIDENT LEVEL equals 05,	ROADWAY SURFACE CONDI- TION must not equal 1, 3-5, 8-9.
(A040) 2.	ACCIDENT MONTH equals 05-09,	ROADWAY SURFACE CONDI- TION should not equal 3-4.
(A510) 3.	ATMOSPHERIC CONDI- TIONS equals 2-4, 6-7,	ROADWAY SURFACE CONDI- TION should not equal 1, 5, 8-9.

## CONSTRUCTION/MAINTENANCE ZONE

**Format: 1 numeric**

---

**Element Values:**

---

Blank	
0	None
1	Construction
2	Maintenance
3	Utility
4	Work Zone, Type Unknown

**Remarks:**

---

To use codes “1-3,” the duration of the work must be considered. If the work is short-term (i.e., takes less than one period of daylight and is not performed during hours of darkness), use codes “2 or 3” as applicable. If the maintenance or utility work is long-term, code “1” must be used.

**Code 0 (None).** Use this code when it is reasonably certain that codes “1-4” do not apply.

**Code 1 (Construction).** This code indicates that the accident occurred in the vicinity of highway construction activity or within an area marked by signs, barricades or other devices as a highway construction zone. Highway construction includes construction of appurtenances such as guardrails or ditches, surveying activity, installation of utilities within the right-of-way, etc. The use of this code does not imply that the accident was caused by the construction activity or zone.

**Code 2 (Maintenance).** This code indicates that the accident occurred in the vicinity of highway maintenance activity or within an area marked by signs, barricades or other devices as a highway maintenance zone. Highway maintenance includes pavement marking, painting guardrail, cleaning ditches, mowing grass, etc.

**Code 3 (Utility).** This code indicates that the accident occurred in the vicinity of utility work such as electrical work within the right-of-way. The utility company must perform the work.

**Code 4 (Work Zone, Type Unknown).** Use this code when there is insufficient information to distinguish between construction, maintenance and utility.

---

**Consistency Checks:**

---



	<b>IF</b>	<b>THEN</b>
(AL2P) 1.	SEQUENCE OF EVENTS equals 45,	CONSTRUCTION/ MAINTENANCE ZONE <i>should</i> equal 1-4.

# TRAFFIC CONTROL DEVICE

**Format: 2 numeric**

---

**Element Values:**

---

- |        |             |
|--------|-------------|
| Blanks |             |
| 00     | No Controls |

**Not At Railroad Grade Crossing**

---

**Highway Traffic Signals**

---

- |    |   |
|----|---|
| 01 | Traffic control signal (on colors) without pedestrian signal                          |
| 02 | Traffic control signal (on colors) with pedestrian signal                             |
| 03 | Traffic control signal (on colors) not known whether or not pedestrian signal         |
| 04 | Flashing traffic control signal   |
| 05 | Flashing beacon   |
| 06 | Flashing highway traffic signal, type unknown or other than traffic control or beacon |
| 07 | Lane use control signal   |
| 08 | Other highway traffic signal  |
| 09 | Unknown highway traffic signal  |

**Regulatory Signs**

---

- |    |                              |
|----|------------------------------|
| 20 | Stop Sign                    |
| 21 | Yield Sign                   |
| 28 | Other regulatory sign        |
| 29 | Unknown type regulatory sign |

**School Zone Signs**

---

- |    |                                 |
|----|---------------------------------|
| 30 | School speed limit sign         |
| 31 | School advance or crossing sign |
| 38 | Other school related sign       |
| 39 | Unknown type school zone sign   |

**Warning Signs**

---

- |    |                         |
|----|-------------------------|
| 40 | Warning Sign            |
| 41 | Electronic Warning Sign |

---

**Miscellaneous not at Railroad Crossing**


---

50 Officer, crossing guard, flagman, etc.

---

**At Railroad Grade Crossing**


---



---

**Active Devices**


---

60 Gates  
 61 Flashing Lights  
 62 Traffic Control Signal  
 63 Wigwags  
 64 Bells  
 68 Other train activated device  
 69 Active device, type unknown

---

**Passive Devices**


---

70 Cross bucks  
 71 Stop sign  
 72 Other railroad crossing sign  
 73 Special warning device - watchman, flagged by crew  
 78 Other passive device  
 79 Passive device, type unknown

---

**Miscellaneous Devices at Railroad Crossing**


---

80 Grade crossing controlled, type unknown

---

**Whether or not at Railroad Grade Crossing**


---

98 Other  
 99 Unknown

---

**Remarks:**


---

Code this element whether the device was functioning or not. If more than one device is present, code the highest device (lowest number on list) most related to the accident.

There are two exceptions:

1. One exception is code "50." Code "50" takes precedence over the entire list.
2. The other exception is a Regulatory Speed Limit Sign. You may have a Regulatory Speed Limit Sign along with another Traffic Control Device (for example, a Warning Sign for a dangerous condition in which the Warning Sign is more relevant in the accident). In this case, the Warning Sign is more appropriate to code.

Pavement markings are not considered as traffic control devices.

**Code 05 (Flashing Beacon)** has a single head and flashes as opposed to the rest of codes “01-09” which have several heads, as in red-yellow-green on colors signal.

If a flashing red beacon appears with a stop sign, the proper code is “05.”

**Code 08 (Other Highway Traffic Signal)** should be coded when a School Bus uses flashing lights to control traffic around the bus, regardless of any additional signs the school bus uses. For example, a school bus uses flashing lights and a stop sign on an arm to stop traffic around the school bus.

**Codes “30-39”** should only be used if the accident **occurred during the time the sign was in effect.**

#### **Regulatory Signs – Codes “20-29”**

Regulatory signs inform highway users of traffic laws or regulations and indicate the applicability of legal requirements that would not otherwise be apparent.

Examples of Regulatory Signs other than Stop Sign (20) or Yield Sign (21) are: Speed Limit signs, Turn Prohibition signs, Do Not Pass and Do Not Enter signs, Wrong-way and One-way signs, Road Closed signs and Hazardous Cargo signs.

#### **Warning Signs – Codes “40-41”**

Warning signs are used when it is deemed necessary to warn traffic of existing or potentially hazardous conditions on or adjacent to a highway or street.

##### **Code “40” is used for Advisory speed signs**

Examples of Advisory Signs are: Changes in Horizontal Alignment signs (Hill, Curve, etc.), Road Narrows, Divided Road/Divided Road Ends, Low Clearance, Road Surface Condition signs (Bump, Slippery When Wet, etc.), Traffic Flow signs (Merge, Two-way Traffic, No Passing Zone etc.).

Code “41 – Electronic Warning Sign” includes: temporary warning or advisory signs attached to a vehicle or other portable, stationary devices (e.g., “Lane Closed” yellow flashing arrows due to maintenance activities).

Use Code “07” for permanent lane control electronic devices (i.e., overhead lights or “X” indicating lane open or closed on bridges or at tollbooths).

If there is a question as to which type a sign is, consult the Manual of Uniform Traffic Control Devices (MUTCD). Generally, the appropriate code should be used if a party to the accident failed to heed the sign, was in a position to be controlled by the sign, or the sign has some relationship to the accident. For example, code “20 – Stop Sign” for an accident at a four-legged, two-way stop intersection where a driver fails to stop at the stop sign and collides with another vehicle. Conversely, at the same intersection, a driver on an approach not controlled by a stop sign loses control and strikes a utility pole. In this case, code “20” would not be appropriate. Code “40 – Warning Sign” would be appropriate for a vehicle that fails to negotiate a curve that is posted with a warning sign. Also use code “40” for the flashing lights on an approaching train.



Another set of questions arises from the issue of proximity of the device to the accident. Analysts' judgment must be applied in these situations. Typical signs which create such problems are speed limit signs where a party to the accident may be speeding; "Do Not Pass" signs where a no passing zone extends for miles but is only marked at the beginning of the zone; Pedestrians, etc. Prohibited signs at entrances to freeways but a pedestrian accident occurs on the freeway between interchanges; and other such signs which may pertain to a significant length of road. In these instances, if the accident occurs within reasonably close proximity of the sign and the sign type is relevant to the accident then it may be appropriate to code the sign.

---

**Consistency Checks:**


---

	<b>IF</b>	<b>THEN</b>
(520F) 1.	FIRST HARMFUL EVENT equals 10,	TRAFFIC CONTROL DEVICE must not equal 01-09, 20-50, 98.
(610P) 2.	TRAFFIC CONTROL DEVICE equals 00,	TRAFFIC CONTROL DEVICE FUNCTIONING must equal 0.
(640F) 3.	TRAFFIC CONTROL DEVICE equals 30-31, 38-39,	RELATED FACTORS- ACCIDENT LEVEL should equal 21.
(641F) 4.	RELATED FACTORS- ACCIDENT LEVEL equals 21,	TRAFFIC CONTROL DEVICE should not equal 00.
(642F) 5.	TRAFFIC CONTROL DEVICE equals 00,	RELATED FACTORS- ACCIDENT LEVEL should not equal 21.
(650P) 6.	TRAFFIC CONTROL DEVICE equals 60-80,	RAIL GRADE CROSSING IDENTIFIER must not equal 0000000.
(660P) 7.	TRAFFIC CONTROL DEVICE is not equal to 00,	TRAFFIC CONTROL DEVICE FUNCTIONING must not equal 0.
(A210) 8.	ROADWAY FUNCTION CLASS equals 01, 11-12, and RELATION TO JUNCTION does not equal 10-11, 13,	TRAFFIC CONTROL DEVICE should not equal 01-03, 07, 20, 40, 50, 80.
(A340) 9.	ROUTE SIGNING equals 1, and RELATION TO JUNCTION equals 01,	TRAFFIC CONTROL DEVICE should equal 00.

	<b>IF</b>	<b>THEN</b>
(A440)	10. RELATION TO JUNCTION equals 06,	TRAFFIC CONTROL DEVICE should equal 60-80.
(A520)	11. SEQUENCE OF EVENTS equals 10,	TRAFFIC CONTROL DEVICE should not equal 01-09, 20-50, 98.
(A530)	12. VEHICLE MANEUVER equals 10-11,	TRAFFIC CONTROL DEVICE should equal 01-03.
(A770)	13. FIRST HARMFUL EVENT equals 46,	TRAFFIC CONTROL DEVICE should equal 01-04.
(A780)	14. FIRST HARMFUL EVENT equals 46,	TRAFFIC CONTROL DEVICE should not equal 00.
(A890)	15. RELATION TO JUNCTION equals 01,	TRAFFIC CONTROL DEVICE should not equal 01-03.

# TRAFFIC CONTROL DEVICE FUNCTIONING

**Format: 1 numeric**

---

**Element Values:**

---

- Blank
- 0 No Controls
- 1 Device Not Functioning
- 2 Device Functioning – Functioning Improperly
- 3 Device Functioning Properly
- 9 Unknown

**Remarks:**

---

Coded with respect to Traffic Control Device (A29).

**Code 1 (Device Not Functioning)** is used when the device is not functioning at all (e.g., signal out, sign knocked down).

**Code 2 (Device Functioning – Functioning Improperly)** is used when the device was functioning to an extent but not as intended (e.g., red signal lamp burned out, sign twisted or obscured by vegetation).

Unless specifically noted and Traffic Control Device (A29) is not equal to “0,” assume that the device was functioning properly (Code “3”).

**Code 9 (Unknown)** is used if the police accident report notes that it is unknown whether the device was functioning or not.

**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(610P) 1.	TRAFFIC CONTROL DEVICE equals 00,	TRAFFIC CONTROL DEVICE FUNCTIONING must equal 0.
(660P) 2.	TRAFFIC CONTROL DEVICE is not equal to 00,	TRAFFIC CONTROL DEVICE FUNCTIONING must not equal 0.

<b>LIGHT CONDITION</b>
------------------------

**Format: 1 numeric**

---

**Element Values:**

Blank
1 Daylight
2 Dark
3 Dark but Lighted
4 Dawn
5 Dusk
9 Unknown

---

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(220P) 1.	LIGHT CONDITION equals 4, and STATE is not equal to 02,	ACCIDENT TIME must equal 0300-0900, 0999, 9999.
(2300) 2.	LIGHT CONDITION equals 5, and STATE does not equal 02, or LIGHT CONDITION equals 5, and STATE equals 02,	ACCIDENT TIME must equal 1600-2200, 2299, 9999, ACCIDENT TIME should equal 1600-2300, 2399, 9999.
(A010) 3.	STATE equals 02, and LIGHT CONDITION equals 4,	ACCIDENT TIME should equal 0300-0900, 0999, 9999.
(A020) 4.	STATE equals 02, and LIGHT CONDITION equals 5,	ACCIDENT TIME should equal 1600-2200, 2299, 9999.
(A050) 5.	ACCIDENT TIME equals 0900-1600, 1699,	LIGHT CONDITION should not equal 2-5.
(A060) 6.	ACCIDENT TIME equals 2300-0400, 0499,	LIGHT CONDITION should not equal 1, 4-5, 9.

<b>ATMOSPHERIC CONDITIONS</b>
-------------------------------

**Format: 1 numeric**

---

**Element Values:**

---

- |       |   |
|-------|---|
| Blank |   |
| 1     | No Adverse Atmospheric Conditions         |
| 2     | Rain                                      |
| 3     | Sleet (Hail)                              |
| 4     | Snow                                      |
| 5     | Fog                                       |
| 6     | Rain and Fog                              |
| 7     | Sleet and Fog                             |
| 8     | Other (Smog, Smoke, Blowing Sand or Dust) |
| 9     | Unknown                                   |

**Remarks:**

---

Refer to those conditions noted by the investigating officer. May be present without being RELATED FACTORS.
Mist should be coded "2."

**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(A030)	1. ACCIDENT MONTH equals 05-09,	ATMOSPHERIC CONDITIONS should not equal 3-4.
(A510)	2. ATMOSPHERIC CONDITIONS equals 2-4, 6-7,	ROADWAY SURFACE CONDITION should not equal 1, 5, 8-9.

## HIT-AND-RUN

**Format: 1 numeric**

---

**Element Values:**

---

- Blank
- 0 No Hit-and-Run
- 1 Driver Left Scene After Collision With Motor Vehicle In-Transport
- 2 Driver Left Scene After Collision With Person Not In a Motor Vehicle
- 3 Driver Left Scene After Collision With Parked/Stopped Off Roadway/Working/In Motion Outside Trafficway Motor Vehicle or Object
- 4 Driver Left Scene After Non-Collision Accident
- 5 Hit-and-Run – Other Involved Person Left Scene

**Remarks:**

---

This element refers to cases where a vehicle is a contact vehicle in the accident and does not stop to render aid (this can include drivers who flee the scene on foot). In many states, the investigating officer will note this in the narrative or check the appropriate box on the PAR or, in some cases, cite the driver for failing to render assistance. Check the police accident report carefully for references to hit-and-run or failure to render aid.

**Multiple Hit-and-Run Events**

In situations where multiple Hit-and-Run codes apply, choose the code based on the Most Harmful Event, or the event for which the officer indicates that the accident was a “hit-and-run.”

For example, a vehicle sideswipes a parked motor vehicle (Hit-and-Run code “3”), and then strikes a motor vehicle in-transport (Hit-and-Run code “1”) killing an occupant. You would use Hit-and-Run code “1.”

**Code 0 (No Hit-and-Run)** is used if there is no reason to believe a hit-and-run occurred. Use this code in cases where the hit-and-run driver is not one of the major involved parties to the accident. For example, in a five-car accident, the fifth car barely hits the fourth vehicle and causes little or no damage to either vehicle, and leaves the scene. If this is the only vehicle of the five that leaves the scene, then no hit-and-run occurred.

**Code 1 (Driver Left Scene After Collision With Motor Vehicle In-Transport)** is used if the hit-and-run vehicle hit a motor vehicle in-transport.

**Code 2 (Driver Left Scene After Collision With Person Not In a Motor Vehicle)** is used if the hit-and-run vehicle struck a pedestrian, other type of non-motorist (pedal cyclist, person on a personal conveyance [skateboard riders, roller skaters, people in wheel chairs, motorized or non-motorized] or occupant of a non-motor vehicle transport device [horse-drawn carriage, train, etc.]). See Hit-and-Run code “3” for occupants of parked/stopped off roadway, and working motor vehicles.

**Code 3 (Driver Left Scene After Collision With Parked/Stopped Off Roadway/ Working/In Motion Outside Trafficway Motor Vehicle or Object)** is used if the hit-and-run vehicle struck a parked/stopped off roadway motor vehicle or a motor vehicle in motion outside the trafficway (with or without occupants). This also applies to vehicles that hit objects other than motor vehicles in-transport, including working vehicles.

**Code 4 (Driver Left Scene After Non-Collision Accident)** is used if police state the driver leaves the scene when an occupant of his/her vehicle is injured in a non-collision accident. For example, overturning, fire, person fell or is struck by own vehicle.

**Code 5 (Hit-and-Run – Other Involved Person Left Scene)** includes situations where any other involved person (passenger, non-motorist, witness) fails to render aid or do their duty and the accident is therefore deemed a “Hit-and-Run” by Police.

- Examples:
  1. A vehicle strikes a fixed object, the driver is the fatality, and the passenger flees the scene on foot.
  2. A bicyclist is clipped by a vehicle that runs off the road and overturns, ejecting and killing the driver. The bicyclist leaves the scene.
- For Hit-and-Run Code “5” – Use new Related Factors-Person Level code “56 – Non-Driver Flees Scene” to flag the person who left the scene if a person form is completed for that person.

Vehicle, Driver and Person Level forms must be submitted for all vehicles, drivers, and occupants involved in the accident regardless of the fact that it was a hit-and-run. In addition, Related Factors-Vehicle Level code “31” for the vehicle and Related Factors-Driver Level code “90” for the driver must be used for the hit-and-run vehicle and driver (Hit-and-Run codes “1-4”).

If no information is known about the vehicle and/or driver, code all the elements on the Vehicle and Person Level forms (except for related factors as stated above) as Unknown. On the Driver Level form, code Driver Presence as “1” or “9”. If coded “9,” leave the rest of that record blank except for Related Factors-Driver Level where all applicable codes should be entered. If coded 1, then nine fill that record except for Related Factors-Driver Level where all applicable codes should be entered.

Otherwise, if some information is known about the vehicle and/or the driver, fill out all the elements for which information exists and leave the rest as Unknown (or blank on the Driver Level form as stated in the preceding paragraph, that is, Driver Presence was coded “9”).

---

**Consistency Checks:**


---

	<b>IF</b>	<b>THEN</b>
(620P) 1.	HIT-AND-RUN equals 1,	NUMBER OF VEHICLE FORMS SUBMITTED must not be less than 02.
(8K0P) 2.	VIOLATIONS CHARGED equals 07-08,	HIT-AND-RUN must not equal 0.
(9A0P) 3.	RELATED FACTORS-PERSON LEVEL equals 56,	HIT-AND-RUN must not equal 0.
(A380) 4.	FIRST HARMFUL EVENT equals 01-07, 16, 44, 47, 51, 60,	HIT-AND-RUN should not equal 1-3.
(A381) 5.	HIT-AND-RUN equals 4,	FIRST HARMFUL EVENT should equal 01-07, 16, 44, 47, 51, 60, or SEQUENCE OF EVENTS for at least one vehicle should equal 01-07, 16, 44, 47, 51, 60.
(A940) 6.	HIT-AND-RUN equals 4,	there should be at least one PERSON TYPE equal to 02-03, 09.
(AZ0Q) 7.	HIT-AND-RUN equals 3,	FIRST HARMFUL EVENT should equal 10-11, 14, 17-43, 45-46, 48-50, 52-53, 55, or SEQUENCE OF EVENTS for at least one vehicle should equal 10-11, 14, 17-43, 45-46, 48-50, 52-53, 55.

---

**Special Processing Rules:**


---

	<b>IF</b>	<b>THEN</b>
(630P) 1.	HIT-AND-RUN equals 1-4,	there must be at least one vehicle with one RELATED FACTORS-VEHICLE LEVEL equal to 31.
(7G0P) 2.	RELATED FACTORS-VEHICLE LEVEL equals 31,	HIT-AND-RUN must not equal 0.



	<b>IF</b>	<b>THEN</b>
(A382)	3. HIT-AND-RUN equals 5,	there should be at least one person with PERSON TYPE not equal to 01, and with RELATED FACTORS-PERSON LEVEL equal to 56.
(A930)	4. HIT-AND-RUN equals 2,	there should be at least one PERSON TYPE equal to 04-08, 19.

<b>SCHOOL BUS RELATED</b>
---------------------------

**Format: 1 numeric**

**Element Values:**

Blank	
0	No
1	Yes*

**Remarks:**

School Bus – refers to a motor vehicle which satisfies the following criteria:

- externally identifiable to other traffic units as a school/pupil transport vehicle;
- operated or owned by a public or private school-type institution;
- where the institution’s students may range from pre-school through high school;
- whose occupants, if any, are associated with the institution; and,
- the vehicle is in operations at the time of the accident to and from the school or on a school-sponsored activity or trip.

**Code 1 (Yes)**

This code applies to accidents in which a school bus or a **vehicle functioning as a school bus** was directly or indirectly involved.

Vehicles functioning as a school bus may not be externally identifiable as a school/pupil transport vehicle, but do meet all of the other criteria above and, therefore, qualify as vehicles used as school buses.

**Examples:**

1. A transit bus at the time of the accident, used exclusively (no other passengers except students) to transport students to/from school or school-related activity.
2. Vans or station wagons used by schools to pick up/drop off students only (does not include a parent picking up/dropping off students in private vehicles).

The “school bus” does not have to be a traffic unit in the accident, but it must have been involved in some school-related activity (e.g., children boarding or alighting from the bus; bus stopping at or pulling from a location of such activity; etc.).

**Code 0 (No)**

Use this code if it cannot be determined that a school bus or a vehicle functioning as a school bus was involved.

Also use this code if the “school bus” was merely a “phantom” vehicle in the accident and was not engaged in activity or movement related to boarding or discharging passengers (e.g., a motorist claims the school bus ran him off the road but made no contact; a school bus in the left lane blocks the view of a motorist making a right-turn-on-red; etc.)

**\* This value is an unlikely occurrence and will raise an error flag.**

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(3D0P)	1. SPECIAL USE for any vehicle equals 2,	SCHOOL BUS RELATED must equal 1.
(V330)	2. SCHOOL BUS RELATED equals 1,	BODY TYPE of at least one of the involved vehicles should equal 50 (School Bus) or SPECIAL USE for at least one involved vehicle should equal 2 – Vehicle Used as School Bus, and BUS USE for at least one vehicle should equal 1-3.
(V440)	3. BODY TYPE equals 50,	SCHOOL BUS RELATED should equal 1.

**Special Processing Rules:**

(U180) 1. UNLIKELY: SCHOOL BUS RELATED equals 1.

## RAIL GRADE CROSSING IDENTIFIER

**Format: 6 numeric followed by 1 alphabetic**

---

**Element Values:**

---

Blanks	
0000000	Not Applicable
nnnnnnA	Six Numeric, Followed by One Alphabetic Valid F.R.A. Codes
9999999	Unknown

**Remarks:**

---

Code complete identifier.

Identifiers are obtainable from computer printout supplied by NHTSA or from your Federal Railroad Administration representative.

Code as not applicable, accidents that do not involve a rail grade crossing.

Code when any part of the accident occurs at a rail grade crossing. Include accidents in which a vehicle is waiting at a rail grade crossing but does not necessarily travel over the tracks.

Inform your RCOTRs if you have any problems obtaining identifiers.

**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(1Y0P) 1.	RELATION TO JUNCTION equals 06,	RAIL GRADE CROSSING IDENTIFIER must not equal 0000000.
(650P) 2.	TRAFFIC CONTROL DEVICE equals 60-80,	RAIL GRADE CROSSING IDENTIFIER must not equal 0000000.
(750P) 3.	RELATION TO JUNCTION equals 07, 14,	RAIL GRADE CROSSING IDENTIFIER must equal 0000000.

## NOTIFICATION TIME EMS

**Format: 4 numeric**

---

**Element Values:**

Blanks	
0000	Not Notified
0001-2400	Valid Military Times
0099-2399	Known Hours but Unknown Minutes
9998	Unknown if Notified
9999	Unknown EMS Notification Time

---

**Remarks:**

Notification Time EMS is the time Emergency Medical Service was notified. Every effort should be made to determine the Notification Time EMS, Arrival Time EMS and EMS Time At Hospital.

Code the official EMS times as received. **Do not alter the times because of discrepancies with the accident time.**

If the day of the accident and the day of EMS Notification have different dates, then be sure to use code "18" in Related Factors - Accident Level. Code Notification Time EMS and Arrival Time EMS no matter how much time has elapsed since the Accident Time.

**Code 0000 (Not Valid)**

Enter this code only if EMS was never notified. **DO NOT** use this code if the EMS was officially canceled. Cancellation is coded under Arrival Time EMS and EMS Time At Hospital. If the EMS was notified then canceled, code the actual notification time.

**Codes 0001 - 2400 (Valid Military Times), 0099 - 2399 (Known Hours but Unknown Minutes)**

Code Notification Time of the first EMS unit to arrive on the scene. If unknown minutes, code the actual hour and "99" for the minutes. Code midnight as "2400." One minute after midnight is coded "0001." See remarks "How to Code Midnight" under Accident Time (A9).

**Code 9998 (Unknown if Notified)**

Enter this code if you cannot determine whether or not any EMS was ever notified.

**Code 9999 (Unknown EMS Notification Time)**

Enter this code if EMS was notified but the time of notification is unknown.

Helicopters that transport victims to treatment facilities are coded as EMS units, but not police who may be trained to render emergency aid. This guidance is not meant to exclude helicopters that are used to transport victims for treatment that may be owned by police departments.

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(A070)	1. NOTIFICATION TIME EMS is not 0000, 9998, 9999,	NOTIFICATION TIME EMS should not be more than 120 minutes later than ACCIDENT TIME.
(A540)	2. NOTIFICATION TIME EMS is not 0000, 9998, 9999, and ARRIVAL TIME EMS is not 0000, 9997, 9998, 9999,	ARRIVAL TIME EMS should not be more than 120 minutes later than NOTIFICATION TIME EMS.
(A560)	3. NOTIFICATION TIME EMS is not 0000, 9998, 9999, and EMS TIME AT HOSPITAL is not 0000, 9997, 9998, 9999,	EMS TIME AT HOSPITAL should not be more than 180 minutes later than NOTIFICATION TIME EMS.
(E01P)	4. NOTIFICATION TIME EMS equals 9998,	ARRIVAL TIME EMS must equal 9998, and EMS TIME AT HOSPITAL must equal 0000 or 9998.
(E03P)	5. ARRIVAL TIME EMS equals 0000,	NOTIFICATION TIME EMS and EMS TIME AT HOSPITAL must equal 0000.
(E04P)	6. NOTIFICATION TIME EMS equals 0000,	ARRIVAL TIME EMS and EMS TIME AT HOSPITAL must equal 0000.
(E07P)	7. ARRIVAL TIME EMS equals 9997,	NOTIFICATION TIME EMS must not equal 0000, 9998.

**IF**

**THEN**

(E08P) 8. NOTIFICATION TIME EMS is not 0000, 9998, and EMS TIME AT HOSPITAL is not 0000, 9997, 9998,

ARRIVAL TIME EMS must not equal 9997 or 9998.

## ARRIVAL TIME EMS

**Format: 4 numeric**

---

**Element Values:**

---

Blanks	
0000	Not Notified
0001-2400	Valid Military Times
0099-2399	Known Hours but Unknown Minutes
9997	Officially Canceled
9998	Unknown if Arrived
9999	Unknown EMS Scene Arrival Time

---

**Remarks:**

---

ARRIVAL TIME EMS is the time Emergency Medical Service arrived on the accident scene.

Every effort should be made to determine the Notification Time EMS, Arrival Time EMS and EMS Time At Hospital.

Code the official EMS times as received. **Do not alter the times because of discrepancies with the accident time.**

Code Notification Time EMS and Arrival Time EMS no matter how much time has elapsed since the Accident Time.

**Code 0000 (Not Notified)**

Enter this code only if EMS was never notified. **DO NOT** use this code if the EMS was notified then canceled.

**Codes 0001 - 2400 (Valid Military Times), 0099 - 2399 (Known Hours but Unknown Minutes)**

Code the arrival time of the first EMS unit to arrive on the scene. If unknown minutes, code the actual hour and "99" for the minutes. Code midnight as "2400." One minute after midnight is coded "0001." See remarks "How to Code Midnight" under Accident Time (A9).

**Code 9997 (Officially Canceled)**

Enter this code if EMS was officially canceled.

---



**Code 9998 (Unknown if Arrived)**

Enter this code if there is no indication of official cancellation, but there is uncertainty or doubt that EMS ever arrived on the scene or not.

**Code 9999 (Unknown EMS Scene Arrival Time)**

Enter this code if EMS did arrive on scene, but the time of arrival is unknown.

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(A540) 1.	NOTIFICATION TIME EMS is not 0000, 9998, 9999, and ARRIVAL TIME EMS is not 0000, 9997, 9998, 9999,	ARRIVAL TIME EMS should not be more than 120 minutes later than NOTIFICATION TIME EMS.
(A550) 2.	NOTIFICATION TIME EMS is not 0000, 9998, 9999, and EMS TIME AT HOSPITAL is not 0000, 9997, 9998, 9999,	EMS TIME AT HOSPITAL should not be more than 60 minutes later than ARRIVAL TIME EMS.
(E01P) 3.	NOTIFICATION TIME EMS equals 9998,	ARRIVAL TIME EMS must equal 9998, and EMS TIME AT HOSPITAL must equal 0000 or 9998.
(E02P) 4.	ARRIVAL TIME EMS equals 9998,	EMS TIME AT HOSPITAL must equal 0000 or 9998.
(E03P) 5.	ARRIVAL TIME EMS equals 0000,	NOTIFICATION TIME EMS and EMS TIME AT HOSPITAL must equal 0000.
(E04P) 6.	NOTIFICATION TIME EMS equals 0000,	ARRIVAL TIME EMS and EMS TIME AT HOSPITAL must equal 0000.
(E05P) 7.	EMS TIME AT HOSPITAL equals 9997,	ARRIVAL TIME EMS must equal 9997.
(E06P) 8.	ARRIVAL TIME EMS equals 9997,	EMS TIME AT HOSPITAL must equal 9997.

**IF****THEN**

- |            |  |  |
|------------|--|--|
| (E07P) 9.  | ARRIVAL TIME EMS equals 9997,  | NOTIFICATION TIME EMS must not equal 0000, 9998. |
| (E08P) 10. | NOTIFICATION TIME EMS is not 0000, 9998, and EMS TIME AT HOSPITAL is not 0000, 9997, 9998, | ARRIVAL TIME EMS must not equal 9997 or 9998.    |

## EMS TIME AT HOSPITAL

**Format: 4 numeric**

---

**Element Values:**

---

Blanks	
0000	Not Transported
0001-2400	Valid Military Times
0099-2399	Known Hours but Unknown Minutes
9997	Officially Canceled
9998	Unknown if Transported
9999	Unknown EMS Hospital Arrival Time

---

**Remarks:**

---

EMS Time At Hospital is the time Emergency Medical Service arrived at the treatment facility to which it was transporting victims of the accident.

Every effort should be made to determine the Notification Time EMS, Arrival Time EMS and EMS Time At Hospital.

Code the official EMS times as received. **Do not alter the times because of discrepancies with the accident time.**

Questions arise when there is more than one EMS unit or when there is more than one injured person. Code EMS Time At Hospital according to the following guidelines:

**Code 0000 (Not Transported)**

Use this code if all the injuries are on-scene fatalities (no one is transported for treatment.) Also use this code if there are live victims, but no one is transported to a treatment facility by EMS.

**Codes 0001 - 2400 (Valid Military Time), 0099 - 2399 (Known Hours but Unknown Minutes)**

Code the EMS time at hospital of the unit transporting the most severely injured victim. The most severely injured victim includes (and usually is) the victim who dies en route to the treatment facility or later, but not the one who dies on-scene.

If unknown minutes, code the actual hour and “99” for the minutes. Code mid-night as “2400.” One minute after midnight is coded “0001.” See remarks. “How to Code Midnight” under Accident Time (A9).

**Code 9997 (Officially Canceled)**

Enter this code if EMS was officially canceled before on scene.

**Code 9998 (Unknown if Transported)**

Enter this code if there is no indication of official cancellation, but there is uncertainty or doubt that any victims were transported for treatment or not.

**Code 9999 (Unknown EMS Hospital Arrival Time)**

Enter this code if EMS transported victims for treatment, but the time of arrival at the hospital or treatment facility is unknown.

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(A550) 1.	NOTIFICATION TIME EMS is not 0000, 9998, 9999, and EMS TIME AT HOSPITAL is not 0000, 9997, 9998, 9999,	EMS TIME AT HOSPITAL should not be more than 60 minutes later than ARRIVAL TIME EMS.
(A560) 2.	NOTIFICATION TIME EMS is not 0000, 9998, 9999, and EMS TIME AT HOSPITAL is not 0000, 9997, 9998, 9999,	EMS TIME AT HOSPITAL should not be more than 180 minutes later than NOTIFICATION TIME EMS.
(E01P) 3.	NOTIFICATION TIME EMS equals 9998,	ARRIVAL TIME EMS must equal 9998, and EMS TIME AT HOSPITAL must equal 0000 or 9998.
(E02P) 4.	ARRIVAL TIME EMS equals 9998,	EMS TIME AT HOSPITAL must equal 0000 or 9998.
(E03P) 5.	ARRIVAL TIME EMS equals 0000,	NOTIFICATION TIME EMS and EMS TIME AT HOSPITAL must equal 0000.
(E04P) 6.	NOTIFICATION TIME EMS equals 0000,	ARRIVAL TIME EMS and EMS TIME AT HOSPITAL must equal 0000.
(E05P) 7.	EMS TIME AT HOSPITAL equals 9997,	ARRIVAL TIME EMS must equal 9997.

	<b>IF</b>	<b>THEN</b>
(E06P)	8. ARRIVAL TIME EMS equals 9997,	EMS TIME AT HOSPITAL must equal 9997.
(E08P)	9. NOTIFICATION TIME EMS is not 0000, 9998, and EMS TIME AT HOSPITAL is not 0000, 9997, 9998,	ARRIVAL TIME EMS must not equal 9997 or 9998.
(P091)	10. TAKEN TO HOSPITAL OR TREATMENT FACILITY equals 1,	EMS TIME AT HOSPITAL should not equal 0000, 9997, 9998.
(P510)	11. If EMS TIME AT HOSPITAL equals 0000, 9997, 9998,	DIED AT SCENE/EN ROUTE should not equal 8 for any PERSON.
(P54P)	12. If DIED AT SCENE/ EN ROUTE equals 8,	EMS TIME AT HOSPITAL should not equal 0000, 9997, 9998.

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**Special Processing Rules:**


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	<b>IF</b>	<b>THEN</b>
(A551)	1. EMS TIME AT HOSPITAL equals 0000, 9997, 9998,	TAKEN TO HOSPITAL OR TREATMENT FACILITY should not equal 1, for any PERSON.

## RELATED FACTORS-ACCIDENT LEVEL

**Format: 2 numeric – occurring 3 times**

### Element Values

Related Factors	Environmental/Roadway Conditions Noted
Blanks	
<b>00</b>	None
<b>01</b>	Inadequate Warning of Exits, Lanes Narrowing, Traffic Controls, etc.
	Includes “inadequate warning” of any type; takes precedence over “06 – Inadequate Design” and “03 – Other Construction-Created Condition.” Inadequate warning due to obscured signs. Inadequate warning due to signs temporarily down, lack of necessary sign for merge, diverge. Not a construction site situation.
<b>02</b>	Shoulder Design or Condition
	Takes precedence over “06 – Inadequate Design” and “03 – Other Construction-Created Condition.” Includes only situations pertaining to actual design or condition of the shoulder. Soft shoulder or shoulder collapsing. Inadequate shoulder width. Shoulder at different level from the roadway (drop-off, lifted, not flat).
<b>03</b>	Other Construction-Created Condition
	Includes “inadequate maintenance” conditions, (i.e., potholes, ruts in roadway) moving/changing signs. Addition of barricades. Change in traffic patterns, merging of lane. Excludes shoulder-related situations, and situations with inadequate warning of traffic controls, etc.
<b>04</b>	No or Obscured Pavement Marking
	Takes precedence over “06 – Inadequate Design” and “03 – Other Construction-Created Condition.” Includes any pavement marking situations. New asphalt has covered old pavement markings. Pavement marking or surface has worn off. Ice/snow/mud obscuring pavement markings.  <b>NOTE:</b> Care should be used to distinguish from “01 – Traffic Controls.”

Related Factors	Environmental/Roadway Conditions Noted
<b>05</b> Surface Under Water	<p>Takes precedence over “06 – Inadequate Design” and “03 – Other Construction-Created Condition.”</p> <p>Includes any surface under water.</p> <p>Permanently under water, i.e., fords.</p> <p>Temporarily under water, i.e., flooded areas.</p>
<b>06</b> Inadequate Construction or Poor Design of Roadway, Bridge, etc.	<p>Pertains to original design of trafficway (i.e., roadway bridges, medians, guardrails, traffic barriers).</p> <p>Blind intersections due to highway design, not due to visual obstructions (i.e., shrubbery) etc.</p> <p>Improper banking, lack of a lane for merging.</p> <p>Inadequate road surface (dirt, gravel surfaces, etc.); however, this must not be inferred; must be explicitly stated in police report as a “factor.”</p> <p>Excludes shoulder-related situations, pavement marking situations, situations with inadequate warnings, and surfaces under water.</p>
<b>07</b> Surface Washed Out (caved-in, road slippage)	<p>Only environmentally caused situations.</p> <p>Destruction of a section of roadway by water (flooding, heavy rains) or other cataclysms (earthquakes, etc.).</p>
<p><b>13</b> <u><b>SPECIAL CIRCUMSTANCES</b></u></p> <p><i>Aggressive Driving / Road Rage by Non-Contact Vehicle Driver</i></p>	<p><i>This factor is only used for situations where the investigating officer indicates that a non-contact vehicle (“phantom vehicle”) was being operated aggressively. Officer must use the term “Aggressive” in describing a driver’s behavior. This can be indicated in the report under related/contributing factors or in the narrative. You may encounter the term “Road Rage” used to describe aggressive driving behavior. Be cautious with this term as the two terms are not technically interchangeable. For contact vehicles, see Driver Level - Related Factor code “08 – Aggressive Driving/Road Rage.”</i></p>

Related Factors	Environmental/Roadway Conditions Noted
<p><b>14</b> Motor Vehicle Struck by Falling Cargo, or Something That Came Loose From, Or Something That was Set-in-Motion by a Vehicle.</p>	<p>“Something set-in-motion” includes persons and vehicles in-transport, parked/stopped off roadway and working motor vehicles, as well as motor vehicles in motion outside the trafficway.</p> <p>“Something set in-motion” denotes that a vehicle “has control of” or “is attached/connected” to the object. An example of “control of” is a vehicle determining the direction of a driverless vehicle. An example of “attached to” is a vehicle overriding another vehicle.</p> <p>“Set-in-Motion” generally applies to non-fixed objects (<i>including pedestrians set-in-motion</i>), and extends to vehicles parked and “in-transport.”</p>
<p><b>15</b> Non-Occupant Struck by Falling Cargo, or Something That Came Loose From, or Something that was Set-in-Motion by a Vehicle.</p>	<p>Non-occupant denotes pedestrians, pedal cyclists, and persons on personal conveyances (skate-board riders, roller skaters, non-motorized wheelchairs, baby carriages, scooters).</p>
<p><b>16</b> Non-Occupant Struck Vehicle</p>	<p>Pedestrian or bicycle rider entering roadway runs into vehicle, usually the side or back of the vehicle, not in the vehicle’s path.</p>
<p><b>17</b> Vehicle Set-in-Motion by Non-Driver</p>	<p>Passenger Shifting gears on vehicle.  Passenger hitting accelerator.  Passenger turning ignition key.  <b>NOTE:</b> Different from Related Factors-Person Level “05 – Interfering With the Driver.”</p>
<p><b>18</b> Date of Accident and Date of EMS Notification Were Not the Same Day</p>	<p>Accident victims not discovered immediately.  Effects of accident not immediately known.</p>
<p><b>19</b> Recent Previous Accident Scene Nearby</p>	<p>Previous accident causes a change in traffic patterns causes obstruction on roadway, requires reduction in traffic speed, leaves occupants and vehicles on roadway.</p>
<p><b>20</b> Police Pursuit Involved</p>	<p>When pursuit has been initiated by the police and is active at the time of the accident. This applies for air or ground pursuing vehicles.</p> <p>When pursuit has been initiated and terminated, but related to the accident. This applies for air or ground pursuing vehicles.</p> <p>(See Related Factors-Driver Level for code “37 – Police Pursuing the Driver or Police Officer in Pursuit.”)</p>



Related Factors	Environmental/Roadway Conditions Noted
<b>21</b> Within Designated School Zone	Areas signed or marked as “School Zone.” This may or may not be school-bus-related. “School Zones” are zones near or at a school, which exist during months and hours when zone signing is in effect.
<b>22</b> Speed Limit is a Statutory Limit as Recorded or was Determined as This State’s “Basic Rule”	No posted speed limit, but state law sets maximum speed limit on a local road or street.
<b>99</b> Unknown	

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**Remarks:**


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Code information provided in the narrative by the investigating officer. Boxes the officer checks on the PAR should be coded where appropriate. If the investigating officer states any related factors, they should be coded. If the officer states ‘the witness said,’ these should not be coded.

Care must be used in coding this element. The police accident report (PAR) should state that the environmental condition was a factor or existed at this location; cannot be inferred. Can be coded in conjunction with other elements; for example, if a traffic control is temporarily down, it can be coded under both “Traffic Control Device Functioning” and “Related Factors – code 01.” The rule is that “specific” takes precedence over “general” factors.

If no factors are noted, zero-fill all three fields. ‘None’ implies only that investigating officials stated no factors.

If the circumstances surrounding the accident are unknown and no factors are stated, nine-fill all three fields.


**Codes 14 -22 - SPECIAL CIRCUMSTANCES**, are exceptions to the above remarks. These are codes for unusual factors that occurred during the accident. If you can determine that any of these factors did happen, then these codes should be used.

**Definition of Police Pursuit:** A pursuit is an event that is initiated when a law enforcement officer, operating an authorized emergency vehicle, gives notice to stop (either through the use of visual or audible emergency signals or a combination of emergency devices) to a motorist who the officer is attempting to apprehend, and that motorist fails to comply with the signal by either maintaining his/her speed, increasing speed, or taking other evasive action to elude the officer’s continued attempts to stop the motorist. A pursuit is terminated when the motorist stops, or when the attempt to apprehend is discontinued by the officer or at the direction of a competent authority.

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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(1A0P) 1.	RELATED FACTORS-ACCIDENT LEVEL equals 14,	NUMBER OF VEHICLE FORMS SUBMITTED must be greater than 01.
(640F) 2.	TRAFFIC CONTROL DEVICE equals 30-31, 38-39,	RELATED FACTORS-ACCIDENT LEVEL should equal 21.
(641F) 3.	RELATED FACTORS-ACCIDENT LEVEL equals 21,	TRAFFIC CONTROL DEVICE should not equal 00.
(642F) 4.	TRAFFIC CONTROL DEVICE equals 00,	RELATED FACTORS-ACCIDENT LEVEL should not equal 21.
(810P) 5.	any RELATED FACTORS-ACCIDENT LEVEL equals 05,	ROADWAY SURFACE CONDITION must not equal 1, 3-5, 8-9.
(840P) 6.	any RELATED FACTORS-ACCIDENT LEVEL equals 99,	all RELATED FACTORS-ACCIDENT LEVEL must equal 99.
(850P) 7.	the first RELATED FACTORS-ACCIDENT LEVEL equals 00,  the second equals 00,	all RELATED FACTORS-ACCIDENT LEVEL must be 00.  the third must also.
(860P) 8.	any RELATED FACTORS-ACCIDENT LEVEL is blank,	all RELATED FACTORS-ACCIDENT LEVEL must be blanks.
 (870P) 9.	A RELATED FACTORS-ACCIDENT LEVEL between 01-07, 13-22 can be used only once per accident.	
(880F) 10.	RELATED FACTORS-ACCIDENT LEVEL equals 15-16,	there must be a Person Level form with PERSON TYPE equal to 04-08, 19.
(D470) 11.	any RELATED FACTORS-DRIVER LEVEL equals 37,	at least one RELATED FACTORS-ACCIDENT LEVEL should equal 20.
(VH03) 12.	IMPACT POINT-INITIAL or IMPACT POINT PRINCIPAL equals 18,	RELATED FACTORS-ACCIDENT LEVEL should equal 14-15.

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**Special Processing Rules:**

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	<b>IF</b>	<b>THEN</b>
(AM1P) 1.	FIRST HARMFUL EVENT equals 54, or SEQUENCE OF EVENTS equals 54 for any vehicle,	one RELATED FACTORS-ACCIDENT LEVEL must equal 14.
(D500) 2.	VIOLATIONS CHARGED equals 05,	at least one RELATED FACTORS-ACCIDENT LEVEL should equal 20.

## ADDITIONAL STATE INFORMATION

**Format:** Alphanumeric

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**Element Values:**

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Blanks  
Any Alphanumeric Characters

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**Remarks:**

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This space is reserved for each individual state's use.

Suggested uses depend on potential needs of the state.

This space may contain:

1. Police Accident Report number,
2. Additional accident location information.

If HPMS number is available, it may be inserted here.

<b>VEHICLE NUMBER</b>
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### VEHICLE LEVEL

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**Format: 2 numeric**


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Must be coded on an original submission.

System Generated (MDE System Only)

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**Element Values:**


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| 00-99

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**Remarks:**


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Each motor vehicle in an accident must be assigned a unique number by the Analyst. Order is not important.

Code "00" for persons not in motor vehicles.

Numbers assigned to vehicles must be consecutive, starting with '01' with no missing numbers.

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**Consistency Checks:**


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		<b>IF</b>	<b>THEN</b>
(2X0F)	1.	VEHICLE NUMBER equals 00,	PERSON TYPE must not equal 01-03, 09.
(3X0F)	2.	VEHICLE NUMBER is greater than 00,	PERSON TYPE must not equal 04-08, 19.

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**Special Processing Rules:**


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		<b>IF</b>	<b>THEN</b>
(060P)	1.	NON-OCCUPANT STRIKING VEHICLE NUMBER is not equal to 00, 99,	the NON-OCCUPANT STRIKING VEHICLE NUMBER must equal some VEHICLE NUMBER in the case.

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**Case Structure Integrity Rules:**

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	<b>IF</b>	<b>THEN</b>
(CSI5) 1.	VEHICLE NUMBER at the Person Level is greater than 00,	VEHICLE NUMBER at the Person Level must equal a VEHICLE NUMBER at the Vehicle Level.

<b>NUMBER OF OCCUPANTS</b>
----------------------------

**Format: 2 numeric**

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**Element Values:**

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Actual Value\* if Total Known except:

- |    |                               |
|----|-------------------------------|
| 96 | Ninety-Six or more            |
| 97 | Unknown-Only Injured Reported |
| 99 | Unknown                       |

**Remarks:**

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Must be coded for EACH VEHICLE involved in the accident. Should be coded with the total number of occupants in this motor vehicle.

In those states where data are collected **ONLY** on **INJURED** persons and drivers, **BUT** the actual number of motor vehicle occupants is known, code this element with the number of motor vehicle occupants and complete Person Level forms for **ALL INVOLVED** individuals.

Bus and railroad accidents are an exception. For bus accidents, the total number of occupants, including the driver, should be recorded, but Person Level forms should only be submitted for injured occupants and for the driver, whether injured or not.

**NOTE:** This does NOT apply to van-based buses. Before 2003, the policy was not to submit a Person Level form for uninjured occupants of van-based buses. This policy has changed beginning in 2003. Always submit a person level form for all occupants of van-based vehicles, including van-based buses.

**Code 97 (Unknown-Only Injured Reported)** should be used **ONLY** when the **TOTAL** number of occupants is unknown and the State **ONLY** reports information on drivers and **INJURED** passengers.

**\* Values greater than 30 are unlikely and will raise a “U” flag.**

**Consistency Checks:**

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IF	THEN
(2F0F) 1. NUMBER OF OCCUPANTS equals 00,	DRIVER PRESENCE must equal 2, 4.

<b>IF</b>	<b>THEN</b>
(3F0F) 2. UNIT TYPE equals 1, and NUMBER OF OCCUPANTS equals 97, and PERSON TYPE is not equal to 01,	INJURY SEVERITY must not equal 0, 9.
(V170-V260 & 4F1P-4F0P) 3. NUMBER OF OCCUPANTS is less than 97, BODY TYPE equals __, VEHICLE TRAILING equals 0, and NUMBER OF OCCUPANTS is greater than __,	a consistency check (__) will be given.
<b>BODY TYPE</b>	<b>Q</b> <b>P</b>
01-05, 07-09, 14, 15, 19, 97	8 (V170)                      15 (4F1P)
06, 11, 16	12 (V180)                      22 (4F2P)
12	15 (V190)                      25 (4F3P)
80-83, 88-89	2 (V200)                      5 (4F4P)
42, 73	12 (V210)                      30 (4F5P)
60-65, 71-72, 79	12 (V220)                      55 (4F6P)
66	5 (V230)                      50 (4F7P)
91	2 (V240)                      10 (4F8P)
90	8 (V250)                      20 (4F9P)
99	5 (V260)                      10 (4F0P)
(V340-V430) (4C1P-4C0P) 4. NUMBER OF OCCUPANTS is less than 97, BODY TYPE equals __, VEHICLE TRAILING does NOT equal 0, and NUMBER OF OCCUPANTS is greater than __,	a consistency check (__) will be given.
<b>BODY TYPE</b>	<b>Q</b> <b>P</b>
01-05, 07-09, 14, 15, 19, 97	8 (V340)                      15 (4C1P)
06, 11, 16	12 (V350)                      22 (4C2P)
12	15 (V360)                      25 (4C3P)
80-83, 88-89	2 (V370)                      5 (4C4P)
42, 73	12 (V380)                      30 (4C5P)
60-65, 71-72, 79	12 (V390)                      55 (4C6P)
66	5 (V400)                      77 (4C7P)
91	2 (V410)                      10 (4C8P)
90	8 (V420)                      20 (4C9P)
99	5 (V430)                      10 (4C0P)



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**Special Processing Rules:**

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	<b>IF</b>	<b>THEN</b>
(5F0F) 1.	NUMBER OF OCCUPANTS equals 00-96, and BODY TYPE does not equal 50-52, 58-59,	the number of Person Level forms for that vehicle must be less than or equal to the NUMBER OF OCCUPANTS.
(9A1P) 2.	UNIT TYPE equals 2-4, and NUMBER OF OCCUPANTS equals 97,	INJURY SEVERITY must not equal 0, 9 for any occupant of this vehicle.

<b>UNIT TYPE</b>
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**Format: 1 numeric**

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**Element Values:**

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Blank

- 1 Motor Vehicle In-Transport
- 2 Motor Vehicle Not In-Transport Within the Trafficway
- 3 Motor Vehicle Not In-Transport Outside the Trafficway
- 4 Working Motor Vehicle (highway construction, maintenance, utility only)

**Remarks:**

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This element identifies the type of unit that applies to this motor vehicle at the time it became an involved vehicle in the accident and was reported as a unit on the PAR.

**IMPORTANT:**

Remember, you must have at least one motor vehicle “In-Transport” involved in the accident for this to be a reportable FARS case.

**NOTE:** For Unit Type codes “2-4,” you must submit selected elements on the Vehicle level (V1-V15, V21-V24, V26-V32 and V34-V36). Also, all elements on the Driver level must be left blank, except Driver Presence and Related Factors-Driver Level. Related Factors-Driver Level must be coded all “00.”



**Code 1 (Motor Vehicle In-Transport)** is used to indicate that this is a motor vehicle in-transport. “In-Transport” means *any part of the vehicle’s primary outline as defined by the four sides of the vehicle (excluding open doors or mirrors) is within the roadway* (travel lanes) or in motion anywhere within the trafficway boundaries.

**Examples:**

1. Motor vehicle in traffic on the highway.
2. Motionless motor vehicle abandoned on the roadway.
3. Motor vehicle on roadway stopped at traffic signal.
4. Motor vehicle driving or in motion on the shoulder, median or roadside.

**Code 2 (Motor Vehicle Not In-Transport Within the Trafficway)** is used to indicate that this is a motor vehicle not in-transport located within the trafficway boundaries when it became an involved unit. The trafficway boundaries are from property line to property line.

**Examples:**

1. Motor vehicle parked in designated curbside parking lane.
2. *Motor vehicle parked in designated curbside parking lane with an open door crossing into the travel lane.*
3. Motor vehicle stopped completely on the shoulder, median or roadside.

**Code 3 (Motor Vehicle Not In-Transport Outside the Trafficway)** is used to indicate that this is a motor vehicle not in-transport located outside the trafficway boundaries when it became an involved unit by being struck by a motor vehicle in-transport.

**Examples:**

1. Motor vehicle parked in a private driveway, parking lot space, or other private property (outside the trafficway boundaries).
2. Motor vehicle in motion, outside the trafficway boundaries (e.g., vehicle pulling up to a pump in a gas station; vehicle driving down a private driveway, not within trafficway; vehicle in motion in a parking lot aisle; lawn tractor driving in a field adjacent to the trafficway; ATV driving on a dirt track next to trafficway; etc.).
3. Any vehicle used for private construction occurring outside the trafficway boundaries.

**Code 4 (Working Motor Vehicle [highway construction, maintenance, utility only])** is used to indicate that this is a motor vehicle that was in the act of performing highway construction, maintenance or utility work when it became an involved unit. This “work” may be located within or outside the trafficway boundaries, including portions of the highway closed for construction. This code does not include private construction/maintenance vehicles, or vehicles such as garbage trucks, delivery trucks, taxis, emergency vehicles, tow trucks, etc.

**Examples:**

1. Steam roller working in a highway construction zone.
2. State highway maintenance crew mowing grass on roadside.
3. Utility truck performing maintenance on the power lines along the roadway.
4. County snow plow plowing snow.

When not in the act of performing “work” and involved in the accident, these highway construction, maintenance or utility vehicles can be:

- (1) In-Transport when traveling from one construction site to the next (Unit Type code “1”).
- (2) Not In-Transport Within the Trafficway when stopped on the shoulder or within a highway work zone (Unit Type code “2”).
- (3) Not In-Transport Outside the Trafficway when refueling at a depot (Unit Type code “3”).

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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(3F0F)	1. UNIT TYPE equals 1, and NUMBER OF OCCUPANTS equals 97, and PERSON TYPE is not equal to 01,	INJURY SEVERITY must not equal 0, 9.
(7M0F)	2. PERSON TYPE equals 03, and UNIT TYPE does not equal 4,	RELATED FACTORS-PERSON LEVEL must not equal 01-05, 10-13, 19, 26-30, 33-36, 38, 40-42, 44-45, 47-51, 53, 57-70, 72-83, 90.
(9A2P)	3. UNIT TYPE equals 2-3,	REGISTERED VEHICLE OWNER must equal 6.
(9A3P)	4. UNIT TYPE equals 2-4,	DRIVER PRESENCE must equal 4.
(9A4P)	5. DRIVER PRESENCE equals 4,	UNIT TYPE must equal 2-4.
(9A5P)	6. PERSON TYPE equals 03,	UNIT TYPE must equal 2-4.
(9A6P)	7. TRAVEL SPEED equals 00-99,	UNIT TYPE must equal 1.
(9A7P)	8. VEHICLE MANEUVER equals 01-17, 98-99,	UNIT TYPE must equal 1.
(9A8P)	9. CRASH AVOIDANCE MANEUVER equals 0-6, 8,	UNIT TYPE must equal 1.
(9A9P)	10. ROLLOVER equals 0-2,	UNIT TYPE must equal 1.
(9B0P)	11. JACKKNIFE equals 0-3,	UNIT TYPE must equal 1.
(9B1P)	12. MANNER OF LEAVING SCENE equals 1-3, 9,	UNIT TYPE must equal 1.
(9B2P)	13. SEQUENCE OF EVENTS equals 01-54, 60-67, 99,	UNIT TYPE must equal 1.
(9B5P)	14. UNIT TYPE equals 2,	UNDERRIDE/OVERRIDE must equal 0.

	<b>IF</b>	<b>THEN</b>
(9B6P)	15. UNIT TYPE equals 2-4,	VEHICLE ROLE must not equal 0.
(9C1P)	16. UNIT TYPE equals 4,	RELATED FACTORS-VEHICLE LEVEL must not equal 39.
(VH25)	18. UNIT TYPE equals 4,	REGISTERED VEHICLE OWNER should not equal 6, 9.
(VH35)	19. UNIT TYPE equals 2-4,	VEHICLE ROLE should equal 1-3.
(VH75)	20. UNIT TYPE equals 4,	VEHICLE CONFIGURATION should not equal 05, 20-21, 70, 80.
(VH80)	21. UNIT TYPE equals 4,	CARGO BODY TYPE should not equal 06-07, 20-21.

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**Special Processing Rules:**


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	<b>IF</b>	<b>THEN</b>
(9A1P)	1. UNIT TYPE equals 2-4, and NUMBER OF OCCUPANTS equals 97,	INJURY SEVERITY must not equal 0, 9 for any occupant of this vehicle.
(9B3P)	2. UNDERRIDE/OVERRIDE equals 7,	there must be at least one vehicle with UNIT TYPE equal to 1.
(9B4P)	3. UNDERRIDE/OVERRIDE equals 8,	there must be at least one vehicle with UNIT TYPE equal to 2-4.
(9B7P)	4. UNIT TYPE equals 2-4,	PERSON TYPE of all occupants of this vehicle must equal 03.
(9B9P)	5. any SEQUENCE OF EVENTS equals 55,	there must be at least one other vehicle with UNIT TYPE equal to 2-4.
(9C0P)	6. FIRST HARMFUL EVENT equals 55,	there must be at least one vehicle with UNIT TYPE equal to 2-4.



	<b>IF</b>	<b>THEN</b>
(AL5P) 7.	<i>UNIT TYPE equals 1,</i>	<i>at least one event in the SEQUENCE OF EVENTS must equal the MOST HARMFUL EVENT.</i>
(AL6P) 8.	<i>MOST HARMFUL EVENT equals __, and UNIT TYPE equals 1,</i>	<i>at least one event in the SEQUENCE OF EVENTS must equal _</i>
(VH70) 9.	UNIT TYPE equals 2-4,	elements V16-V20, V25, V33 should all be left blank.

<b>REGISTRATION STATE</b>
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**Format: 2 numeric**

**Element Values:**

	Blanks	21	Kentucky	40	Oklahoma
00	Not Applicable	22	Louisiana	41	Oregon
01	Alabama	23	Maine	42	Pennsylvania
02	Alaska	24	Maryland	43	Puerto Rico
04	Arizona	25	Massachusetts	44	Rhode Island
05	Arkansas	26	Michigan	45	South Carolina
06	California	27	Minnesota	46	South Dakota
08	Colorado	28	Mississippi	47	Tennessee
09	Connecticut	29	Missouri	48	Texas
10	Delaware	30	Montana	49	Utah
11	District of Columbia	31	Nebraska	50	Vermont
12	Florida	32	Nevada	51	Virginia
13	Georgia	33	New Hampshire	52	Virgin Islands
15	Hawaii	34	New Jersey	53	Washington
16	Idaho	35	New Mexico	54	West Virginia
17	Illinois	36	New York	55	Wisconsin
18	Indiana	37	North Carolina	56	Wyoming
19	Iowa	38	North Dakota		
20	Kansas	39	Ohio		
92	No Registration				
93	Multiple State Registration				
95	U.S. Government Tags				
96	Military Vehicle				
97	Foreign Country*				
98	Other Registration				
99	Unknown				

**\*This value is an unlikely occurrence and will raise an error flag.**

**Remarks:**

**Code 00 (Not Applicable)** is used for vehicles which are exempt from registration.

Use state codes for all state registered vehicles, including state government vehicles.  
*However, if your state does not register government-owned vehicles, use code "00".*

**Code 92 (No Registration)** applies to vehicles that are required by state law to be registered and are NOT registered.

**Code 93 (Multiple State Registration)** is used for commercial vehicles that are registered in more than one state under a valid reciprocal agreement (such as the International Registration Plan (IRP)).

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(6G0P)	1. RELATED FACTORS-VEHICLE LEVEL equals 32,	REGISTRATION STATE must not equal 00, 92.
(9K0P)	2. HAZARDOUS CARGO equals 1-3,	REGISTRATION STATE must not equal 00.
(AP0P)	3. REGISTERED VEHICLE OWNER equals 0,	REGISTRATION STATE must equal 00, 92.
(AQ0P)	4. REGISTRATION STATE equals 00, 92,	REGISTERED VEHICLE OWNER must equal 0, 5-6.
(AV0P)	5. REGISTERED VEHICLE OWNER equals 3-4,	REGISTRATION STATE must not equal 99.
(D330)	6. DRIVER PRESENCE equals 2, 4, and REGISTRATION STATE is not equal to 00, 92, 99,	REGISTERED VEHICLE OWNER should equal 3-6.
(V060)	7. SPECIAL USE equals 4,	REGISTRATION STATE should not equal 00-02, 04-06, 08-13, 15-51, 53-56, 92-93, 95, 97, 99.
(V070)	8. HAZARDOUS CARGO equals 1-3,	REGISTRATION STATE should not equal 92.



	<b>IF</b>	<b>THEN</b>
(V550)	9. REGISTRATION STATE equals 93, 95-96,	REGISTERED VEHICLE OWNER should equal 3-4.
(V560)	10. SPECIAL USE equals 4,	REGISTERED VEHICLE OWNER should equal 3, and REGISTRATION STATE should equal 96.
(V592)	11. RELATED FACTORS-VEHICLE LEVEL equals 37,	REGISTRATION STATE should not equal 00, 92.
(V600)	12. REGISTERED VEHICLE OWNER equals 9,	REGISTRATION STATE should equal 99.
(V630)	13. REGISTRATION STATE equals 00, 92,	REGISTERED VEHICLE OWNER should not equal 5.
(V670)	14. REGISTERED VEHICLE OWNER equals 1-2,	REGISTRATION STATE should NOT equal 99.
(V960)	15. REGISTRATION STATE equals 99,	REGISTERED VEHICLE OWNER should equal 5-6, 9.

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**Special Processing Rules:**


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(U040) 1. UNLIKELY: REGISTRATION STATE equals 97.

## REGISTERED VEHICLE OWNER

**Format: 1 numeric**

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**Element Values:**

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Blank	
0	Not Applicable, Vehicle Not Registered
1	Driver (in this crash) Was Registered Owner
2	Driver (in this crash) Not Registered Owner (other private owner listed)
3	Vehicle Registered As Business/Company/Government Vehicle
4	Vehicle Registered As Rental Vehicle
5	Vehicle Was Stolen (reported by police)
6	Driverless/Motor Vehicle Parked/Stopped Off Roadway/In Motion Outside Trafficway
9	Unknown

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**Remarks:**

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This element is used to determine the type of registered owner of the vehicle.

The type of ownership, “loan vs. lease,” does not change the coding. An individual or company should be the Registered Vehicle Owner, regardless of the bank holding the loan or lease. Banks and leasing companies should be the Registered Vehicle Owner for their own fleets only.

**Code 0 (Not Applicable)** applies to vehicles that are not registered, both exempt from registration and illegally not registered. (See code “5” for stolen vehicles.)

**Code 2 (Driver [in this crash] Not Registered Owner [other private owner listed])** is used for private owners other than the driver. Also, if the driver is a spouse of the owner but is not a co-owner.

**Code 4 (Vehicle Registered As Rental Vehicle)** applies for rental vehicles, such as: Hertz, Ryder trucks, etc.

**Code 5 (Vehicle Was Stolen [reported by police])** takes precedence over codes “0, 2, 3, 4, 6,” when multiple conditions exist.

**Code 6 (Driverless/Motor Vehicle Parked/Stopped Off Roadway/In Motion Outside Trafficway).** *This code is used for both in-transport and not in-transport motor vehicles. This code should always be used if Unit Type is coded as “2” or “3,” even if other applicable conditions exist. This code is also used to indicate that this is*





a “driverless” motor vehicle in-transport (i.e., driverless vehicle stopped in a travel lane). If indicating this is a “driverless” motor vehicle in-transport, **this code** does not take precedence over codes “0, 3, 4, 5,” when multiple conditions exist.

**Code 9 (Unknown)** is used when information on the registered owner is unknown or unclear; and in certain cases when the driver cannot be determined, but the registered owner is known.

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### Consistency Checks:

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	<b>IF</b>	<b>THEN</b>
(9A2P) 1.	UNIT TYPE equals 2-3,	REGISTERED VEHICLE OWNER must equal 6.
(AP0P) 2.	REGISTERED VEHICLE OWNER equals 0,	REGISTRATION STATE must equal 00, 92.
(AQ0P) 3.	REGISTRATION STATE equals 00, 92,	REGISTERED VEHICLE OWNER must equal 0, 5-6.
(AR0P) 4.	SPECIAL USE equals 4,	REGISTERED VEHICLE OWNER must not equal 0, 1-2, 4.
(AS0P) 5.	RELATED FACTORS-VEHICLE LEVEL equals 32,	REGISTERED VEHICLE OWNER must not equal 0.
(AV0P) 6.	REGISTERED VEHICLE OWNER equals 3-4,	REGISTRATION STATE must not equal 99.
(CB0P) 7.	REGISTERED VEHICLE OWNER equals 6,	DRIVER PRESENCE must equal 2, 4.
(D330) 8.	DRIVER PRESENCE equals 2, 4, and REGISTRATION STATE is not equal to 00, 92, 99,	REGISTERED VEHICLE OWNER should equal 3-6.
(V550) 9.	REGISTRATION STATE equals 93, 95-96,	REGISTERED VEHICLE OWNER should equal 3-4.
(V560) 10.	SPECIAL USE equals 4,	REGISTERED VEHICLE OWNER should equal 3, and REGISTRATION STATE should equal 96.

	<b>IF</b>	<b>THEN</b>
(V570)	11. HAZARDOUS CARGO equals 1-3,	REGISTERED VEHICLE OWNER should not equal 0, 1-2, 4.
(V580)	12. HAZARDOUS CARGO equals 1-3,	REGISTERED VEHICLE OWNER should equal 3.
(V590)	13. RELATED FACTORS-VEHICLE LEVEL equals 32,	REGISTERED VEHICLE OWNER should equal 1-3.
(V593)	14. RELATED FACTORS-VEHICLE LEVEL equals 37,	REGISTRATION VEHICLE OWNER should not equal 0.
(V600)	15. REGISTERED VEHICLE OWNER equals 9,	REGISTRATION STATE should equal 99.
(V630)	16. REGISTRATION STATE equals 00, 92,	REGISTERED VEHICLE OWNER should not equal 5.
(V670)	17. REGISTERED VEHICLE OWNER equals 1-2,	REGISTRATION STATE should NOT equal 99.
(V960)	18. REGISTRATION STATE equals 99,	REGISTERED VEHICLE OWNER should equal 5-6, 9.
(VH25)	19. UNIT TYPE equals 4,	REGISTERED VEHICLE OWNER should not equal 6, 9.

<b>VEHICLE MAKE, VEHICLE MODEL</b>
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**Format:**

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VEHICLE MAKE – 2 numeric  
VEHICLE MODEL – 3 numeric

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**Element Values:**

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<b>MAKE:</b>	Blanks 01-03, 06-10, 12-14, 18-25, 29-64, 69-76, 80-89, 90-94, 98-99
<b>MODEL:</b>	Blanks 001-999

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**Remarks:**

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**SEE REMARKS UNDER VEHICLE IDENTIFICATION NUMBER – V12**

## ALPHABETICAL LISTING OF MAKES

FARS MAKE CODE	MAKE	MAKE/ MODEL TABLE PAGE #	NCIC CODE*	FARS MAKE CODE	MAKE	MAKE/ MODEL TABLE PAGE #	NCIC CODE*
54	Acura	183	(ACUR)	71	Ducati	243	(DUCA)
31	Alfa Romeo	183	(ALFA)	10	Eagle	199	(EGIL)
03	AM General	184	(AMGN)	91	Eagle Coach	257	
01	American Motors	185	(AMER)	29-398	Excaliber	240	(EXCL)
69-031	Aston Martin	241	(ASTO)	69-035	Ferrari	241	(FERR)
32	Audi	185	(AUDI)	36	Fiat	200	(FIAT)
33	Austin/Austin Healey	187	(AUST)	12	Ford	201	(FORD)
29-001	Avanti	240	(AVTI)	82	Freightliner	249	(FRHT)
98-802	Auto-Union-DKW	259	(AUTU)	83	FWD	250	(FWD)
69-042	Bentley	241	(BENT)	69-398	Gazelle	242	(GZL)
69-052	Bertone	242	(BERO)	92	Gillig	258	
90	Bluebird	257	(BLUI)	23	GMC	204	(GMC)
34	BMW	187	(BMW)	25	Grumman	206	(GRUM)
69-032	Bricklin	241	(BRIC)	72	Harley-Davidson	243	(HD)
80	Brockway	247	(BROC)	69-036	Hillman	241	(HILL)
70	BSA	243	(BSA)	98-806	Hino	259	(HINO)
18	Buick	188	(BUIC)	37	Honda	207	(HOND)
19	Cadillac	190	(CADI)	29-398	Hudson	240	(HUDS)
98-903	Carpenter	260		55	Hyundai	209	(HYUN)
29-002	Checker	240	(CHEC)	08	Imperial	209	(CHRY)
20	Chevrolet	191	(CHEV)	58	Infiniti	210	(INFI)
06	Chrysler	194	(CHRY)	84	International Harvester	251	(INTL)
69-033	Citroen	241	(CITR)	38	Isuzu	210	(ISU )
98-904	Collins Bus	260		88	Iveco/Magirus	254	(IVEC)
64	Daewoo	196	(DAEW)	39	Jaguar	212	(JAGU)
60	Daihatsu	196	(DAIH)	69-037	Jensen	241	(JENS)
35	Datsun	223	(DATS)	02	Jeep	212	(AMER)
69-034	DeLorean	241	(DELO)	02	Kaiser-Jeep	212	(AMER)
29-398	Desoto	240	(DESO)	73	Kawasaki	244	(KAWK)
69-048	Desto	242		85	Kenworth	252	(KW)
81	Diamond Reo or Reo	248	(DIAR)	63	Kia	213	(KIA)
98-905	DINA	260	(DINA)	69-053	Lada	242	(LADA)
98-803	Divco	259	(DIVC)	69-038	Lamborghini	241	(LAMO)
07	Dodge	196	(DODG)	40	Lancia	214	(LNCI)
				62	Land Rover	214	(LNDR)

FARS MAKE CODE	MAKE	MAKE/ MODEL TABLE PAGE #	NCIC CODE*	FARS MAKE CODE	MAKE	MAKE/ MODEL TABLE PAGE #	NCIC CODE*
59	Lexus	215	(LEXS)	69-057	Spyker	242	
13	Lincoln	215	(LINC)	61	Sterling	232	(STLG)
69-039	Lotus	241	(LOTU)	98-809	Sterling	260	(STLG)
86	Mack	253	(MACK)	29-001	Studabaker	240	(STU )
69-040	Maserati	241	(MASE)	29-398	Stutz	240	(STUZ)
69-056	Maybach	242	(MAYB)	48	Subaru	233	(SUBA)
41	Mazda	216	(MAZD)	69-045	Sunbeam	241	(SUNB)
93	MCI	258	(MCIN)	53	Suzuki	233	(SUZI)
42	Mercedes-Benz	218	(MERZ)	94	Thomas Built	258	(THMS)
14	Mercury	220	(MERC)	49	Toyota	235	(TOYT)
56	Merkur	221	(MERK)	50	Triumph	236	(TRIU)
98-906	Mid Bus	260		69-046	TVR	242	(TVR)
69-054	Mini-Cooper	242		98-808	UD	260	(UD)
43	MG	221	(MG)	98-908	Van Hool	260	
52	Mitsubishi	222	(MITS)	30	Volkswagen	237	(VOLK)
69-055	Morgan	242	(MORG)	51	Volvo	238	(VOLV)
69-041	Morris	241	(MORR)	98-804	Western Star	259	(WSTR)
74	Moto-Guzzi	244	(MOGU)	89	White/Autocar	256	(WHIT)
84	Navistar	251	(NAVI)	89	White/GMC	256	(WHGM)
98-902	Neoplan	260	(NEOP)	02	Willys-Jeep	212	(AMER)
35	Nissan	223	(NISS)	76	Yamaha	245	(YAMA)
75	Norton	244	(NORT)	57	Yugo	240	(YUGO)
21	Oldsmobile	225	(OLDS)				
18	Opel	189	(OPEL)				
98-907	Orion	260	(ONTR)				
98-805	Oshkosh	259	(OSHK)				
29-398	Packard	240	(PACK)				
29-003	Panoz	240	(PANZ)				
87	Peterbilt	255	(PTRB)				
44	Peugeot	226	(PEUG)				
09	Plymouth	227	(PLYM)				
22	Pontiac	228	(PONT)				
45	Porsche	230	(PORS)				
69-049	Reliant (British)	242	(RELA)				
46	Renault	231	(RENA)				
69-042	Rolls Royce	241	(ROL)				
47	Saab	231	(SAA)				
29-004	Saleen	240					
24	Saturn	232	(STRN)				
98-807	Scania	259	(SCAN)				
69-044	Simca	241	(SIM)				
69-398	Singer	242	(SIN)				

\* **Reference:** Code Manual, Fifth Educational National Crime Information Center U.S. Department of Justice, Federal Bureau of Investigation Section 4 – Vehicle Make Codes

## NUMERICAL LISTING OF MAKES

FARS MAKE CODE	MAKE	MAKE/ MODEL TABLE PAGE #	NCIC CODE*	FARS MAKE CODE	MAKE	MAKE/ MODEL TABLE PAGE #	NCIC CODE*
01	American Motors	185	(AMER)	41	Mazda	216	(MAZD)
02	Jeep	212	(AMER)	42	Mercedes-Benz	218	(MERZ)
02	Kaiser-Jeep	212	(AMER)	43	MG	221	(MG)
02	Willys-Jeep	212	(AMER)	44	Peugeot	226	(PEUG)
03	AM General	184	(AMGN)	45	Porsche	230	(PORS)
06	Chrysler	194	(CHRY)	46	Renault	231	(RENA)
07	Dodge	196	(DODG)	47	Saab	231	(SAA)
08	Imperial	209	(CHRY)	48	Subaru	233	(SUBA)
09	Plymouth	227	(PLYM)	49	Toyota	235	(TOYT)
10	Eagle	199	(EGIL)	50	Triumph	236	(TRIU)
12	Ford	201	(FORD)	51	Volvo	238	(VOLV)
13	Lincoln	215	(LINC)	52	Mitsubishi	222	(MITS)
14	Mercury	220	(MERC)	53	Suzuki	233	(SUZI)
18	Buick	188	(BUIC)	54	Acura	183	(ACUR)
18	Opel	189	(OPEL)	55	Hyundai	209	(HYUN)
19	Cadillac	190	(CADI)	56	Merkur	221	(MERK)
20	Chevrolet	191	(CHEV)	57	Yugo	240	(YUGO)
21	Oldsmobile	225	(OLDS)	58	Infiniti	210	(INFI)
22	Pontiac	228	(PONT)	59	Lexus	215	(LEXS)
23	GMC	204	(GMC)	60	Daihatsu	196	(DAIH)
24	Saturn	232	(STRN)	61	Sterling	232	(STLG)
25	Grumman	206	(GRUM)	62	Land Rover	214	(LNDR)
30	Volkswagen	237	(VOLK)	63	Kia	213	(KIA)
31	Alfa Romeo	183	(ALFA)	64	Daewoo	196	(DAEW)
32	Audi	185	(AUDI)	70	BSA	243	(BSA)
33	Austin/Austin	187	(AUST)	71	Ducati	243	(DUCA)
	Healey			72	Harley-Davidson	243	(HD)
34	BMW	187	(BMW)	73	Kawasaki	244	(KAWK)
35	Datsun	223	(DATS)	74	Moto-Guzzi	244	(MOGU)
35	Nissan	223	(NISS)	75	Norton	244	(NORT)
36	Fiat	200	(FIAT)	76	Yamaha	245	(YAMA)
37	Honda	207	(HOND)	80	Brockway	247	(BROC)
38	Isuzu	210	(ISU)	81	Diamond Reo or	248	(DIAR)
39	Jaguar	212	(JAGU)		Reo		
40	Lancia	214	(LNCI)	82	Freightliner	249	(FRHT)
				83	FWD	250	(FWD)



FARS MAKE CODE	MAKE	MAKE/ MODEL TABLE PAGE #	NCIC CODE*	FARS MAKE CODE	MAKE	MAKE/ MODEL TABLE PAGE #	NCIC CODE*
84	International	251	(INTL)	69-049	Reliant (British)	242	(RELA)
	Harvester			69-052	Bertone	242	(BERO)
84	Navistar	251	(NAVI)	69-053	Lada	242	(LADA)
85	Kenworth	252	(KW)	69-054	Mini-Cooper	242	
86	Mack	253	(MACK)	69-055	Morgan	242	(MORG)
87	Peterbilt	255	(PTRB)	69-056	Maybach	242	(MAYB)
88	Iveco/Magirus	254	(IVEC)	69-057	Spyker	242	
89	White/Autocar	256	(WHIT)	69-398	Gazelle	242	(GZL)
89	White/GMC	256	(WHGM)	69-398	Singer	242	(SIN)
90	Bluebird	257	(BLUI)	98-802	Auto-Union-	259	(AUTU)
91	Eagle Coach	257			DKW		
92	Gillig	258		98-803	Divco	259	(DIVC)
93	MCI	258	(MCIN)	98-804	Western Star	259	(WSTR)
94	Thomas Built	258	(THMS)	98-805	Oshkosh	259	(OSHK)
29-001	Avanti	240	(AVTI)	98-806	Hino	259	(HINO)
29-001	Studabaker	240	(STU )	98-807	Scania	259	(SCAN)
29-002	Checker	240	(CHEC)	98-808	UD	260	(UD)
29-003	Panoz	240	(PANZ)	98-809	Sterling	260	(STLG)
29-004	Saleen	240		98-902	Neoplan	260	(NEOP)
29-398	Desoto	240	(DESO)	98-903	Carpenter	260	
29-398	Excaliber	240	(EXCL)	98-904	Collins Bus	260	
29-398	Hudson	240	(HUDS)	98-905	DINA	260	(DINA)
29-398	Packard	240	(PACK)	98-906	Mid Bus	260	
29-398	Stutz	240	(STUZ)	98-907	Orion	260	(ONTR)
69-031	Aston Martin	241	(ASTO)	98-908	Van Hool	260	
69-032	Bricklin	241	(BRIC)				
69-033	Citroen	241	(CITR)				
69-034	DeLorean	241	(DELO)				
69-035	Ferrari	241	(FERR)				
69-036	Hillman	241	(HILL)				
69-037	Jensen	241	(JENS)				
69-038	Lamborghini	241	(LAMO)				
69-039	Lotus	241	(LOTU)				
69-040	Maserati	241	(MASE)				
69-041	Morris	241	(MORR)				
69-042	Bentley	241	(BENT)				
69-042	Rolls Royce	241	(ROL)				
69-044	Simca	241	(SIM)				
69-045	Sunbeam	241	(SUNB)				
69-046	TVR	242	(TVR)				
69-048	Desta	242					

\* **Reference:** Code Manual, Fifth Educational National Crime Information Center U.S. Department of Justice, Federal Bureau of Investigation Section 4 – Vehicle Make Codes

## PASSENGER CARS

<b>MAKE: Acura</b>		<b>(54)</b>	<b>(ACUR)</b>	
<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
031	Integra	GS, LS, RS, GS-R, Type R	1986-01,9999	03-05,07,09
032	Legend	L, LS, GS, Special Edition, GS-R	1986-95,9999	02,04,08
033	NSX	NSX-T	1991-05,9999	02
034	Vigor		1992-94,9999	04
035	TL	3.2, Type S	1996- <b>06</b> ,9999	04
036	RL	3.5	1996- <b>06</b> ,9999	04
037	CL	2.2, 2.3, 3.0, 3.2, Type S	1997-03,9999	02
038	RSX	2.0, Type S	2002- <b>06</b> ,9999	02
039	TSX		2004- <b>06</b> ,9999	04
398	Other (automobile)		1986- <b>06</b> ,9999	02-05,07-09
399	Unknown (automobile)		1986- <b>06</b> ,9999	02-05,07-09
<b>LIGHT TRUCKS</b>				
401	SLX		1996-00,9999	14
421	MDX		2001- <b>06</b> ,9999	15
499	Unknown (light truck)		1996- <b>06</b> ,9999	19
999	Unknown (ACURA)		1986- <b>06</b> ,9999	49

<b>MAKE: Alfa Romeo</b>		<b>(31)</b>	<b>(ALFA)</b>	
<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
031	Spider (Spyder)	Roadsters, Veloce, Quadrifoglio, Duetto, Graduate, 1600/1750/1900/2000 roadsters, Giulia, Giulietta, Giulietta Veloce, Tipo	1933-94,9999	01-02,09
032	Sports Sedan	4-door sedans (except 164); Milano, Giulietta, Super, Berlina, Alfetta, Giulia 1750/1900/2000/2600 sedans, Alpha 90	1933-89,9999	04

<b>MAKE:</b>	<b>Alfa Romeo (Cont.)</b>	<b>(31)</b>	<b>(ALFA)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES (Cont.)</b>				
033	Sprint/Special	2-door coupes; Alfetta GT, Monteval, 1750/1900/2000/2600 GTV, Sprint GT, GT Veloce, Giulia, Giulietta, Super, GTA, GTV, GTZ, TZ2	1933-80,9999	02
034	GTV-6		1981-86,9999	02
035	164 (Alpha 164)	LS, Q, Quadrifoglio	1990-95,9999	04
398	Other (automobile)	Alfa, Montreal	1933-95,9999	01-04,08-09
399	Unknown (automobile)		1933-95,9999	01-04,08-09

<b>MAKE:</b>	<b>AM General</b>	<b>(03)</b>	<b>(AMGN)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>LIGHT TRUCKS</b>				
401	Dispatcher	Post Office (Jeep)	1965-94,9999	14
402	Hummer	H3 ( <i>Base, Luxury, Adventure</i> ), <i>x</i>	2006- <b>07,9999</b>	14
421	Hummer (SUV from 1993-2003; see 431 for 2004 on) (for Pickup, see model 481)	Slantback-HMSB, H1, H2	1993-03,9999	15
431	Hummer (2004 on; see model 421 for 1993-2003)	H1 ( <i>Base, Luxury, Adventure</i> ), H2 ( <i>Base, Luxury, Adventure</i> ), Limousine	2004- <b>06,9999</b>	16
466	Dispatcher	DJ-series-Post Office Van	1965-91,9999	22
481	Hummer (Pickup) (for SUV see model 421 for 1993-2003; see 431 for 2004 on)	H1, H2, <i>Alpha</i>	2002- <b>06,9999</b>	31
498	Other (light truck)		1940- <b>06,9999</b>	14-16,19,22, 31-33, 39-42,45,48
499	Unknown (light truck)		1940- <b>06,9999</b>	14-16,19,22, 31-33, 39-42,45,48-49
<b>MEDIUM/HEAVY TRUCKS</b>				
884	Medium/Heavy Truck	Military off-road	1965-94,9999	60-64,71-72,78
898	Other (medium/heavy truck)		1965-94,9999	60-64,71-72,78
899	Unknown (medium/heavy truck)		1965-94,9999	60-64,71-72,78

<b>MAKE:</b>	<b>AM General (Cont.)</b>	<b>(03)</b>	<b>(AMGN)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>BUSES</b>				
983	Bus: Rear engine, Flat front	Transit	1965-94,9999	52
988	Other (bus)		1965-94,9999	50-52,58-59
989	Unknown Bus Type		1965-94,9999	50-52,58-59
998	Other (vehicle)		1965-94,9999	91-93,97
999	Unknown (AM GENERAL)		1965-07,9999	49,79,99

<b>MAKE:</b>	<b>American Motors*</b>	<b>(01)</b>	<b>(AMER)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
001	Rambler/American	Rogue, 220,330, 440, Scrambler Deluxe, Custom, Super, Classic, Brougham	1954-69,9999	01-02,04,06, 08-09
002	Rebel/Matador/Marlin	550, 660, 770, Classic Brougham Barcelona	1964-78,9999	01-02,04,06, 08-09
003	Ambassador	800, 880, 990, SST, DPL, Brougham, DDL, Limited	1958-74,9999	02,04,06,08-09
004	Pacer	D/L, X, Limited	1975-80,9999	02-03,06,09
005	AMX	(2-seater only)	1968-70,9999	02-03,09
006	Javelin	SST, AMX (1971-1974)	1968-74,9999	02-03,09
007	Hornet/Concord	SST, Sportabout, AMX (1975-1978) Limited, DL, SC-360	1970-83,9999	01-04,06,08-09
008	Spirit/Gremlin	Limited, DL, GT (1983 on), Custom, X, AMX (1979 on)	1970-83,9999	02-03,09
009	Eagle	Concord based, 30 Series	1980-88,9999	01-04,06,08-09
010	Eagle SX-4	Spirit/Gremlin based 50 Series	1981-84,9999	02-03,09
398	Other (automobile)		1940-88,9999	01-04,06,08-09
399	Unknown (automobile)		1940-88,9999	01-04,06,08-09

\* NOTE: Alliance, Encore, Premier (including L, DL, and Limited) is coded under Renault (46).

<b>MAKE:</b>	<b>Audi</b>	<b>(32)</b>	<b>(AUDI)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
031	Super 90		1966-72,9999	02,04,06,08-09

MAKE:	Audi (Cont.)	(32)	(AUDI)	
Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES (Cont.)</b>				
032	100	S, CS, LS, GL, Quattro (1989-on)	1970-77; 1989-94,9999	02,04,06,08-09
033	Fox		1973-79,9999	02,04,06,08-09
034	4000	Quattro, Coupe, Coupe GT, CS, S	1980-93,9999	02,04,08
035	5000	Quattro, CS, S, CS Turbo Quattro, T	1978-93,9999	04,06,09
036	80/90	Quattro, Coupe Quattro	1988-95,9999	04
037	200	Turbo Quattro	1989-92,9999	04,06,09
038	V-8 Quattro	100 series	1990-94,9999	04
039	Coupe Quattro	4000 series	1990-91,9999	02-03,09
040	S4/S6	Quattro, Avant Quattro (Wagon), 4.2 Saloon, Avant (2.7), <b>RS4, Special Edition</b>	1992-95; 2000- <b>06</b> ,9999	01,04,06,09
041	Cabriolet (1994-1998)		1994-98,9999	01
042	A6	Avant Quattro Wagon (3.0L), Quattro (2.7T/4.2), FrontTrak (2.8, 3.0L), RS6, 3.2	1995- <b>06</b> ,9999	04,06,09
043	A4	Avant Wagon (1.8T, <b>2.0T</b> , 2.8, 3.0, <b>3.2</b> ), Avant Quattro Wagon, FrontTrak (1.8, 2.8, 3.0), Quattro (1.8T, <b>2.0T</b> , 3.0, <b>3.2</b> ), Special Edition	1996- <b>06</b> ,9999	01,04,06,09
044	A8	4.2 Quattro, L, W12	1997- <b>06</b> ,9999	04
045	TT	FWD, Quattro AWD, 180, 225 Quattro Roadster, FrontTrak (180), 1.8L, 3.2L	2000- <b>06</b> ,9999	01-03, 09
046	S8	4.2 Quattro	2001-03,9999	02,04
047	Allroad	QuattroWagon, 2.7T, 4.2	2001-05,9999	06
048	A3	2.0T/FSI	2006	05
398	Other (automobile)		1970- <b>06</b> ,9999	01-06,08-09
399	Unknown (automobile)		1970- <b>06</b> ,9999	01-06,08-09
<b>LIGHT TRUCKS</b>				
401	<b>Q7</b>	<b>4.2</b>	<b>2007</b>	<b>14</b>
999	<b>Unknown (AUDI)</b>		<b>1966-07,9999</b>	<b>49,99</b>

**MAKE: Austin/Austin Healey (33) (AUST)**

Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	Marina	GT	1973-75,9999	01-04,08-09
032	America		1968-72,9999	02
033	Healey Sprite	Mark II, MKIV/Princess (Special Order)	1958-70,9999	01,04,09
034	Healey 100/3000	M, S, Mark III	1953-67,9999	01
035	Mini/Mini Cooper/Mini Moke	850, S	1960-69,9999	01-02,06,09
398	Other (automobile)	A35, A40, Westminster, Cambridge, Somerset, Seven, Hereford, Sports, Sheerline, Atlantic, Countryman, Dorset, Devon	1947-75,9999	01-04,06,08-09
399	Unknown (automobile)		1947-75,9999	01-04,06,08-09

**MAKE: BMW (34) (BMW)**

Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	1600,1800,2000,2002	Ti, Tii,Tilux,TR,CS, 1600-2,SA, Turbo,A, 1500, 2600, 501, 502	1955-76,9999	01-04,08-09
032	Coupe (before 1975)	2800CS, 3.0CS, 3.0csi, 3.0csl, 3200, 503, 507, M1, 1802, 2000c/cs, 2002	1956-76,9999	01-03,09
033	Bavarian Sedan	2500, 2800, 2.8 Barvarian	1969-74,9999	04
034	3-series	3.0s/si, 318i/is/ti/ic, 320i, 323iS/iC/i/Ci,325e/es/i/iS/ii/ C/Ci/Cic/xi/iT/xiT, Sport Wagon (iT/xiT), 328i/iS/ti/ iC/Ci, 330i/Ci/Cic/xi, M3	1971- <del>06</del> ,9999	01-04,06,08-09
035	5-series	524i,525i/xi,528i/iT,530i/iT /xi,533i,535i, 540/i/iA/iT, TD Sport Wagon,525i/iT, (wagon 1992-93), M5, 545i, <b>550i</b>	1975- <del>06</del> ,9999	04,06,09
036	6-series	630, 633, 635, csi, M6, L6, 645Ci, <b>650i</b> , Neiman Marcus Edition	1976-89, 2004- <del>06</del> ,9999	01, 02

<b>MAKE:</b>	<b>BMW (Cont.)</b>	<b>(34)</b>	<b>(BMW)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES (Cont.)</b>				
037	7-series	733i, 735i, L7, 740i/L/iL/iA /Li Protection,750 i/iL/Li Protection,745i/Li,760i/Li/	1978-06,9999	04
038	8-series	840Ci/cia, 850i/iS/Ci/Cia	1991-97,9999	02
039	Z3	2.3/2.8/2.5i/3.0i Roadster, MRoadster, MCoupe, 2.8/3.0i Coupe	1996-03,9999	01-03, 09
040	Z8		2000-03,9999	01
042	Z4	2.5i, 3.0i	2003-06,9999	01
398	Other (automobile)		1955-06,9999	01-04,06,08-09
399	Unknown (automobile)		1955-06,9999	01-04,06,08-09
<b>LIGHT TRUCKS</b>				
401	X5	3.0i, 4.0is, 4.4i, 4.6is, 4.8is	2000-06,9999	14
402	X3	2.5i, 3.0i	2004-06,9999	14
499	Unknown (light truck)		2000-06,9999	14
<b>MOTORCYCLES</b>				
703	125-349cc		1948-66,9999	80
705	450-749cc		1950-03;2006, 9999	80
706	750cc and over		1969-06,9999	80
709	Unknown cc		1948-06,9999	80
999	Unknown (BMW)		1948-06,9999	99

<b>MAKE:</b>	<b>Buick</b>	<b>(18)</b>	<b>(BUIC)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
001	Special/Skylark	GS (350, 400, 455), Deluxe GS California, Sport Wagon, Custom Roadmaster (1946-59)	1946-73,9999	01-04,06,08-09
002	LeSabre/Centurion/Wildcat	Estate Wagon, Invicta, Custom, Limited, T-Type, Ltd, C.M.I, LE, Celebration Edition, Best Seller	1959-05,9999	01-02,04,06, 08-09
003	Electra/Electra 225/Park Avenue (1991-on)	Limited, Park Avenue, Ultra, Base, Prestige, SE	1959-05,9999	01-02,04,06, 08-09
004	Roadmaster	Estate Wagon, Limited	1991-96,9999	04,06,09

MAKE: Buick (Cont.)		(18)	(BUIC)	
Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES (Cont.)</b>				
005	Riviera	S-Type, T-Type, Coupe Anniversary Edition, Silver Arrow	1963-93; 1995-99,9999	01-02,09
007	Century	Luxus, T-Type, FWD (82- on), Custom, Regal (72-77), Limited, LE, SE, Base	1954-05,9999	01-02,04,06, 08-09
008	Apollo/Skylark	Skylark (75), S/R	1973-76,9999	02-04,08-09
010	Regal (RWD only)	Turbo, Luxus, Grand National GNX, T-Type	1978-88,9999	02,04,06,08-09
012	Skyhawk	S-Type, Roadhawk, T-Type, GT	1975-80; 1982-89,9999	02-04,06,08-09
015	Skylark (76-85)	S/R, S, Limited, Sport, T-Type	1975-85,9999	02-04,08-09
018	Somerset/Skylark	Skylark (86-on), Somerset, GS, Regal, Custom, Limited, T-Type	1985-98,9999	02,04,08
020	Regal (FWD)	Limited, Custom, Gold, Grand Sport GS, LS, Sport	1987-04,9999	02,04,08
021	Reatta		1988-91,9999	01-02,09
022	LaCrosse	CX, CXL, CXS	2005-06,9999	04
023	<i>Lucerne</i>	<i>CX, CXL V6, CXL V8, CXS</i>	<i>2006</i>	<i>04</i>
031	Opel Kadett		1965-72,9999	02,04,06,08-09
032	Opel Manta	1900, Luxus, Rallye, Sports Coupe	1966-75,9999	02,04,06,08-09
033	Opel GT		1969-75,9999	02
034	Opel Isuzu	Deluxe, Sport	1976-79,9999	02,04,08
398	Other (automobile)		1965-06,9999	01-04,06,08-09
399	Unknown (automobile)		1950-06,9999	01-04,06,08-09
<b>LIGHT TRUCKS</b>				
401	Rendezvous	CX, CXL, Ultra, <i>Plus</i>	2002-06,9999	14
402	Rainier	CXL, CXL Plus	2004-06,9999	14
441	Terraza	CX, CXL	2005-06,9999	20
499	Unknown (light truck)		2002-06,9999	14, 20
999	Unknown (BUICK)		1946-06,9999	49



MAKE:	Cadillac	(19)	(CADI)	
Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
003	Deville/Fleetwood (except Limousine)	Coupe de Ville, Sedan de Ville, Fleetwood Brougham, Fleetwood 60 Special, d'Elegance, Concours, DHS, DTS	1940-05,9999	01-02,04,08-09
004	Limousine	Fleetwood 75, Formal, Deville-based, <i>DTS</i>	1940- <del>06</del> ,9999	12
005	Eldorado	Biarritz, El-doro, Touring Coupe, ESC, ETC	1967-03,9999	01-02,09
006	Commercial Series	Ambulance/Hearse, Professional	1940- <del>06</del> ,9999	09-12
009	Allante'		1987-93,9999	01-02,09
014	Seville	Elegante, STS, SLS	1976-04,9999	04
016	Cimarron	D'Oro	1982-88,9999	04
017	Catera	Sport	1997-01,9999	04
018	CTS	Luxury, Luxury Sport, V-Series, <i>2.8L, 3.6L</i>	2003- <del>06</del> ,9999	04
019	XLR	Neiman Marcus Edition, <i>V Series</i>	2004- <del>06</del> ,9999	01
020	SRX	V6, V8	2004- <del>06</del> ,9999	06
021	STS	V6,V8, V-Series, <i>Luxury, Premium</i>	2005-06,9999	04
<b>022</b>	<b>DTS</b>	<b>Luxury I, II, III, Performance</b>	<b>2006</b>	<b>04</b>
398	Other (automobile)		1965- <del>06</del> ,9999	01-02,04,06,08-09,12
399	Unknown (automobile)		1950- <del>06</del> ,9999	01-02,04,06,08-09,12
<b>LIGHT TRUCKS</b>				
421	Escalade/ESV (from 2004 on; see 431 for 2003)	4WD, 2WD, Standard, Platinum, Limousine	1999-00; 2002- <del>07</del> ,9999	15
431	Escalade ESV		2003	16
480	Escalade EXT	4WD, 2WD	2002- <del>07</del> ,9999	31
499	Unknown (light truck)		1999-00; 2002- <del>07</del> ,9999	49
999	Unknown (CADILLAC)		1940- <del>07</del> ,9999	49

MAKE: Chevrolet		(20)	(CHEV)	
Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
001	Chevelle/Malibu (thru '83)	Classic, Councours, Laguna**, S-3, Greenbriar, Estate, 300, SS-396/454, Deluxe	1963-83,9999	01-02,04,06, 08-09
002	Impala/Caprice	Biscayne, Belair, Super Sport, Classic, Classic Brougham, Townsman, Brookwood, Kingswood, LS, <b>LT</b> , <b>LTZ</b> , Sport, SS	1955-96; 2000- <b>06</b> ,9999	01-02,04,06, 08-09
004	Corvette	Stingray, C5, Z06, 50 <sup>th</sup> Anniversary Edition, Commemorative Edition	1953-82; 1984- <b>06</b> ,9999	01-03,09
006	Corvair	Monza, Corsa, 500, Yenke	1960-69,9999	01-02,04,06, 08-09
007	El Camino	Royal Knight, SS	1958-94,9999	10
008	Nova (-'79)	Chevy II, LN, LE, Concours, SS-350/396, Rally	1962-79,9999	01-04,06,09
009	Camaro	SS, RS, LT, Berlinetta, Iroc-Z, Z28	1967-02,9999	01-03,09
010	Monte Carlo (thru '88)	LS, SS, Aerocoupe, Landau, Z34	1970-88,9999	02
011	Vega	GT, Cosworth	1971-77,9999	02-04,06,08-09
012	Monza	Spyder, 2 + 2, Towne Coupe	1974-80,9999	02-04,06,08-09
013	Chevette	S, Scooter, CS	1976-87,9999	03-05,07,09
015	Citation	X-11, Citation II	1980-85,9999	02-05,07,09
016	Cavalier	CS, RS, Z24, LS, Sport, Special Value Package	1982-05,9999	01-04,06,08-09
017	Celebrity	CS, Eurosport, VR	1982-90,9999	02,04,06,08-09
019	Beretta/Corsica	GT, GTZ, LT, LTZ, PX, QX, KX, LX, MX, Z26	1982-96,9999	02,04-05,08-09
020	Lumina	Z-34, Euro, LTZ, LS	1990-01,9999	02,04,06,08-09
022	Cobalt	LS, LT, <b>LTZ</b> , SS, SS Supercharged	2005- <b>06</b> ,9999	02,04
<b>023</b>	<b>HHR</b>	<b>LS, 1LT, 2LT</b>	<b>2006</b>	<b>06</b>
031	Spectrum		1985-89,9999	02-05,08-09
032	Nova/Geo Prism/Prism	CL, NUMMI-built vehicles, LSi	1985-02,9999	02-05,07-09
033	Sprint/Geo Sprint	(Cultus - foreign)	1985-89,9999	03,05,07
034	Geo Metro/Metro	LSi, XFi	1989-01,9999	01,03-05,07,09
035	Geo Storm	GSi	1985-93,9999	02-03,09

**MAKE: Chevrolet (Cont.) (20) (CHEV)**

<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES (Cont.)</b>				
036	Monte Carlo (1995 on)	FWD, LS, Z34, <b>LS</b> , LT, <b>LTZ</b> , SS, Sport Edition	1995- <b>06</b> ,9999	02
037	Malibu/Malibu Maxx	Base, LS, LT, <b>LTZ</b> , <b>SS</b>	1997- <b>06</b> ,9999	04-06
038	SSR	Signature Series, LS, LS5, <b>ISS</b> , <b>2SS</b> , <b>3SS</b>	2004- <b>06</b> ,9999	10
039	Aveo	Base, LS, LT, Special Value	2004- <b>07</b> ,9999	04-05
398	Other (automobile)	Fleetmaster, Fleetline, Styline Special, One-fifty, Bel-Air, Del Ray, Biscayne	1930- <b>07</b> ,9999	01-11
399	Unknown (automobile)		1930- <b>07</b> ,9999	01-11
<b>**Nomad, Malibu , Laguna and other similar terms may be used on all models as a reflection of trim type.</b>				
<b>LIGHT TRUCKS</b>				
401	S-10 Blazer/TrailBlazer (2002 only; for 2003 on, see 403)	S-10 p/u based,LS,LT,ZR2 TrailBlazer, Xtreme, ZR2, LS, LT, LTZ, EXT	1982-05,9999	14
402	Geo Tracker/Tracker	Lsi, LT, ZR2	1989-04,9999	14
403	TrailBlazer (from 2003 on; for 2002, see 401)	LS, LT, LTZ, North Face Edition, EXT, <b>SS (LS/LT)</b>	2003- <b>06</b> ,9999	14
404	Equinox	LS, <b>LT</b>	2005	14
421	Fullsize Blazer/Tahoe	K-series, fullsized p/u based, LS, LT, LTD, <b>LTZ</b> , 4WD, Z71	1969- <b>07</b> ,9999	15
422	Suburban (from 2004 on; see 431 for 1950-2003)	LS, LT, LTZ, Z71	2004- <b>07</b> ,9999	15
431	Suburban (from 1950-2003;see 422 for 2004 on)	all models (C1500/2500, K1500/2500), LS, LT, Z71	1950-03,9999	16
441	Astro Van	Minivan, Cargo, Passenger, LT, LS, Conversion	1985-05,9999	20
442	Lumina APV	Minivan, MPV	1990-96,9999	20
443	Venture	Cargo, Passenger, Plus, LS, LT, Value, Value Plus, Extended, W. B. Edition, Entertainer	1997-05,9999	20
444	Uplander	Base, LS, LT, LT(AWD), <b>LT Entertainer</b>	2005- <b>06</b> , <b>9999</b>	20
461	G-series van	Beauville,Chevy Van, Sport Van, G10-G30, Express, G1500/2500/3500, LT, <b>LS</b>	1957- <b>06</b> ,9999	21-22,28-29

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**MAKE: Chevrolet (Cont.) (20) (CHEV)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>LIGHT TRUCK (Cont.)</b>				
466	P-series van		1965-99,9999	22,28-29
470	Van derivative	Parcel Van, Hi-cube	1965- <b>06</b> ,9999	28-29
471	S-10/T-10 Pickup	4 x 4, Fleetside, Extended, Crew, LS, S-10, Xtreme, ZR2, ZR5, electric pickup*	1982-05,9999	30,32,40,42
472	LUV	Imported pickup	1972-91,9999	30,32,40,42
473	Colorado	Z71, Z85, Sport, LS	2004- <b>06</b> ,9999	30
481	C, K, R, V-series pickup/Silverado	C10-C30, K10-K30, R10-R30, V10-V30, Silverado: 1500 (C-K, HD), 2500 (C-K, HD), 3500 (CK), ST, LS, LT, Z71, Fleetside, Sportside, CrewCab, SS, Hybrid	1940- <b>06</b> ,9999	31-32,39-40,42
482	Avalanche	1500/2500 Premium, North Face Edition, Z71, Z66, LS, LT	2002- <b>06</b> ,9999	31
498	Other (light truck)		1940- <b>07</b> ,9999	14-16,19-22, 28-32, 39-40,42, 45,48
499	Unknown (light truck)		1932- <b>07</b> ,9999	14-16,19-22, 28-32, 39-40,42, 45, 48-49
<b>* Electric Vehicle, Be sure to code Related Factors-Vehicle Level, Code "36"</b>				
<b>MOTOR HOME</b>				
850	Motor Home	Truck-based	1949- <b>06</b> ,9999	65,73
<b>MEDIUM/HEAVY TRUCK</b>				
881	Medium/Heavy – CBE	C50/60/65; M60/65; H70/80/90; J70/80/90; Bison 90; Kodiak (C4500) all other CBE	1955- <b>06</b> ,9999	60-64,66, 71-72,78
882	Medium/Heavy – COE low entry	T60/65, all other COE low entry	1960- <b>06</b> ,9999	60-64,66, 71-72,78
883	Medium/Heavy – COE high entry	Titan 90, all other COE high entry	1971-80,9999	60-64,66, 71-72,78
884	Medium/Heavy – Unknown engine location		1951- <b>06</b> ,9999	60-64,66, 71-72,78
890	Medium/Heavy – COE entry position unknown		1965- <b>06</b> ,9999	60-64,66, 71-72,78

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**MAKE: Chevrolet (Cont.) (20) (CHEV)**

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Model	Codes	Includes	Model Years	Body Types
<b>MEDIUM/HEAVY TRUCK (Cont.)</b>				
898	Other (medium/heavy truck)		1949-06,9999	60-64,66,71-72,78
899	Unknown (medium/heavy truck)		1949-06,9999	60-64,66,71-72,78
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)	S-60 series	1967-06,9999	50-52,58-59
988	Other (bus)		1965-06,9999	50-52,58-59
998	Other (vehicle)		1934-07,9999	91-93,97
999	Unknown (CHEVROLET)		1933-07,9999	49,79,99

\*\* Use code "981"(bus) if the frontal plane or the engine location is unknown.

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**MAKE: Chrysler/DaimlerChrysler (06) (CHRY)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
009	Cordoba	Crown, 300, LS	1975-83,9999	02
010	New Yorker (thru 78)/ Newport/5th Avenue/ Imperial (1979-83) (excludes all FWD)	Town and Country, Brougham, Custom, Royal, 300 (thru 1971) Frank Sinatra editions (FS), Royal Limo, Windsor Wagon/ Ambulance	1946-89,9999	01-02,04,06, 08-09,11-12
014	New Yorker/E-Class/ Imperial (1990-93)/ Fifth Avenue	FWD vehicles, Turbo, Salon	1980-93,9999	02,04,08
015	Laser	Turbo, XE, XT	1984-86,9999	03
016	LeBaron	Premium, Salon (RWD), Landau, LX, Town and Country cars and wagon, Medallion, FWD except GTS or GTC Sport Coupe	1977-94,9999	01-09
017	LeBaron GTS/GTC	GT, GTS-Turbo, GTC- Sport Coupe	1982-95,9999	01-09
031	TC (Maserati Sport)	Turbo Convertible	1988-91,9999	01-03,09
035	Conquest	TSI, Turbo	1987-89,9999	03
041	Concorde	LX, LXi, Limited	1993-04,9999	04

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**MAKE: Chrysler/DaimlerChrysler (Cont.)(06) (CHRY)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES (Cont.)</b>				
042	LHS	New Yorker (1994-on)	1994-97; 1999-01,9999	04
043	Sebring	JX, JXi, LX, LXi,GTC, <i>TSi</i> , Limited, Plus, Platinum, Touring, Signature Series	1995-06,9999	01-02,04,08-09
044	Cirrus	LX, LXi	1995-00,9999	04
050	Executive	Sedan and Limo	1983-87,9999	04,09,11-12
051	300M/300/300C	Special, Platinum, Touring, Limited, SRT-8, Signature Series	1999-06,9999	04
052	PT Cruiser	Base, Touring, Limited, GT, Turbo, Dream Cruiser, Platinum, Series 4, Signature Series, <i>Street Cruiser</i>	2001-06,9999	01,06
053	Prowler (2002 on) (1997,1999-01 see Plymouth)	Roadster, Black Tie Edition	2002	01
054	Pacifica	Premium, Luxury, Touring, Signature Series	2004-06,9999	06
055	Crossfire	Limited, SRT6, Standard	2004-06,9999	01,02
398	Other (automobile)		1946-06,9999	01-09,11-12
399	Unknown (automobile)		1946-06,9999	01-09,11-12
<b>LIGHT TRUCKS</b>				
441	Town and Country	Minivan, SX, LX, LXi, Ltd., SWB, LWB, AWD, FWD, eL, eX, Touring, Platinum, Signature Series	1990-06,9999	20
442	Voyager (2000 on) (1984-00 see Plymouth)	Base, Popular, Value, LX, eC	2000-03,9999	20
499	Unknown (light truck)		1990-06,9999	20,29
999	Unknown (CHRYSLER)		1946-06,9999	49

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**MAKE: Daewoo (64) (DAEW)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	Lanos	S, SE, SX, Sport	1999-02,9999	03-04,09
032	Nubira	SX, CDX, SE	1999-02,9999	04-06,09
033	Leganza	SE, SX, CDX	1999-02,9999	04
398	Other (automobile)		1999-02,9999	03-07,09
399	Unknown (automobile)		1999-02,9999	03-07,09

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**MAKE: Daihatsu (60) (DAIH)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	Charade		1988-94,9999	03-04,09
<b>LIGHT TRUCKS</b>				
401	Rocky		1990-92,9999	14
999	Unknown (DAIHATSU)		1990-94,9999	49

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**MAKE: Dodge (07) (DODG)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
001	Dart	170, 270, Custom, GT, Swinger, Demon, 340, 360, Special, Sport, Special Edition	1960-76,9999	01-02,04,06,08-09
002	Coronet/Magnum/Charger (thru 1978)	Brougham, Custom, Superbee, 500, Crestwood, Deluxe, XE, R/T, 440, SE, Police	1964-79,9999	01-02,04,06,08-09
003	Polara/Monaco/ Royal Monaco	Custom, Special, Police, Taxi, Crestwood, Brougham	1964-78,9999	01-02,04,06,08-09
004	Viper	RT/10, GTS, ACR, SRT-10	1992-06,9999	01-02,09
005	Challenger	R/T, T/A, Rallye	1970-74,9999	01-02,09
006	Aspen	Custom, Special Edition, Police, R/T, Sport	1976-80,9999	02,04,06,08-09
007	Diplomat	Medallion, S, Salon, SE	1977-89,9999	02,04,06,08-09
008	Omni/Charger (1983 on)	024, DeTomaso, Miser, Charger 2.2, GLH, Custom, Shelby, GLHS, America, Expo, SE	1978-90,9999	03,05,07

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**MAKE: Dodge (Cont.) (07) (DODG)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES (Cont.)</b>				
009	Mirada		1980-83,9999	02
010	St Regis	Police, Taxi	1979-81,9999	04
011	Aries (K)	Custom, SE, LE	1981-89,9999	02,04,06,08-09
012	400	LS	1982-83,9999	01-02,04,08-09
013	Rampage (car-based pickup)	2.2, GT, Sport	1982-84,9999	10
014	600	ES, Turbo, SE	1983-88,9999	01-02,04,08-09
015	Daytona	Turbo Z, C/S Competition, Shelby Z/CSX, Pacifica, IROC R/T	1984-93,9999	03
016	Lancer	Pacifica, Turbo, ES, Shelby	1985-89,9999	02-09
017	Shadow	ES, Turbo, America	1987-94,9999	01-03,05,07,09
018	Dynasty		1988-93,9999	02,04,08
019	Spirit	ES, Shelby, R/T	1989-95,9999	01-02,04,08-09
020	Neon	Competition, Highline, SE, ES, ACR R/T, SRT-4, SXT	1995-05,9999	02,04,08
021	Magnum	SE, SXT, R/T, <b>SRT8</b>	<b>2005-06,9999</b>	06
024	Charger	<b>Daytona, SRT8, R/T, SE, SXT</b>	2006	04
<b>025</b>	<b>Caliber</b>	<b>SE, SXT, R/T</b>	<b>2007</b>	<b>05</b>
033	Challenger	all import	1978-83,9999	02
034	Colt (includes 2WD Vista)	GT, Custom, Carousel, Premier, Deluxe, E, DL, GTS, Turbo, RS	1974-94,9999	02-09
035	Conquest	Turbo	1984-89,9999	03
039	Stealth	RT, ES	1991-96,9999	02-03,09
040	Monaco		1990-92,9999	02,04,08
041	Intrepid	ES, R/T, S, SE, SXT	1993-04,9999	04
042	Avenger	ES	1995-00,9999	02
043	Stratus	ES, SE, R/T, Plus, SXT	1995-06,9999	02,04,08
398	Other (automobile)		1946-07,9999	01-10,12
399	Unknown (automobile)		1946-07,9999	01-10,12
<b>LIGHT TRUCKS</b>				
401	RaiderSport	Sport	1986-94,9999	14
402	Durango (1998-2003 only; see model 422 for 2004 on)	Sport, R/T, SLT, SXT, Plus	1998-03,9999	14
421	Ramcharger		1974-93,9999	15
422	Durango (2004 on; see 402 for 1998-2003 models)	ST, SLT, Limited, SXT, Adventurer	2004-06,9999	15



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**MAKE: Dodge (Cont.) (07) (DODG)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>LIGHT TRUCKS (Cont.)</b>				
441	Vista Van	4x4 (Only)	1984-91,9999	20
442	Caravan	Mini Ram Van,112& 19 WB, SE, ES, LE, Sport, Grand Caravan (ES, LE, SE, EX, eC, eL) AWD, Sport, EPIC-elec* SXT, C/V, Special Edition	1984-06,9999	20
461	B-Series Van/Ram Van/ Ram Wagon	Sportsman, Royal, Maxiwagon, Ram, B1500- B3500, Tradesman, Ram Maxivan (1500, 2500, 3500), Ram Wagon (1500, 2500, 3500) Conversion, Cargo Van (1500: van, non- maxi van, maxi van; 2500: non-maxi, maxi van; 3500: non-maxi), Dodge Wagon (1500, 2500, 3500 Maxi Wagon)	1963-03,9999	21,28,40-42,48
462	Sprinter	Cargo, Passenger	2004-06,9999	21,28
470	Van Derivative	Kary Van, Parcel Van	1971-06,9999	28-29
471	D50, Colt pickup, Ram 50/Ram 100		1979-93,9999	30,32
472	Dakota	R/T, Limited Edition, Quad Cab, Club Cab, Plus, SLT, <i>ST</i> , SXT, Sport, Laramie	1987-06,9999	30-33,39,40
481	D, W-Series pickup	Custom, Royal, Ram, Miser, D100-D350, W100-W350	1955-93,9999	31-32,40,42
482	Ram Pickup	1500,2500,3500, Quad Cab, SLT, SLT+, ST, SRT-10, Laramie, Rumble Bee, Power Wagon, <i>Daytona</i> , <i>TRX Off-Road</i>	1994-06,9999	31-32,40,42
498	Other (light truck)		1979-06,9999	14-15,19,20-22, 28-33,39-42,45, 48
499	Unknown (light truck)		1949-06,9999	14-15,19,20-22, 28-33,39-42,45, 48-49

\* Electric Vehicle. Be sure to code Related Factors-Vehicle Level Code "36."

<b>MAKE:</b>	<b>Dodge (Cont.)</b>	<b>(07)</b>	<b>(DODG)</b>
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Model	Codes	Includes	Model Years	Body Types
<b>MOTOR HOME</b>				
850	Motor Home	Truck-based	1952- <b>06</b> ,9999	65,73
<b>MEDIUM/HEAVY TRUCKS</b>				
881	Medium/Heavy – CBE		1966- <b>06</b> ,9999	60-64,66, 71-72,78
882	Medium/Heavy – COE low entry		1967-77,9999	60-64,66, 71-72,78
883	Medium/Heavy – COE high entry		1967-77,9999	60-64,66, 71-72,78
884	Medium/Heavy – Unknown engine location		1962- <b>06</b> ,9999	60-64,66, 71-72,78
890	Medium/Heavy – COE entry position unknown		1965-77,9999	60-64,66, 71-72,78
898	Other (medium/heavy truck)		1930- <b>06</b> ,9999	60-64,66, 71-72,78
899	Unknown (medium/ heavy truck)		1966- <b>06</b> ,9999	60-64,66, 71-72,78
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)	(not van based)	1966-77,9999	50-52,58-59
988	Other (bus)		1965-77,9999	50-52,58-59
<b>**Use code “981”(bus) if the frontal plane or the engine location is unknown.</b>				
998	Other (vehicle)		1965- <b>07</b> ,9999	91-93,97
999	Unknown (DODGE)		1952- <b>07</b> ,9999	49,79,99

<b>MAKE:</b>	<b>Eagle*</b>	<b>(10)</b>	<b>(EGIL)</b>
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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
034	Summit (excludes wagon)	DL, LX, ES, ESi	1989-96,9999	02-04,08-09
037	Talon	FWD, TSi, TSi-FWD, ESi	1990-98,9999	02-03,09
040	Premier	LX, ES, ES Limited	1988-92,9999	02,04,08
041	Vision	ESi, TSi	1993-97,9999	04
044	Medallion	DL, LX	1988-89,9999	04,06,09
045	Summit Wagon	FWD, AWD, DX, LX (Mitsubishi)	1992-96,9999	06

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**MAKE: Eagle\* (Cont.) (10) (EGIL)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES (Cont.)</b>				
398	Other (automobile)		1988-98,9999	02-04,06,08-09
399	Unknown (automobile)		1988-98,9999	02-04,06,08-09

**\*Note: Eagle model listed under American Motors.**

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**MAKE: Fiat (36) (FIAT)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	124 (Coupe/Sedan)	Sport	1967-75,9999	01-02,04,06,08-09
032	124 Spider/Racer	Spider 2000/1500	1968-83,9999	01-02,09
033	Brava/131		1975-82,9999	02,04,06,08-09
034	850 (Coupe/Spider)		1967-73,9999	01-02,09
035	128		1972-79,9999	01-02,04,06,08-09
036	X-1/9		1975-83,9999	01-02,09
037	Strada		1979-83,9999	03,05,07
398	Other (automobile)	600, 1100	1967-83,9999	01-09
399	Unknown (automobile)		1967-83,9999	01-09
<b>MEDIUM/HEAVY TRUCKS</b>				
882	Medium/Heavy – COE low entry		1967-83,9999	60-64,66,71-72,78
883	Medium/Heavy – COE high entry		1967-83,9999	60-64,66,71-72,78
890	Medium/Heavy – COE entry position unknown		1967-83,9999	60-64,66,71-72,78
898	Other (medium/heavy truck)		1967-83,9999	60-64,66,71-72,78
899	Unknown (medium/heavy truck)		1967-83,9999	60-64,66,71-72,78
998	Other (vehicle)		1967-83,9999	91-93,97
999	Unknown (FIAT)		1967-83,9999	99

**MAKE: Ford (12) (FORD)**

Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
001	Falcon	FuturaSprint, GT, Futura	1960-70,9999	02,04,06,08-09
002	Fairlane	Torino (1968-70), 500, Brougham	1955-70,9999	01-02,04,06, 08-09
003	Mustang/Mustang II	Mach(I),Boss,Grande,Cobra (SVT), Ghia, SVO, GT, LX, Shelby, Deluxe, Premium	1964- <del>06</del> ,9999	01-03,09
004	Thunderbird (all sizes)	Landau, Heritage, Turbo coupe, Elan, Fila, Sport, LX, SC, Deluxe, Premium, Pacific Coast Edition, 50 <sup>th</sup> Anniversary Edition	1955-98; 2002-05,9999	01-02,04,08-09
005	LTD II	S, Squire, Brougham	1977-79,9999	02,04,06,08-09
006	LTD/Custom/Galaxy (all sizes)	XL, Landau, Ranch Wagon, Country Squire, S, 500, Brougham, XL, GT	1963-86,9999	01-02,04,06, 08-09
007	Ranchero	Falcon/Fairlane based Torino/LTD II based	1960-79,9999	10
008	Maverick	Grabber	1969-78,9999	02,04,08
009	Pinto	Pony, MPG, ESS	1971-80,9999	02-03,06,09
010	Torino/Gran Torino/Elite	GT, Cobra, Sport, Squire, Brougham	1971-76,9999	01-02,04,06, 08-09
011	Granada	ESS, Ghia	1975-82,9999	02,04,06,08-09
012	Fairmont	Futura, Sport Coupe	1978-83,9999	02,04,06,08-09
013	Escort/EXP/ZX2	L, GL, GLX, SS, GT, LX, LXE, SE, ZX2, Deluxe, Premium, Standard	1981-03,9999	02-09
015	Tempo	L, GL, GLX, Sport, 4X4	1984-94,9999	02,04,08
016	Crown Victoria	LX, LTD Crown Victoria, LX Sport	1981- <del>06</del> ,9999	02,04,06,08-09
017	Taurus	MT-5, L, GL, LX, SHO, G, SE, SVG, SES, SEL	1986- <del>06</del> ,9999	04,06,09
018	Probe	GL, LX, GT	1988-97,9999	03
021	Five Hundred	SE, SEL, Limited	2005- <del>06</del> , <b>9999</b>	04
022	Freestyle	SE, SEL, Limited	2005- <del>06</del> , <b>9999</b>	06
<b>023</b>	<b>Fusion</b>	<b>14 S/SE/SEL, V6 SE/SEL</b>	<b>2006</b>	<b>04</b>
031	English Ford	Cortina, Anglia, Zephyr/ Zodiac Mark III	1946-70,9999	02,04,06,08-09
032	Fiesta	Sport, Ghia	1978-80,9999	03
033	Festiva	L, GL	1988-93,9999	03
034	Laser		1993-94,9999	02-03,09
035	Contour	Sport, LX, SE, SVT	1994-01,9999	04

MAKE:	Ford (Cont.)	(12)	(FORD)
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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES (Cont.)</b>				
036	Aspire		1994-97,9999	03,05,07
037	Focus	ZX3, LX, SE, ZTS, SVT, ZX4, ZX4 ST, ZX5, ZXW	2000- <del>06</del> ,9999	03-06,09
038	GT		2004- <del>06</del> ,9999	01
398	Other (automobile)	Deluxe, Ford Six, Mainline, Crestline, Futura, Galaxie, Model A	1924- <del>07</del> ,9999	01-11
399	Unknown (automobile)		1924- <del>07</del> ,9999	01-11
<b>LIGHT TRUCKS</b>				
401	Bronco (thru 1977)/ Bronco II/Explorer/ Explorer Sport	Eddie Bauer, XL, XLT, Explorer, (1990 on) Eddie Bauer, Limited, XL, XLT, XLS, Explorer Sport (Value, Choice Premium), NBX, Adrenalin	1966-77; 1983- <del>06</del> ,9999	14
402	Escape	XLS(Value, Sport, V6 Choice/Premium),XLT (Choice, Premium, Sport), Hybrid, No Boundaries, Limited	2001- <del>06</del> ,9999	14
421	Bronco-fullsize (1978-on)	Eddie Bauer, Custom, XL, XLT	1978-96,9999	15
422	Expedition	<b>XLS</b> , XLT (4x4,4x2), Eddie Bauer (4x4,4x2), NBX, Sport, NBX, Limited, <b>King Ranch</b>	1996- <del>06</del> ,9999	15
423	Excursion	XLT, Limited (LTD), Ultimate, Premium, XLS, Eddie Bauer	2000-05,9999	15
441	Aerostar	XLT, Cargo Van	1985-97,9999	20
442	Windstar	GL, LX, XLT, Splash, Cargo Limited, SE, SEL	1995-03,9999	20
443	Freestar	Base, LX, SE, S, SEL, SES, Limited	2004- <del>06</del> ,9999	20
461	E-Series Van/Econoline	Econoline (E150-E350), Clubwagon (XL, XLT), Chateau, (XL,XLT), Parcel Van, Econoline Wagon (E150 XL/XLT; E350 XI/XLT), E250 (EXT)	1960- <del>06</del> ,9999	21-22,28,29

<b>MAKE:</b>	<b>Ford (Cont.)</b>	<b>(12)</b>	<b>(FORD)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>LIGHT TRUCKS (Cont.)</b>				
470	Van Derivative		1960- <b>06</b> ,9999	28-29
471	Ranger	Supercab, 4 X 4, STX, SL, SLT, Splash, XL (Standard/ Super Cab), XLT, FX4, Tremor (Standard/ Super Cab/Off-Road/FX4), Edge (Regular/ Super Cab), EV* (electric), <b>Level II</b>	1982- <b>06</b> ,9999	30-32,40,42
472	Courier	Imported pickup	1972-91,9999	30-32,39,40,42
473	Explorer Sport Trac	2WD/4WD, Value, Choice, Premium, XLS, XLT, Adrenalin	2001- <b>07</b> ,9999	30
481	F-Series pickup	F100, F150-F350, (XL, XLT, Crew Cab, Super Cab, Regular Cab, Lariat, Super Duty, Flareside, Styleside, SVT Lightning, Fireside, Harley-Davidson Edition, King Ranch, SuperCrew, STX, Heritage Edition, Sport Edition, FX4), F450 (10,000 GVWR and under) (see model 880 for F450 >10,000 GVWR), <b>Amarillo Package</b>	1940- <b>06</b> ,9999	31-32,39,40,42
498	Other (light truck)		1972- <b>07</b> ,9999	14-16,20, 28-32,40-42, 45, 48
499	Unknown (light truck)		1928- <b>07</b> ,9999	14-16,19-22, 28-32,39-42,45, 48-49
<b>* Electric Vehicle, Be sure to code Related Factors-Vehicle Level, Code "36"</b>				
<b>MOTOR HOME</b>				
850	Motor Home	Truck-based, F-550	1956- <b>06</b> ,9999	65,73
<b>MEDIUM/HEAVY TRUCKS</b>				
880	Medium/Heavy Pickup (pickup-style only – over 10,000 lbs)	Super Duty 350, F450/550	1953- <b>06</b> ,9999	67

<b>MAKE:</b>	<b>Ford (Cont.)</b>	<b>(12)</b>	<b>(FORD)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>MEDIUM/HEAVY TRUCKS (Cont.)</b>				
881	Medium/Heavy – CBE	F-5 thru F-8, L-series, FT-series, Super Duty F-Series: 450/550/650/750/800 (does not include pickup style)	1953- <del>06</del> ,9999	60-64,66,71-72,78
882	Medium/Heavy – COE low entry	C/CT series, LCF	1964- <del>06</del> ,9999	60-64,66,71-72,78
883	Medium/Heavy – COE high entry	C/CLT series, LCF	1967- <del>06</del> ,9999	60-64,66,71-72,78
884	Medium/Heavy – Unknown engine location		1956- <del>06</del> ,9999	60-64,66,71-72,78
890	Medium/Heavy – COE entry position unknown		1956- <del>06</del> ,9999	60-64,66,71-72,78
898	Other (medium/heavy truck)		1965- <del>06</del> ,9999	60-64,66,71-72,78
899	Unknown (medium/heavy truck)		1956- <del>06</del> ,9999	60-64,66,71-72,78
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)	B-series (not van based)	1964- <del>06</del> ,9999	50,52,58-59
988	Other (bus)		1940- <del>06</del> ,9999	50,52,58-59
998	Other (vehicle)		1940- <del>06</del> ,9999	91-93,97
999	Unknown (FORD)		1940- <del>07</del> ,9999	49,79,99

\*\* Use code “981” (bus) if the frontal plane or the engine location is unknown.

<b>MAKE:</b>	<b>GMC</b>	<b>(23)</b>	<b>(GMC )</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
007	Caballero		1965-87,9999	10
<b>LIGHT TRUCKS</b>				
401	Jimmy/Typhoon/Envoy	S-15 based, (100.5 WB), T15, SLE, SL, SLS, SLT, XL, XUV, Denali	1983- <del>06</del> ,9999	14

MAKE: GMC (Cont.)		(23)	(GMC)	
Model	Codes	Includes	Model Years	Body Types
<b>LIGHT TRUCKS (Cont.)</b>				
421	Fullsize Jimmy/Yukon	Fullsize pickup based, K5, K18, SL, SLE, SLT, SLS, Diamond Edition, Yukon, Yukon Denali, Denali	1969-07,9999	15
422	Suburban/Yukon XL (2004 on; see 431 for 1950- 2003)	Yukon XL (Denali -1500-2500)	2004-07,9999	15
431	Suburban/ Yukon XL (1950-2003 only; see 422 for 2004 on)	all models, SLE, C16, C26, K16, K26, C1500-2500, K1500-2500, Yukon XL (Denali -1500-2500)	1950-03,9999	16
441	Safari (Minivan)	SLT, SLX, SLE, M15, L15, SL	1985-05,9999	20
461	G-series van/Savana	Rally Van, Vandura, G15-G35, Savana (G1500-3500) SLT,Extended, SLE, <i>LS, LT</i>	1965-06,9999	21-22,28-29
466	P-series van		1965-06,9999	22,28-29
470	Van derivative	Hicube, Magna Van, Value Van, Parcel Van	1965-06,9999	28-29
471	S15/T15/Sonoma	4 X 4, Syclone, SL, SLS, SLE, Extended/Crew Cab, ZR2, ZRX, ZR5	1982-04,9999	30,32,40,42
472	Canyon	Base, SLE, SL, SLT, Z71, Z85, <i>Work Truck</i>	2004-06,9999	30
481	C, K, R, V-series pickup/ Sierra	Excluding Yukon, C15-C35, K15-K35, R15-R35, V15-V35, Sierra, C/K1500, 2500, 3500, Sportside, X81, SL, Special, SLE, Classic, Extended Cab, Denali, 1500HD/2500HD, C3, <i>Hybrid</i>	1940-06,9999	31-32,39-40,42
498	Other (light truck)		1930-07,9999	14-16,20-22, 28-29, 40, 42, 45, 48
499	Unknown (light truck)		1951-07,9999	14-16,19-22, 28-29,39-40, 42,45,48-49
<b>MOTOR HOME</b>				
850	Motor Home		1950-06,9999	65,73



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**MAKE: GMC (Cont.) (23) (GMC)**

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Model	Codes	Includes	Model Years	Body Types
<b>MEDIUM/HEAVY TRUCKS</b>				
881	Medium/Heavy – CBE	W5000/6000/7000 series, Kodiak Brigadier/General models, Top Kick	1967-06,9999	60-64,66, 71-72,78
882	Medium/Heavy – COE low entry	W6000/W7000, all other COE, low entry, W/WT Series	1968-06,9999	60-64,66, 71-72,78
883	Medium/Heavy – COE high entry	Astro 95, all other COE, high entry, T Series	1969-06,9999	60-64,66, 71-72,78
884	Medium/Heavy – Unknown engine location		1948-06,9999	60-64,66, 71-72,78
890	Medium/Heavy – COE entry position unknown		1967-06,9999	60-64,66, 71-72,78
898	Other (medium/heavy truck)		1930-06,9999	60-64,66, 71-72,78
899	Unknown (medium/heavy truck)		1948-06,9999	60-64,66, 71-72,78
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)	B6000	1950-06,9999	50-52,58-59
988	Other (bus)		1965-06,9999	50,58-59
998	Other (vehicle)		1965-07,9999	91-93,97
999	Unknown (GMC)		1940-07,9999	49,79,99

**\*\* Use code “981”(bus) if the frontal plane or the engine location is unknown.**

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**MAKE: Grumman/Grumman-Olson (25) (GRUM)**

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Model	Codes	Includes	Model Years	Body Types
<b>LIGHT TRUCKS</b>				
401	LLV	Postal vehicle	1987-04,9999	22
441	Step-in van	Multi-stop, step van	1987-04,9999	22
498	Other (light truck)		1987-04,9999	22
499	Unknown (light truck)		1987-04,9999	22
<b>MEDIUM/HEAVY TRUCKS</b>				
881	Medium/Heavy – CBE		1987-04,9999	60-64,66, 71-72,78

**MAKE: Grumman/Grumman-Olson (Cont.)(25) (GRUM)**

Model	Codes	Includes	Model Years	Body Types
<b>MEDIUM/HEAVY TRUCKS (Cont.)</b>				
882	Medium/Heavy - COE low entry		1987-04,9999	60-64,66, 71-72,78
883	Medium/Heavy - COE high entry		1987-04,9999	60-64,66, 71-72,78
884	Medium/Heavy - engine location unknown		1987-04,9999	60-64,66, 71-72,78
890	Medium/Heavy - entry position unknown		1987-04,9999	60-64,66, 71-72,78
898	Other (medium/heavy truck)		1987-04,9999	60-64,66, 71-72,78
899	Unknown (medium/heavy truck)		1987-04,9999	60-64,66, 71-72,78
<b>BUSES</b>				
983	Bus: Flat front, rear engine	Transit	1950-04,9999	50-52,58-59
988	Other (bus)		1950-04,9999	50-52,58-59
999	Unknown (GRUMMAN/GRUMMAN-OLSON)		1950-04,9999	79,99
<b>** Use code "981"(bus) if the frontal plane or the engine location is unknown.</b>				

**MAKE: Honda (Acura: See "54") (37) (HOND)**

Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	Civic/CRX, del Sol	1300, 1500, CVCC, DX, EX, VX, CX, FE, CRX, CRXSi, S, Si, HF, LX, 4WD Wagon, GX (NGV), HX, VTEC, VP, Si, Civic, Hybrid, Special Edition	1973-06,9999	02-09
032	Accord	LX (V-6, ULEV), LXI, DX, CVCC,SE-i,LX-i,V-6, SJE, SME, SMH, SMK, EX (Wagon, ULEV, V-6), SE (ULEV), Special Edition, Hybrid, <i>Value Package</i>	1976-06,9999	02-09
033	Prelude	S, Si, VTEC, SNF, SH, SE	1979-01,9999	02
034	600	Coupe, Sedan	1968-72,9999	02
035	S2000	Roadster	2000-06,9999	01
036	EV Plus*	*Electric vehicle (EV+)	1997-00,9999	03
037	Insight	*(Gasoline-Electric), MT/CVT	2000-06,9999	03

**MAKE: Honda (Acura: See "54") (Cont.)(37) (HOND)**

<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILE (Cont.)</b>				
038	FCX	Hydrogen vehicle	2004- <del>06</del> ,9999	03
<b>039</b>	<b>Fit</b>	<b>Sport</b>	<b>2006</b>	<b>05</b>
398	Other (automobile)		1968- <del>06</del> ,9999	01-09
399	Unknown (automobile)		1968- <del>06</del> ,9999	01-09
<b>LIGHT TRUCKS</b>				
401	Passport	LX, EX, DX, EX-L	1994-02,9999	14
402	CR-V	LX,EX,Special Edition (SE)	1997- <del>06</del> ,9999	14
403	Element	DX, EX, <b>EX-P, LX</b>	2003- <del>06</del> ,9999	14
421	Pilot	EX, EX-L, LX	2003- <del>06</del> ,9999	15
441	Odyssey	LX, EX, EX-L (Res, NAVI), <b>Touring</b>	1995- <del>06</del> ,9999	20
471	Ridgeline	<b>RT, RTL, RTS</b>	2006	30
499	Unknown (light truck)		1994- <del>06</del> ,9999	14-15, 20, 30,49
<b>MOTORCYCLES</b>				
701	0-50 cc		1978- <del>06</del> ,9999	80-81,83,88-89
702	51-124 cc		1965- <del>06</del> ,9999	80-81,83,88-89
703	125-349 cc		1965- <del>06</del> ,9999	80,83,88-89
704	350-449 cc		1965- <del>06</del> ,9999	80,83,88-89
705	450-749 cc		1970- <del>06</del> ,9999	80,83,88-89
706	750 cc or greater		1970- <del>06</del> ,9999	80,82-83,88-89
709	Unknown cc		1965- <del>06</del> ,9999	80-81,83,88-89
<b>ALL TERRAIN VEHICLES</b>				
732	51-124cc	includes all	1972- <del>06</del> ,9999	90
733	125-349cc	ATVs/ATCs/TRXs	1972- <del>06</del> ,9999	90
734	350cc or greater	designed solely for off-road	1998- <del>06</del> ,9999	90
739	Unknown cc	use and have 3 or 4 wheels.	1972- <del>06</del> ,9999	90
998	Other (vehicle)	Go Carts	1968- <del>06</del> ,9999	97
999	Unknown (HONDA)		1965- <del>06</del> ,9999	49,99

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**MAKE: Hyundai (55) (HYUN)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	Pony	Pony Excel (Foreign)	1979-88,9999	02-03,09
032	Excel	GL, GLS, GS	1984-94,9999	03-05,07,09
033	Sonata	GL, GLS, LX	1989-06,9999	04
034	Scoupe	LS, Turbo	1991-95,9999	02
035	Elantra	GLS, GL, GT, <i>Limited</i>	1992-06,9999	04-06,09
036	Accent	L,GL,GS,GSi,GT, <i>GLS</i>	1995-06,9999	03-05,07,09
037	Tiburon	FX, GT, GS, SE, <i>Limited</i>	1997-06,9999	02-03,09
038	XG300(2001)/ XG350(2002 on)	L	2001-05,9999	04
<b>039</b>	<b>Azera</b>	<b>SE, Limited</b>	<b>2006</b>	<b>04</b>
398	Other (automobile)		1984-06,9999	02-09
399	Unknown (automobile)		1984-06,9999	02-09
<b>LIGHT TRUCKS</b>				
401	Santa Fe	GL, GLS, LX, <i>Limited</i>	2001-06,9999	14
402	Tucson	GL, GLS, LX, <i>Limited</i>	2005-06,9999	14
<b>441</b>	<b>Entourage</b>		<b>2007</b>	<b>20</b>
499	Unknown (light truck)		2001-07,9999	14, 20
999	Unknown (HYUNDAI)		1979-07,9999	49

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**MAKE: Imperial (08) (CHRY)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
010	Imperial	LeBaron, Mark Cross, Crown Imperial	1954-75,9999	01-02,04,08-09
398	Other (automobile)		1965-75,9999	01-09
399	Unknown (automobile)		1965-75,9999	01-09

<b>MAKE:</b>	<b>Infiniti</b>	<b>(58)</b>	<b>(INFI)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
031	M30		1990-92,9999	01-02,09
032	Q45	Standard Touring, Q45t, Luxury, Sport, Premium	1990- <del>06</del> ,9999	04
033	G20	G20t, Touring, Standard, Luxury	1991-96; 1999-02,9999	04
034	J30		1993-97,9999	04
035	I30	Standard, Touring, Luxury	1996-01,9999	04
036	I35	Touring, Luxury	2002-04,9999	04
037	G35	x, <i>6MT</i>	2003- <del>06</del> ,9999	02,04
038	M35/M45	<i>Sport, x</i>	2003- <del>06</del> ,9999	04
039	FX35/FX45		2003- <del>06</del> ,9999	06
398	Other (automobile)		1990- <del>06</del> ,9999	01-02,04,06, 08-09
399	Unknown (automobile)		1990- <del>06</del> ,9999	01-02,04,06, 08-09
<b>LIGHT TRUCKS</b>				
401	QX4	Luxury	1997-03,9999	14
421	QX56		2004- <del>06</del> ,9999	15
499	Unknown (light truck)		1997- <del>06</del> ,9999	14-15
999	Unknown (INFINITI)		1990- <del>06</del> ,9999	49

<b>MAKE:</b>	<b>Isuzu</b>	<b>(38)</b>	<b>(ISU )</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
031	I-Mark	S, RS, Turbo, DOHC	1981-90,9999	02-04,08-09
032	Impulse	Turbo, RS	1983-92,9999	02-03,09
033	Stylus		1991-94,9999	04
398	Other (automobile)		1981-94,9999	02-04,08-09
399	Unknown (automobile)		1981-94,9999	02-04,08-09
<b>LIGHT TRUCKS</b>				
401	Trooper/Trooper II	Deluxe, LS, S, LTD	1984-02,9999	14
402	Rodeo/ Rodeo Sport	S, LS, LSE	1991-04,9999	14
403	Amigo		1989-94; 1998-00,9999	14
404	VehiCROSS	VXO	1999-01,9999	14
405	Axiom	XS	2002-04,9999	14
421	Ascender	LS, S, Limited, Luxury	2003- <del>06</del> ,9999	15
441	Oasis	S, LS	1996-99,9999	20

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**MAKE: Isuzu (Cont.) (38) (ISU)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>LIGHT TRUCKS (Cont.)</b>				
471	P'up (pickup)	4 X 4	1976-95,9999	30,32
472	Hombre	S, XS, XS Space Cab	1996-00,9999	30,32,40,42
<b>473</b>	<b><i>i-280</i></b>	<b><i>S, LS, Luxury</i></b>	<b><i>2006</i></b>	<b><i>30</i></b>
<b>474</b>	<b><i>i-350</i></b>	<b><i>LS, Limited</i></b>	<b><i>2006</i></b>	<b><i>30</i></b>
498	Other (light truck)		1981- <b>06</b> ,9999	14-15,20,30,32,40,42
499	Unknown (light truck)		1981- <b>06</b> ,9999	14-15,20,30,32,39-40,42,48-49
<b>MEDIUM/HEAVY TRUCKS</b>				
881	Medium/Heavy – CBE		1981-04,9999	60-64,66,71-72,78
882	Medium/Heavy – COE low entry	NOR, NPR,NQR, N Series	1981- <b>06</b> ,9999	60-64,66,71-72,78
883	Medium/Heavy – COE, high entry	FRR, FRRI, FSR, FTR, FVR, F Series	1981- <b>06</b> ,9999	60-64,66,71-72,78
884	Medium/Heavy – Unknown engine location		1981- <b>06</b> ,9999	60-64,66,71-72,78
890	Medium/Heavy – COE entry position unknown		1981- <b>06</b> ,9999	60-64,66,71-72,78
898	Other (medium/heavy truck)		1981- <b>06</b> ,9999	60-64,66,71-72,78,97
899	Unknown (medium/heavy truck)		1981- <b>06</b> ,9999	60-64,66,71-72,78,97
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1981- <b>06</b> ,9999	50-52,58-59
982	Bus: Front engine, Flat front		1981- <b>06</b> ,9999	50-52,58-59
983	Bus: Rear engine Flat front		1981- <b>06</b> ,9999	50-52,58-59
988	Other (bus)		1981- <b>06</b> ,9999	50-52,58-59
<b>** Use code “981” (bus) if the frontal plane or the engine location is unknown.</b>				
999	Unknown (ISUZU)		1981- <b>06</b> ,9999	49,79,99

**MAKE: Jaguar (39) (JAGU)**

Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	XJ-S, XK8 Coupe	S, SC, GT, H.E.	1976-07,9999	01-02,09
032	XJ/XJ6/12/XJR/XJ8/ XJ8L Sedan/Coupe	Mk II, Mk X, XJ,3.85,3.8, 340/420 Sedan; XJ8(LWB, L,Vanden Plas, Sport); XJ6(L), C, L, Vanden Plas, III, GT, Super 8, <b>Limited Edition</b>	1949-06,9999	02,04,08
033	XK-E	V12, Roadster, 120,140, 150, 2+2	1946-74,9999	01-03,09
034	S-Type	3.0, 4.0, 4.2, Base, Sport, L, R, VDP Edition	2000-06,9999	04
035	XKR	<b>Victory Edition</b>	2000-06,9999	01-03,09
036	X-Type	2.5, 3.0, Sport, VDP Edition	2002-06,9999	04,06
398	Other (automobile)		1949-07,9999	01-04,06,08-09
399	Unknown (automobile)		1949-07,9999	01-04,06,08-09

**MAKE: Jeep\* (Includes Willys\*\*/Kaiser-Jeep) (02) (AMER)**

Model	Codes	Includes	Model Years	Body Types
<b>LIGHT TRUCKS</b>				
401	CJ-2/CJ-3/CJ-4	Military	1940-66,9999	14
402	CJ-5/CJ-6/CJ-7/CJ-8	Scrambler, Renegade, Golden Eagle, Laredo, Wrangler	1967-93,9999	14
403	YJ series/Wrangler	Wrangler (SE, Sport, Sahara, X, Rubicon), Unlimited	1986-95; 1997-06,9999	14
404	Cherokee (1984-on)	Limited, Laredo, Pioneer, Sport, Grand Cherokee, TSi, Briarwood, Country, RHD, SE, Classic, Overland, Special Edition, <b>SRT8</b>	1984-06,9999	14
405	Liberty	Sport, Limited Edition, Renegade, Columbia Edition, Rocky Mountain Edition, CRD, <b>Special Edition</b>	2002-06,9999	14
<b>406</b>	<b>Commander</b>	<b>Base, Limited</b>	<b>2006</b>	<b>14</b>
421	Cherokee (thru 1983)	Wide Track, Chief, Commando, Jeepster	1969-83,9999	15

**MAKE: Jeep\* (Includes Willys\*\*/Kaiser-Jeep) (Cont.) (02) (AMER)**

Model	Codes	Includes	Model Years	Body Types
<b>LIGHT TRUCKS (Cont.)</b>				
431	Grand Wagoneer	Custom, Brougham Limited, Wagoneer	1971-91; 1993, 9999	15
481	Pick-up	J-10, J-20, Honcho	1940-93,9999	31-32,40,42
482	Comanche	Chief	1986-92,9999	31-32,40,42
498	Other (light truck)		1940-06,9999	14-15,19,31-32, 40-42,45,48-49
499	Unknown (light truck)		1940-06,9999	14-15,19,31-32, 39-42,45,48-49

\* Note that Jeep DJ-series are coded under MAKE 03, MODEL 466

\*\* Willys Jeep can be coded 401, or 999.

**MAKE: KIA (63) (KIA)**

Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	Sephia	RS, LS, GS	1994-01,9999	04
032	Rio/ <i>Rio5</i>	Cinco (Wagon), <i>LX, SX</i>	2001-06,9999	04-06,09
033	Spectra/Spectra5	GS, GSX, GX, LS, LX, EX, SX	2000-06,9999	04,05,09
034	Optima	LX, SE, V6, <i>EX</i>	2001-06,9999	04
035	Amanti		2004-06,9999	04
399	Unknown (automobile)		1994-06,9999	04-06,09
<b>LIGHT TRUCKS</b>				
401	Sportage	EX, <i>LX</i> , 4WD, Limited	1995-03, 2005-06,9999	14
402	Sorento	EX, LX	2003-06,9999	14
441	Sedona	EX, LX	2002-06,9999	20
499	Unknown (light truck)		1995-06,9999	14,20
999	Unknown (KIA)		1994-06,9999	49



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**MAKE: Lancia (40) (LNCI)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	Beta Sedan – HPE	Zagato	1976-82,9999	02,04,06,08-09
032	Zagato		1976-82,9999	01-02,09
033	Scorpion	(Mote Carlo- Europe Only)	1977	02
398	Other (automobile)	Stratos, Fulvia, Flavia, Appia, Aurelia, Aprilia	1946-82,9999	01-09
399	Unknown (automobile)		1946-82,9999	01-02,04,06,08-09

**\*NOTE: Lancia did not import in 1980. 1982 - last year imported.**

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**MAKE: Land Rover (62) (LNDR)**

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Model	Codes	Includes	Model Years	Body Types
<b>LIGHT TRUCKS</b>				
401	Discovery	SD, SE, SE7, LE, LSE, Series II, Kalahari Edition, S, HSE, G-4 Edition	1994-04,9999	14
402	Defender	90	1993-95; 1997, 9999	14
403	Freelander (2004 on; see 422 for 2002-03.)	HSE, SE, S, SE3, G4 Edition	2004-05,9999	14
421	Range Rover	County, County SE, Great Divide, Hunter, LSE, County LWB, 4.0SE, 4.6HSE, S, SE, HSE, Westminster Limited Edition, <i>Supercharged</i> , <i>Sport</i>	1987- <del>06</del> ,9999	15
422	Freelander (2002-03 only; see 403 for 2004 on)	HSE, SE, S, SE3	2002-03,9999	15
423	LR3	HSE, SE	2005- <del>06</del> , <b>9999</b>	15
498	Other (light truck)	Land Rover (1948-1990), Range Rover (before 1987)	1948- <del>06</del> ,9999	14-15
499	Unknown (light truck)		1948- <del>06</del> ,9999	14-15,19

<b>MAKE:</b>	<b>Lexus</b>	<b>(59)</b>	<b>(LEXS)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
031	ES-250/300/330	<i>Black Diamond Edition</i>	1990-06,9999	04
032	LS-400/430		1990-06,9999	04
033	SC-400/300	2-Door Coupe	1992-00,9999	02
034	GS-300/400/430	<i>Hybrid</i>	1993-06,9999	04
035	IS-250/300/350	SportCross, Sport	2001-06,9999	04-05
036	SC-430	Special Edition, <i>Pebble Beach</i>	2002-06,9999	01
398	Other (automobile)		1990-06,9999	01-02,04-05
399	Unknown (automobile)		1990-06,9999	01-02,04-05, 08
<b>LIGHT TRUCKS</b>				
401	RX300	2WD, 4WD	1999-03,9999	14
402	GX470		2003-06,9999	14
403	RX330/400h	Hybrid, Thundercloud	2004-06,9999	14
421	LX450/LX470		1996-06,9999	15
499	Unknown (light truck)		1996-06,9999	14-15, 19
999	Unknown (LEXUS)		1990-06,9999	49

<b>MAKE:</b>	<b>Lincoln</b>	<b>(13)</b>	<b>(LINC)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
001	Continental (thru '81)/ Town Car	Continental, (thru '81), Signature/Designer Series, Town Car ('81 on, body 04 only), Cartier, Executive, L, Premium, Ballistic Protection Edition, Ultimate, <i>Designer Series</i>	1940-06,9999	01-02,04,08-09, 11-12
002	Mark	I, II, III, IV, V, VI, VII, VIII LSC, Signature/Designer Series	1956-98,9999	01-02,04,08-09
005	Continental ('82 on)	Signature/Designer Series, Luxury	1982-02,9999	02,04,08,12
011	Versailles		1977-80,9999	04
012	LS	Convenience, Premium, Sport, Luxury, Ultimate	2000-06,9999	04

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**MAKE: Lincoln (Cont.) (13) (LINC)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES (Cont.)</b>				
013	Zephyr		2006	04
398	Other (automobile)	Cosmopolitan,Capri,Premiere	1940-06,9999	01-12
<b>LIGHT TRUCKS</b>				
401	Aviator	Premium, Luxury, Ultimate, Kitty Hawk Edition	2003-05,9999	14
421	Navigator	2WD, 4WD, Premium, Luxury, Ultimate	1997-06,9999	15
481	Blackwood		2002	31
482	Mark LT	2WD, 4WD	2006	31
499	Unknown (light truck)		1997-06,9999	49
999	Unknown (LINCOLN)		1990-06,9999	49

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**MAKE: Mazda (41) (MAZD)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	RX2		1970-74,9999	02,04,06,08-09
032	RX3		1970-78,9999	02,04,06,08-09
033	RX4		1974-78,9999	02,04,06,08-09
034	RX7	S, GS, GSL, SE	1979-96,9999	01-03,09
035	323/GLC/Protégé/ Protégé5	DX, Protégé (1990-on), DX, LX, ES, Mazdaspeed	1977-03,9999	03-07,09
036	Cosmo		1976-78,9999	02
037	626	GT,GS,GSL,SE,DX,LX,ES	1979-02,9999	02,04-05,08-09
038	808		1972-77,9999	02,04,06,08-09
039	Mizer		1976	02,04,06,08-09
040	R-100		1950-72,9999	02
041	616/618		1968-72,9999	02,04,08
042	1800		1968-72,9999	04,06,09
043	929		1988-95,9999	04
044	MX-6	Turbo, LS, M-Edition	1988-97,9999	02
045	Miata/MX-5	Miata (LS), SE, SV, Mazdaspeed, <i>Sport, Touring, Grand Touring, Club Special</i>	1990-97; 1999-06,9999	01
046	MX-3	GS	1992-95,9999	02

<b>MAKE:</b>	<b>Mazda (Cont.)</b>	<b>(41)</b>	<b>(MAZD)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES (Cont.)</b>				
047	Millenia	L, S, P, Millennium Edition	1995-02,9999	04
048	MP3	Limited Edition	2001	04
049	RX-8	Sport AT, Shinka	2003-06,9999	04
050	Mazda6	i, s, Grand Touring, Sport, <i>Mazdaspeed6, Grand Sport</i>	2003-06,9999	04-06,09
051	Mazda3	i, s, SP23, <i>Touring, Grand Touring</i>	2004-06,9999	04-06,09
<i>052</i>	<i>Mazda5</i>	<i>Sport, Touring</i>	<i>2006</i>	<i>06</i>
<i>053</i>	<i>CX-7</i>	<i>Sport, Touring, Grand Touring</i>	<i>2007</i>	<i>05</i>
398	Other (automobile)	1200, 616	1950-06,9999	02-03,09
399	Unknown (automobile)		1950-06,9999	01-09
<b>LIGHT TRUCKS</b>				
401	Navajo		1991-94,9999	14
402	Tribute	DX, DX-V6, LX-V6, ES-V6, ES, LX, <i>i, s</i>	2001-06,9999	14
441	MPV	LX, ES, DX, All Sport, LX-SV	1989-98; 2000-06,9999	20
471	Pickup/ B-Series Pickup	B2000, B2200, B2300, SE-5, LX, SE (2WD, 4WD), SX, DS,Cab Plus, B2500/B2600/ B3000/B4000, Dual Sport Cab	1972-06,9999	30,32,40,42
498	Other (light truck)		1965-06,9999	14,20,30,32, 40,42
499	Unknown (light truck)		1965-06,9999	14,20,30,32, 39-40,42,48-49
999	Unknown (MAZDA)		1950-06,9999	49

**MAKE: Mercedes-Benz (42) (MERZ)**

Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	200/220/230/240/ 250/260/280/300/ 320/420	Sedan and 5-passenger "C" only; SE,CD,D,SD,TD,TE, CE,E; DOES NOT include 280 SE (1975 on) or 300 SD-see code 037;C-Class up to 1993, E-Class up to 1997	1950-97,9999	01-02,04,06, 08-09,12
032	230/280 SL	2-seater only	1964-71,9999	01-02,09
033	300/350/380/450/500/ 560 SL	2-seater only; 300/500 SL (1990 on)	1972-94,9999	01-02,09
034	350/380/420/450/560 SLC		1973-94,9999	02
036	300/380/420/450/500/ 560/SEL & 500/560, 600 SEC & 300/350 SDL		1973-94,9999	02,04,06,08,09
037	300/380/450 SE	280 S, 280 SE (1975 on), 300 SD Sedan/350 SD	1968-94,9999	01-02,04,08-09
038	600, 6.9 Sedan	Pullman	1978-87,9999	04,12
039	190	D, E, 2.3, 2.5	1984-93,9999	04,06,09
040	300	CE Cabriolet	1993-94,9999	01
041	400/500E		1992-94,9999	01-02,04,06,08,09
042	C Class (94 on)	C220/C230 (Kompressor)/ C240/C280/C320/ <b>C350</b> /C36 /C43, C32/55 (AMG)	1994- <del>06</del> ,9999	02,04,06,09
043	S Class (95 on)	S320/350/420/430/ <b>450</b> /500/ 600, S55/ <b>65</b> (AMG)	1995- <del>07</del> ,9999	02,04,08
044	SL Class (95 on)	SL 320/500/600, Silver Arrow Edition, SL55/65 AMG	1995- <del>06</del> ,9999	01,02
045	SLK	SLK230/ <b>280</b> /320/350, Kompressor, SLK 32/55 (AMG), Special Edition	1998- <del>06</del> ,9999	01
046	CL Class	CL 500/600, CL55/65 AMG	1998- <del>06</del> ,9999	02
047	CLK	CLK 320/ <b>350</b> /430/500, Cabriolet, CLK 55(AMG)	1998- <del>06</del> ,9999	01-02
048	E Class (97 on)	E 300/TD, 320 (Wagon) <b>350</b> ,420, 430, E 55(AMG), E500, E320CDI	1996- <del>06</del> ,9999	04,06,09
049	SLR	McLaren	2005- <del>06</del> , <b>9999</b>	02
<b>050</b>	<b>R Class</b>	<b>R350, R500</b>	<b>2006</b>	<b>06</b>
<b>051</b>	<b>CLS Class</b>	<b>CLS500, CLS55 AMG</b>	<b>2006</b>	<b>04</b>
398	Other (automobile)		1946- <del>07</del> ,9999	01-12
399	Unknown (automobile)		1946- <del>07</del> ,9999	01-12

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**MAKE: Mercedes-Benz (Cont.) (42) (MERZ)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>LIGHT TRUCKS</b>				
401	M/ML Class	ML320/ML350/ML430/ML500, ML55 (AMG), Special Edition	1998-06,9999	14
402	G Class	G500, G55 (AMG)	2002-06,9999	14
<b>421</b>	<b>GL Class</b>	<b>GL450</b>	<b>2007</b>	<b>15</b>
461	Sprinter	(2004 on see "Freightliner" and "Dodge")	2002-03,9999	21-22,28-29
470	Van derivative	Kurbstar	1982-06,9999	28-29
498	Other (light truck)		1946-07,9999	14-16,19,21-22,31-32, 40-42, 45,48
499	Unknown (light truck)		1946-07,9999	14-16,19,21-22,28-29, 31-32, 40-42,45, 48-49
<b>MEDIUM/HEAVY TRUCKS</b>				
881	Medium/Heavy – CBE		1965-91,9999	60-64,78
882	Medium/Heavy – COE low entry		1965-91,9999	60-64,78
883	Medium/Heavy – COE high entry		1965-91,9999	60-64,78
884	Medium/Heavy – Unknown engine location		1965-91,9999	60-64,78
890	Medium/Heavy – COE entry position unknown		1965-91,9999	60-64,78
898	Other (medium/heavy truck)		1965-91,9999	60-64,78
899	Unknown (medium/heavy truck)		1965-91,9999	60-64,78
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1965-91,9999	50-52,58-59
988	Other (bus)		1965-91,9999	50-52,58-59
989	Unknown (bus)		1965-91,9999	91-93,97
998	Other (vehicle)		1965-07,9999	49,79,99
999	Unknown (MERCEDES-BENZ)		1950-07,9999	49,79,99

**\*\* Use code "981"(bus) if the frontal plane or the engine location is unknown.**

<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
002	Cyclone	GT, CJ, Spoiler	1964-70,9999	01-02,09
003	Capri-domestic (1967 see 008)	RS, Turbo, GS, Black Magic, 5.0	1979-86; 1989-94,9999	01,03,09
004	Cougar/XR7 (1967-1997)	Villager, Brougham, RS, LS, GS, Eliminator, XR-7	1967-97,9999	01-02,04,06,08-09
006	Marquis/Monterey (car version; for van version 2004 on see code 444) /Grand Marquis	Marauder (prior to 2003, 2003 on see code 039), Montclair, X-100, 5-55, Parklane, S-55, Custom, Brougham Grand Marquis (GS, LS), Medalist, Turnpike, Colony Park, GS, LS, LSE, Limited Edition	1952- <del>06</del> ,9999	01-02,04,06,08-09
008	Comet	Caliente, Capri (1967), GT, Voyager, 202, 404, Villager Wagon	1960-79,9999	01-02,04,06,08-09
009	Bobcat	Runabout, Villager Wagon	1975-80,9999	03,06,09
010	Montego (prior to 1976; for 2005 on see code 020)	GT, MX, Villager, Brougham, Comet (1968-1970)	1968-76,9999	01-02,04,06,08-09
011	Monarch	Ghia	1975-80,9999	02,04,08
012	Zephyr	GS, Z-7	1978-83,9999	02,04,06,08-09
013	Lynx/LN7	L, LS, GS, RS, XR-3	1981-87,9999	03,05-07,09
015	Topaz	L, LS, GS, 4x4, XR5, LTS, Sport	1984-94,9999	02,04,08
017	Sable	LS, GS (Premium), GS Plus, Platinum Edition	1986-05,9999	04,06,09
020	Montego (2005 on)	Luxury, Premier	2005- <del>06</del> , <b>9999</b>	04
<b>021</b>	<b>Milan</b>	<b>I-4, V6 (Base/Premier)</b>	<b>2006</b>	<b>04</b>
031	Capri-foreign	Capri II, 2+2	1970-77,9999	03
033	Pantera-foreign	deTomaso	1972-74,9999	01-10
036	Tracer	L, GL, LTS, GS, LS	1988-99,9999	03-06,09
037	Mystique	GS, LS	1995-00,9999	04
038	Cougar (1999-2002)	V-6, I-4, S, Sport, CR, XR	1999-02,9999	02-03,09
039	Marauder	M75, 300A	2003-04,9999	04
398	Other (automobile)		1962- <del>06</del> ,9999	01-10
399	Unknown (automobile)		1952- <del>06</del> ,9999	01-10
<b>LIGHT TRUCKS</b>				
401	Mountaineer	Convenience, Luxury, Premier ( <b>4.0/4.6L</b> )	1996- <del>06</del> ,9999	14
402	Mariner	Luxury, Premier, <b>Hybrid</b>	2005- <del>06</del> , <b>9999</b>	14

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**MAKE: Mercury (Merkur: See "56")(Cont.) (14) (MERC)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>LIGHT TRUCKS (Cont.)</b>				
443	Villager	LS, GS, Nautica, Estate, Sport, Sport Plus, Popular	1993-02,9999	20
444	Monterey(van version; for car version prior to 2004 see code 006)	Convenience, Luxury, Premier	2004-06,9999	20
498	Other (light truck)		1993-06,9999	14,20
499	Unknown (light truck)		1993-06,9999	49
999	Unknown (MERCURY)		1950-06,9999	49

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**MAKE: Merkur (56) (MERK)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
031	XR4Ti	Turbo	1985-89,9999	03
032	Scorpio	Turbo	1988-90,9999	05
398	Other (automobile)		1985-90,9999	03-05,07,09
399	Unknown (automobile)		1985-90,9999	03-05,07,09

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**MAKE: MG (43) (MG)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
031	Midget	GAN I/II/III/4/5, MK I, MK II, MKIII	1962-80,9999	01
032	MGB	MK I/II/IV, 600 Limited, V-8	1955-80,9999	01-02,09
033	MGB	GT, MK III	1967-74,9999	02-03,09
034	MGA	1500, 1600, YT,TC,TD/II, MK I/II, A	1945-62,9999	01-02,09
035	TA/TC/TD/TF	Y-Type, 430, TDC	1945-62,9999	01-02,09
036	MGC	GT	1968-69,9999	01-02,09
037	Magnette/Sports Sedans	ZB,ZA/YA/YB, MK III, MK IV, 1100, 1300	1945-66,9999	02,04,08
398	Other (automobile)		1945-80,9999	01-04,08-09
399	Unknown (automobile)		1945-80,9999	01-04,08-09



**MAKE: Mitsubishi (52) (MITS)**

Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	Starion	2+2, LE, Turbo, ESI	1982-89,9999	03
032	Tredia	L, LS, Turbo	1982-88,9999	04
033	Cordia	L, Turbo	1982-88,9999	03
034	Galant	ECS, Sigma (thru 88), ES, LS, DE, GTS-V6, I-4	1985-06,9999	04
035	Mirage	L, Turbo,GS,LS,DS,DE,ES	1985-02,9999	02-04,08-09
036	Precis		1987-94,9999	03,05,07
037	Eclipse	GS, DOHL, Turbo, GS-T, GSX, Spyder, RS,GT,GTS, GS, Remix Edition, <i>SE</i>	1990-06,9999	01-03,09
038	Sigma	(prior '89 see 034)	1989-90,9999	04
039	3000 GT	SL, VR-4, Spyder	1991-99,9999	01-03,09
040	Diamante	LS, ES, LE,VR-X	1992-04,9999	04,06,09
045	Expo Wagon	LRV, Sport	1992-95,9999	06
046	Lancer/ Lancer Sportback	ES, LS, O-Z, Rally, Evolution VII/VIII/ <i>IX</i> , Sport, Ralliart LS, MR Edition	2002-06,9999	04-06,09
047	Outlander	LS, <i>SE</i> , XLS, Limited	2003-06,9999	06
398	Other (automobile)	500, 1000, Debonair, Galant (1969)	1960-06,9999	01-09
399	Unknown (automobile)		1960-06,9999	01-09
<b>LIGHT TRUCKS</b>				
401	Montero/Montero Sport	Sport, LS, SR, XLS, ES, LTD, 20 <sup>th</sup> Anniversary Edition	1983-06,9999	14
402	Endeavor	LS, XLS, Limited	2004-06,9999	14
441	Mini-Van	LS	1987-90,9999	20
471	Pickup	Mighty Max, SPX, 4x4	1983-96,9999	30,32,40,42
472	<i>Raider</i>		<b>2006</b>	<b>31</b>
498	Other (light truck)		1983-06,9999	14,20,30-32,40,42
499	Unknown (light truck)		1983-06,9999	14,20,30-32,40,42, 48-49
<b>MEDIUM/HEAVY TRUCKS</b>				
882	Medium/Heavy – COE low entry	FUSO FE/FG/FH/FK/FM	1983-06,9999	60-64,66,71-72,78
898	Other (medium/heavy truck)		1983-06,9999	60-64,66,71-72,78
899	Unknown (medium/heavy truck)		1983-06,9999	60-64,66,71-72,78

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**MAKE: Mitsubishi (Cont.) (52) (MITS)**

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Model	Codes	Includes	Model Years	Body Types
<b>BUSES</b>				
981	Bus**	Conventional (Engine out front)	1981-04,9999	50-52,58-59
982	Bus	Front engine, Flat Front	1981-04,9999	50-52,58-59
983	Bus	Rear engine, Flat front	1981-04,9999	50-52,58-59
988	Other	(bus)	1981-04,9999	50-52,58-59
<b>** Use code "981"(bus) if the frontal plane or the engine location is unknown</b>				
999	Unknown	(MITSUBISHI)	1983-06,9999	49,79,99

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**MAKE: Nissan/Datsun (35) (NISS) - (DATS)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	F-10		1977-78,9999	03,05-07,09
032	200SX/240SX	SE, SE-R, LE	1977-98,9999	01-03,09
033	210/1200/B210	110 series, Honeybee	1971-82,9999	02-04,06,08-09
034	Z-car, ZX	240/260/280Z&ZX, 300 ZX, 2+2, Turbo	1970-96,9999	01-03,09
035	310	SPL	1979-82,9999	02-03,05,07,09
036	510	PL,WPL	1968-73; 1978-81,9999	02-09
037	610	PL,HL	1973-76,9999	02-04,06,08-09
038	710	PL	1974-77,9999	02-04,06,08-09
039	810/Maxima	SE (Titanium Special), GXE, GLE, 3.5SE, 3.5SL	1977-06,9999	04,06,09
040	Roadster	SPL311, SRL311, 1500, 1600, 2000, convertible, Fairlady	1950-70,9999	01
041	311/411	1000, Bluebird, PL311/ PL312/PL410/PL411/ RL411	1959-67,9999	04,06,09
042	Stanza	XE	1982-93,9999	03-07,09
043	Sentra	E, XE, GXE, SE, SE-R (Spec V), GLE,CA, 2.5LE, 1.8, 1.8S, 2.0, 2.0S, 2.0SL	1982-07,9999	02,04,06,08-09
044	Pulsar	NX, EXA (1986 on)	1983-90,9999	02-03,05,07,09
045	Micra		1987-94,9999	01-05,07-09
046	NX 1600/2000	T-bar coupe	1991-94,9999	02-03,09

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**MAKE: Nissan/Datsun (Cont.) (35) (NISS) - (DATS)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES (Cont.)</b>				
047	Altima	XE, GXE, SE, GLE, 2.5 S/SL, 3.5 S/SE/SL, SE-R	1993-06,9999	04
048	350-Z	Enthusiast, Performance, Touring, Track, Base, 35 <sup>th</sup> Anniversary, Grand Touring	2003-06,9999	01-02,09
049	Murano	SE, SL, S	2003-06,9999	06
<b>050</b>	<b>Versa</b>	<b>1.8S, 1.8SL</b>	<b>2007</b>	<b>04-05</b>
398	Other (automobile)	110 sedan, K110	1955-07,9999	01-10
399	Unknown (automobile)		1955-07,9999	01-10
<b>LIGHT TRUCKS</b>				
401	Pathfinder	MPV, 4X4, XE, LE, SE, S	1986-06,9999	14
402	Xterra	XE (I-4), SE, (S/C), SE-R, Spec V, X, S, <i>Off-Road</i>	2000-06,9999	14
421	Pathfinder Armada	LE, SE, SE Off-Road	2004-06,9999	15
441	Van	XE, GXE	1987-91,9999	20
442	Axxess		1989-90,9999	20
443	Quest	XE, GXE, SE, GLE, 3.5 S/SE/SL, <i>Special Edition</i>	1993-02, 2004-06,9999	20
444	Altra EV*	(electric vehicle*)	1998-05,9999	20
471	Datsun/Nissan Pickup 1955-1997)	120,620 series, King Cab, Hardbody, XE, SE	1955-97,9999	30,32,40,42
472	Frontier (1998 on)	XE, SE, S/C (Regular Cab, King Cab, Desert Runner, Crew Cab), Open-Sky, SVE, Nismo	1998-06,9999	30,32,40,42
473	Titan	E, LE, SE, XE	2004-06,9999	31
498	Other (light truck)	Patrol (1960)	1955-06,9999	14-15,20,30-32
499	Unknown (light truck)		1955-06,9999	14-15,20,30-32, 39-40,42,48-49

**\* Electric Vehicle. Be sure to code Related Factors-Vehicle Level Code "36."**

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**MAKE: Nissan/Datsun (Cont.) (35) (NISS) - (DATS)**

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Model	Codes	Includes	Model Years	Body Types
<b>MEDIUM/HEAVY TRUCKS</b>				
883	Medium/Heavy – COE high entry		1986-06,9999	60-64,66, 71-72,78
898	Other (medium/heavy truck)		1986-06,9999	60-64,66, 71-72,78
899	Unknown (medium/heavy truck)		1986-06,9999	60-64,66, 71-72,78
999	Unknown (NISSAN/DATSUN)		1950-07,9999	49,79,99

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**MAKE: Oldsmobile (21) (OLDS)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
001	Cutlass (RWD-only)	Supreme, S, LS, Salon, Brougham Vista Cruiser, F85 (thru 1972), Rallye 350, Hurst Olds, 442, Calais (thru 1985), Classic (88)	1960-88,9999	01-02,04,06, 08-09
002	Delta 88/LSS	Royale, Custom, Delta, Jetstar 88, Delmont 88, Starfire (Thru 1966), Custom Cruiser, Jetfire, Eighty-Eight (LS, 50th Anniv. Edition)	1949-99,9999	01-04,06,08-09
003	Ninety-Eight/Regency	Luxury, Futuramic, Brougham	1949-99,9999	01-02,04,08-09
005	Toronado	XS,XSR, Trofeo, Brougham Custom	1966-92,9999	02
006	Commercial Series	Ambulance/Hearse	1940-03,9999	09-12
012	Starfire	SX, GT, ST	1975-80,9999	01-03,09
015	Omega	X-body type, Brougham	1973-85,9999	02-04,08-09
016	Firenza	S, LS, SX, Cruiser, GT	1982-88,9999	03-06,07,09
017	Ciera	Cutlass Ciera, Cutlass Cruiser, Brougham, ES, I (International)	1982-96,9999	01-02,04,06, 08-09
018	Calais	GT, ES, 500	1985-91,9999	02,04,08
020	Cutlass (FWD)	Supreme (Excludes Ciera),GLS, GL	1988-99,9999	01,02,04,08-09
021	Achieva/Alero	SC, SL, GX, GL (1,2,4), GLS	1992-04,9999	02,04,08

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<b>MAKE:</b>	<b>Oldsmobile (Cont.)</b>	<b>(21)</b>	<b>(OLDS)</b>
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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES (Cont.)</b>				
022	Aurora	3.5L, 4.0L, Collector's Series	1995-99; 2001-03,9999	04
023	Intrigue	GL, GX, GLS	1997-02,9999	02,04,08
398	Other (automobile)	66/68/70/90, Dynamic 70	1930-04,9999	01-12
399	Unknown (automobile)		1930-04,9999	01-12
<b>LIGHT TRUCKS</b>				
401	Bravada	2WD, 4WD, Collector's Series	1991-94; 1996-04,9999	14
441	Silhouette	GL, GLS, Series I, Series II, GS Premier Edition, Collector's Series	1990-04,9999	20
499	Unknown (light truck)		1932-04,9999	14,20,49
999	Unknown (OLDSMOBILE)		1932-04,9999	49

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<b>MAKE:</b>	<b>Peugeot</b>	<b>(44)</b>	<b>(PEUG)</b>
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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	304		1971-72,9999	04-06,09
032	403	Station Wagon	1955-67,9999	01,04,06,09
033	404	Station Wagon	1961-70,9999	01,04,06,09
034	504/505	STI, STX, Turbo, S, STI, STX, GL, GLS Liberte, Station Wagon, DSL, DL, GLX	1970-91,9999	04-06,09
035	604	SL, D	1977-84,9999	04
036	405	Mi-16, DL, S	1989-91,9999	04,06,09
398	Other (automobile)	202, 203	1945-91,9999	01-09
399	Unknown (automobile)		1945-91,9999	01-09
<b>MOTORCYCLES</b>				
701	0-50 cc		1965-83,9999	81
702	51-124cc		1965-83,9999	81
709	Unknown cc		1965-83,9999	81
999	Unknown (PEUGEOT)		1960-91,9999	99

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**MAKE: Plymouth (09) (PLYM)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
001	Valiant/Scamp/Duster (thru 1976)	100, 200, Brougham, Signet, Custom, Special, 340, 360, Twister	1960-76,9999	01-02,04,06, 08-09
002	Satellite/Belvedere	Belvedere I/II, GTX, Roadrunner (through 1974), Brougham, Sebring, Sebring Plus, Superbird	1951-74,9999	01-02,04,06, 08-12
003	Fury (Fury Gran thru '78)	I, II, III, Roadrunner (1975), Suburban, Salon, VIP, Sport	1957-78,9999	01-02,04,06, 08-09
004	Gran Fury ('80 on)	Sedan, Coupe, Salon	1980-89,9999	02,04,06,08-09
005	Barracuda	Formula, S, 340, Gran Coupe, AAR, Cuda	1964-74,9999	01-02,09
006	Volare'	Custom, Premier, Roadrunner (1976 on), Police	1976-80,9999	02,04,06,08-09
007	Caravelle	Turbo, SE	1985-88,9999	04
008	Horizon/Turismo	TC-3, Turismo 2.2, Miser, America, Custom, SE, Duster (1985 on), Expo	1978-90,9999	03,05,07
011	Reliant (K)	SE, LE, Reliant America, Limited	1981-89,9999	02,04,06,08-09
013	Scamp-(car-based p/u)	GT, 2.2	1982-84,9999	10
017	Sundance	RS, Turbo, Sundance Duster, America	1987-94,9999	03,05,07
019	Acclaim	LX, LE	1989-95,9999	04
020	Neon (2002 and on, see Dodge)	Sport, Competition, Highline	1995-01,9999	02,04,08
031	Cricket		1971-72,9999	04,06,09
032	Arrow	GS, GT, Fire Arrow	1976-80,9999	03
033	Sapporo	all imported	1978-83,9999	02-03,09
034	Champ/Colt import (includes 2WD Vista)	Turbo, Custom, GL, SE, DL, E Station wagon (1984 on)	1979-94,9999	02-09
035	Conquest	TSI	1984-87,9999	03
037	Laser	RS, Turbo	1989-94,9999	02-03,09
038	Breeze		1996-00,9999	04

<b>MAKE:</b>	<b>Plymouth (Cont.)</b>	<b>(09)</b>	<b>(PLYM)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES (Cont.)</b>				
039	Prowler (2002 and on, see Chrysler)	Roadster, Black Tie Edition	1997,1999-2001;9999	01
398	Other (automobile)	Regant, Fleet, Savoy, Concord, Cambridge	1930-95,9999	01-12
399	Unknown (automobile)		1965-01,9999	01-12
<b>LIGHT TRUCKS</b>				
421	Trailduster		1974-93,9999	15
441	Vista Van	4X4 (only)	1987-94,9999	20
442	Voyager (minivan) (2000 and on, see Chrysler)	SE, LX, Grand Voyager, SE Espresso, EPIC-electric*	1984-01,9999	20
461	Van-fullsize (B-series)	Voyager (thru 1983), Sport, Premier	1965-95,9999	21
471	Arrow pickup (foreign)		1975-91,9999	30,32
498	Other (light truck)		1965-01,9999	15,20-21,28-29,30,32,42,45,48
499	Unknown (light truck)		1974-01,9999	15,20-21,29,30,32,48-49
<b>* Electric Vehicle. Be sure to code Related Factors-Vehicle Level Code "36."</b>				
998	Other (vehicle)		1965-01,9999	91-93,97
999	Unknown (PLYMOUTH)		1957-01,9999	49

<b>MAKE:</b>	<b>Pontiac</b>	<b>(22)</b>	<b>(PONT)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
001	Lemans/Tempest (thru 1970)	Safari, T-37, Luxury, Grand Sport, GTO (thru 1973), GT-37, Sprint, Judge, Grand AM (73-75), Grand Lemans	1961-81,9999	01-02,04,06,08-09
002	Bonneville/Catalina/Parisienne	Brougham, Grand Safari, Safari, Grandville, 2+2, Executive, Starchief, SE, SSE, SSEi, G, SLE, GXP	1954-05,9999	01-02,04,06,08-09
005	Fiero	2M4, 2M6, GT, SE	1984-89,9999	02
008	Ventura/GTO	II, SJ, Sprint, GTO (74-77), Custom, Base, LS2	1971-77,2004-06,9999	02-04,09

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**MAKE: Pontiac (Cont.) (22) (PONT)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES (Cont.)</b>				
009	Firebird/Trans AM	Esprit, Formula, GTA, Redbird, Yellowbird, Skybird, SE, Bandit, TransAm	1967-02,9999	01-03,09
010	Grand Prix (RWD)	J, LJ, SJ, Brougham, 2+2, GT, STE, SE	1962-87,9999	01-02,09
011	Astre	Safari, SJ, Custom	1975-77,9999	02-03,06,09
012	Sunbird (thru 1980;1985 on see model 016)	Safari, Sport, Formula	1976-80,9999	01-09
013	T-1000/1000	2T	1981-87,9999	03,05,07
015	Phoenix	LJ, SJ	1977-84,9999	02-05,07-09
016	Sunbird (1985-1994)/ J-2000/Sunfire (1995 on)	LE, SE, GT, 2000 Convertible, 2J, S, SE, GT, 1SA, 1SB, 1SC, 1SV	1982-05,9999	01-09
017	6000	STE, SE, LE	1982-91,9999	02,04,06,08-09
018	Grand AM	SE, LE, GT, GT1, SE1, SE2, SC/T Package	1973-05,9999	02,04,08
020	Grand Prix (FWD)	LE, SE, STE, GT, McLaren Turbo,GTP,Limited Edition, 40 <sup>th</sup> Anniversary Edition, GXP	1988- <del>06</del> ,9999	01-02,04,08-09
022	G6	Base, GT, GTP	2005-06,9999	01-02,04
<b>023</b>	<b>Solstice</b>	<b>GXP</b>	<b>2006</b>	<b>01</b>
031	Lemans (1988-on)	LE, SE, Tempest (Canadian)	1988-93,9999	01-09
032	Vibe	GT, AWD	2003- <del>06</del> ,9999	06
398	Other (automobile)	Torpedo, Streamliner, Chieftain Star Chief, Super Chief	1946- <del>06</del> ,9999	01-10
399	Unknown (automobile)		1926- <del>06</del> ,9999	01-10



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**MAKE: Pontiac (Cont.) (22) (PONT)**

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Model	Codes	Includes	Model Years	Body Types
<b>LIGHT TRUCKS</b>				
401	Aztek	GT, SE, 1SA, 1SB, 1SC, Rally Edition	2001-05,9999	14
<b>403</b>	<b>Torrent</b>		<b>2006</b>	<b>14</b>
441	Trans Sport/ Montana/SV6	SE, Montana, Extended, Versatrak, 1SV, 1SA, 1SX, 1SY, 1SE, Chrome Sport,	1990-06,9999	20
499	Unknown (light truck)		1990-06,9999	14, 20, 49
999	Unknown (PONTIAC)		1951-06,9999	49

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**MAKE: Porsche (45) (PORS)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	911/996	L, S, E, T, SC, Carrera (2, 4, Cabriolet, Targa), GT, Slophenose, 4S, Targa, Speedster, Turbo, B series, S-Coupe, Cabriolet (S),GT2, GT3, Carrera GT	1965-06,9999	01-02,09
032	912	1600, E, T	1966-69; 1976,9999	01-02,09
033	914	1.7, 1.8, 2.0, S, 914/4/6	1970-76,9999	01
034	924	Turbo, S	1977-88,9999	01-03,09
035	928	S, S4, GT, GTS	1978-95,9999	02-03,09
036	930	Turbo	1979	02
037	944	Turbo, S, S2	1983-91,9999	01-03,09
038	959	Not Imported to U.S.	1989-94,9999	01-03,09
039	968		1992-95,9999	01,02,09
040	986/Boxster	Boxster, Boxster Cabriolet, S Roadster, S Anniversary S	1997-06,9999	01
<b>041</b>	<b>Cayman</b>		<b>2006</b>	<b>02</b>
398	Other (automobile)	Spyder, Speedster (prior to '65), 356 (A,B,C) Grund, America, Super, 1500	1948-06,9999	01-03,09
399	Unknown (automobile)		1948-06,9999	01-03,09
<b>LIGHT TRUCKS</b>				
421	Cayenne	Turbo, S	2003-06,9999	15
999	Unknown (PORSCHE)		1965-06,9999	99

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**MAKE: Renault (46) (RENA)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	LeCar	R-5, R5TL, GTL, TL, DLX	1976-83,9999	02-05,07-09
032	Dauphine/10/R-8 Caravelle	all models, R-1190, R8 -1100	1955-71,9999	01-02,04,08-09
033	12	R-12L, R-12TL/GTL	1972-77,9999	04,06,09
034	15	R-15TL	1973-76,9999	02-03,09
035	16	R-16, R-1152	1969-72,9999	06
036	17	R17, Gordini Coupe, R17TL	1972-80,9999	01-02,09
037	18i/Sportwagon	R18i, Deluxe, DLX	1981-86,9999	04,06,09
039	Alliance/Encore GTA, Convertible	L, DL, Limited, X-37	1983-87,9999	01-05,07-09
041	Alpine	GT, GTA Coupe, Not imported to U.S.	1971-90,9999	02-03,09
044	Medallion **	DL, LX	1987	04,06,09
045	Premier**		1987	04
398	Other (automobile)	Juvaquatre, 4CV, Fregate, Domaine	1946-90,9999	01-11
399	Unknown (automobile)		1946-90,9999	01-11

**\*\* Note: Medallion and Premier listed under Eagle after 1987.**

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**MAKE: Saab (47) (SAA)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	99/99E/900	S, GL, GLE, L, LE, 2CM, 4CM Turbo, Cabriolet, 2EM, 4EM, CM, SE	1969-98,9999	01-05,07-09
032	Sonnett	II, III, 97	1967-74,9999	02
033	95/96	V-4, M, S, M-S, Special	1959-73,9999	02,06,09
034	9000	S, Turbo, CS, CD, CDE, E, AERO, CSE	1985-98,9999	04,05,09
035	9-3	SE (Hot), Viggen, Linear Arc, Vector, Aero, <b>2.0T</b> , <b>SportCombi</b>	1999- <b>06</b> ,9999	01,03,05-07,09
036	9-5	SE, Aero, 2.3T, Set, Arc, Linear, Aero, <b>SportCombi</b>	1999- <b>06</b> ,9999	02,04,06,08,09
037	9-2x	Linear, Aero	2005- <b>06</b> ,9999	05
398	Other (automobile)	Monte Carlo 850, GT850, GT750, 92/93	1950- <b>06</b> ,9999	01-09
399	Unknown (automobile)		1950- <b>06</b> ,9999	01-09

<b>MAKE:</b>	<b>Saab (Cont.)</b>	<b>(47)</b>	<b>(SAA)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>LIGHT TRUCKS</b>				
401	9-7x	Arc, Linear, <i>4.2i</i> , <i>5.3i</i>	2005- <b>06,9999</b>	14
999	Unknown (VOLVO)		1950- <b>06,9999</b>	49

<b>MAKE:</b>	<b>Saturn</b>	<b>(24)</b>	<b>(STRN)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
001	SL	SL, SL1, SL2	1991-02,9999	04
002	SC	SC1, SC2	1991-02,9999	02
003	SW	SW1, SW2	1993-01,9999	06
004	EV1/EGV1*	Electric Vehicle (Gen II)	1997-03,9999	02
005	LS	LS, LS1, LS2, L100/L200/ L300, L300-1/2/3	2000-05,9999	04
006	LW	LW1, LW2, LW200/ LW300-1/2/3	2000-04,9999	06
007	Ion	Quad-coupe, 1/2/3, Red Line	2003- <b>06,9999</b>	04
<i>008</i>	<i>Sky</i>		<i>2007</i>	<i>01</i>
<i>009</i>	<i>Aura</i>		<i>2007</i>	<i>04</i>
<b>* Electric Vehicle. Be sure to code Related Factors-Vehicle Level Code "36."</b>				
398	Other (automobile)		1991- <b>07,9999</b>	02,04,06,08-09
399	Unknown (automobile)		1991- <b>07,9999</b>	02,04,06,08-09
<b>LIGHT TRUCKS</b>				
401	Vue	Red Line, <i>4</i> , <i>V6</i> , <i>Hybrid</i>	2002- <b>07,9999</b>	14
441	Relay	2, 3	2005- <b>06,9999</b>	20
499	Unknown (light truck)		2002- <b>07,9999</b>	14,20
999	Unknown (SATURN)		1991- <b>07,9999</b>	49

<b>MAKE:</b>	<b>Sterling</b>	<b>(61)</b>	<b>(STLG)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
031	827	Li, SL, S, SLI	1987-91,9999	04-05,09
398	Other (automobile)	825, S, SL, Oxford Edition	1987-91,9999	04-05,09
399	Unknown (automobile)		1987-91,9999	04-05,09

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**MAKE: Subaru (48) (SUBA)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	Loyale (1990 on)/DL/ FE/G/GF/GL/GLF/ STD	4-wheel drive, S, 1300, 1400, 1600, 1800, A15L, A44L, Touring Wagon, Turbo	1972-94,9999	02-09
032	Star	FF -1 Star, 1100	1971	02,04,06,08-09
033	360		1958-70,9999	02
034	Legacy/Outback(prior to 2003 only; see 045 for 2003 on)	L, LS, LSI, 4WD, Outback (Limited, Ltd, Sport, VDC, L.L. Bean Edition), GT, Brighton, Sport Utility Sedan (Ltd.), 30th Anniv. Outback, H-6, 35 <sup>th</sup> Anniv., 2.5, 2.5i/ <b>GT</b>	1990- <b>06</b> ,9999	04-06,09
035	XT/XT6	4WD Turbo, convertible, DL, GL	1985-91,9999	01-02,09
036	Justy	DL, GL, 4WD	1987-94,9999	03,05,07
037	SVX	LS, LSL, XR, LSi	1992-97,9999	02
038	Impreza	L, LS,Brighton, Outback Sport, RS, L-Sport, LX, 2.5 <i>i</i> /RS/TS, WRX, WRX Sport/STI/ <b>TR</b>	1993- <b>06</b> ,9999	02,04,06,08-09
039	RX		1986-89,9999	03-04,09
043	Brat	DL, GL	1978-87,9999	10
044	Baja	Sport, Turbo	2003- <b>06</b> ,9999	10
045	Outback (2003 on)(see 034 for prior to 2003)	H6-VDC, 35 <sup>th</sup> Anniversary Edition, 2.5, 2.5i, 2.5XT, 3.0R, Special Edition, VDC Limited, Sport, <b>L.L. Bean</b>	2003- <b>06</b> ,9999	04-06,09
398	Other (automobile)		1968- <b>06</b> ,9999	01-10
399	Unknown (automobile)		1968- <b>06</b> ,9999	01-10
<b>LIGHT TRUCKS</b>				
401	Forester	L, S, 2.5X, 2.5XS, 2.5XT, L.L. Bean	1997- <b>06</b> ,9999	14
<b>402</b>	<b>B9 Tribeca</b>	<b>Base, Limited</b>	<b>2006</b>	<b>14</b>
<b>499</b>	<b>Unknown (light truck)</b>		<b>1997-06,9999</b>	<b>14</b>
999	Unknown (SUBARU)		1958- <b>06</b> ,9999	49

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**MAKE: Suzuki (53) (SUZI)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	Swift/SA310	GTi, GTX, GLX, GA, GT, GL	1989-01,9999	03-05,07,09

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**MAKE: Suzuki (Cont.) (53) (SUZI)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES (Cont.)</b>				
032	Esteem	GL, GLX, GLX+	1995-02,9999	04,06,09
033	Aerio	S,G,LX,SX (Wagon)	2002-06,9999	04,06,09
034	Foreza	S, LX, EX, <i>Premium</i>	2004-06,9999	04,06,09
035	Verona	S, LX, EX, <i>Luxury</i>	2004-06,9999	04
036	Reno	S, LX, EX, <i>Premium</i>	2005-06,9999	05
398	Other (automobile)	800 Fronte, Alto	1981-06,9999	03-07,09
399	Unknown (automobile)		1981-06,9999	03-07,09
<b>LIGHT TRUCKS</b>				
401	Samurai	Standard, Deluxe, JL	1986-96,9999	14
402	Sidekick/Vitara/ Vitara V6	JS, JX, JLX, JLS, Sport, Grand Vitara (1999-2002 only; see model 404 for 2003 on) (JS, JLX, JLS, Ltd.) XL-7 (2002 only; see model 405 for 2003 on) LX	1989-04,9999	14
403	X-90		1996-98,9999	14
404	Grand Vitara (2003 on; see model 402 for models prior to 2003)	JS, JLX, JLS, Limited, GX, LX, <i>XV6, Premium, XSport, Luxury</i>	2003-06,9999	14
405	XL-7 (2003 on; see 402 for 2002 model year)	Standard, Touring, Limited, GX, LX, <i>Premium</i>	2003-06,9999	14
498	Other (light truck)	Jimmy	1981-06,9999	14
499	Unknown (light truck)		1981-06,9999	14
<b>MOTORCYCLES</b>				
701	0-50cc		1970-06,9999	80-81,83,88-89
702	51-124cc		1970-06,9999	80-81,83,88-89
703	125-349cc		1969-06,9999	80,83,88-89
704	350-449cc		1970-93; 2000-06,9999	80,83,88-89
705	450-749cc		1969-06,9999	80,83,88-89
706	750cc-over		1970-06,9999	80,83,88-89
709	Unknown cc		1969-06,9999	80-83,88-89
<b>ALL TERRAIN VEHICLES</b>				
731	0-50cc	includes all ATVs	1969-87; 2002-04,9999	90
732	51-124cc	designed solely for	1969-04,9999	90
733	125-349cc	off-road use and have 3	1969-06,9999	90

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**MAKE: Suzuki (Cont.) (53) (SUZI)**

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Model	Codes	Includes	Model Years	Body Types
<b>ALL TERRAIN VEHICLES (Cont.)</b>				
734	350cc or greater	or 4 wheels.	1969-93; 1999- <b>06</b> ,9999	90
739	Unknown cc		1969- <b>06</b> ,9999	90
999	Unknown (SUZUKI)		1969- <b>06</b> ,9999	49,99

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**MAKE: Toyota (49) (TOYT)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	Corona	Mark II, Custom, 1900, 2000, Deluxe	1966-83,9999	02,04,06,08-09
032	Corolla	1100, 1200, 1600, SR-5, LE, DX, CE, Deluxe, Custom, FX, FX16, Sport, GTS, VE, S, XRS	1969- <b>06</b> ,9999	02-09
033	Celica	1900, 2000, GT, ST, GTS, VE, GT-S	1971-05,9999	01-03,09
034	Supra	Celica Supra, Soarer, Turbo	1979-98,9999	03
035	Cressida		1978-92,9999	04-06,09
036	Crown	2300, 2600, Toyopets	1958-71,9999	02,04,06,08-09
037	Carina	2000	1972-73,9999	02
038	Tercel	Corolla Tercel, 4WD, EZ, DX, LE, DLX, CE	1980-98,9999	02-09
039	Starlet		1981-84,9999	03
040	Camry	LE, Deluxe, XLE, DLX, SE, All-Trac, CE, SE, Limited Edition, LE, <b>Hybrid</b>	1983- <b>07</b> ,9999	02,04-06,08-09
041	MR-2/MR Spyder	Super Charged	1984-95; 2000-05,9999	01-02,09
042	Paseo	Turbo, T-bar	1992-97,9999	01-02,09
043	Avalon	XL, XLS, Limited, <b>Touring</b>	1995- <b>06</b> ,9999	04
044	Solara	Camry Solara (SE, SLE, Sport)	1999- <b>06</b> ,9999	01-02,09
045	ECHO		2000-05,9999	02,04,09
046	Prius *	*Electric hybrid	2001- <b>06</b> ,9999	04,05
047	Matrix	Base, XR, XRS, STD	2003- <b>06</b> ,9999	06
048	Scion xA	RS 1.0	2004- <b>06</b> ,9999	05
049	Scion xB	1.0, <b>2.0 Series</b>	2004- <b>06</b> ,9999	06
050	Scion tC	<b>1.0 Series</b>	2005- <b>06</b> , <b>9999</b>	03
<b>051</b>	<b>Yaris</b>	<b>Liftback, S</b>	<b>2007</b>	<b>03,05</b>

<b>MAKE:</b>	<b>Toyota (Cont.)</b>	<b>(49)</b>	<b>(TOYT)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES (Cont.)</b>				
398	Other (automobile)	2000 GT Coupe (1960s), Sports 800, Vipor, Tiara	1960-07,9999	01-10
399	Unknown (automobile)		1960-07,9999	01-10
<b>LIGHT TRUCKS</b>				
401	4-Runner	SR5, Limited, Sport	1984-06,9999	14
402	RAV4*	L, EVs-electric*, Sport, <i>Limited</i>	1996-06,9999	14
403	Highlander	Limited, Hybrid	2001-06,9999	14
<b>404</b>	<b>FJ Cruiser</b>		<b>2007</b>	<b>14</b>
421	Land Cruiser	4WD	1964-06,9999	15
422	Sequoia	SR5, Limited	2001-06,9999	15
441	Minivan (1984-90)/ Previa (1991 on)	LE, Cargo, DX, XLE	1984-97,9999	20
442	Sienna	CE, LE, XLE, Symphony, XLE Limited	1998-06,9999	20
471	Pickup	SR-5, Extra Cab, Sport, LN44, Chinook, Wonder Wagon	1974-95,9999	30-32,40,42
472	Tacoma	SR5, Xtracab, Limited, Prerunner, Side Step, Double Cab, S-Runner, X-Runner	1995-06,9999	30,32,40,42
481	T-100	DX, SR5, Limited, Xtracab	1993-98,9999	31-32,40,42
482	Tundra	SR5 (Access Cab), LTD, (Access Cab), Double Cab	1999-06,9999	31-32,40,42
498	Other (light truck)		1970-07,9999	14-15,19-20, 29-30,32,39
499	Unknown (light truck)		1973-07,9999	14-15,19-20, 30-32,39-40,42, 48-49
999	Unknown (TOYOTA)		1966-07,9999	49

<b>MAKE:</b>	<b>Triumph</b>	<b>(50)</b>	<b>(TRIU)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
031	Spitfire	I, II, III, IV, 1500	1962-81,9999	01,02,09
032	GT-6	MK3	1967-73,9999	01,02,09
033	TR4	TR2, TR3, TR4A	1958-68,9999	01,02,09
034	TR6		1969-76,9999	01,02,09

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**MAKE: Triumph (Cont.) (50) (TRIU)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES (Cont.)</b>				
035	TR7/TR8		1975-81,9999	01,02,09
036	Herald	Vitesse	1960-74,9999	01-02,06,09
037	Stag		1971-73,9999	01,02,09
398	Other (automobile)	1800,2000,Mayflower, Renown,1200	1946-81,9999	01-02,04,08-09
399	Unknown (automobile)		1946-81,9999	01-02,04,08-09
<b>MOTORCYCLES</b>				
701	0-50cc		1965-83,9999	80
702	51-124cc		1965-83,9999	80
703	125-349cc		1950-74,9999	80
704	350-449cc		1950-71,9999	80
705	450-749cc		1950-83; 2002- <del>06</del> ,9999	80
706	750cc or greater		1950-74; 1983- <del>06</del> ,9999	80
709	Unknown cc		1950- <del>06</del> ,9999	80
799	Unknown (motored cycle)		1950- <del>06</del> ,9999	80
999	Unknown (TRIUMPH)		1950- <del>06</del> ,9999	99

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**MAKE: Volkswagen (30) (VOLK)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	Karmann Ghia		1954-75,9999	01-02,09
032	Beetle 1300/1500	Flat windshield, 94.5" WB	1948-77,9999	01-02,09
033	Super Beetle	Curved windshield, 95.3" WB	1971-80,9999	01-02,09
034	411/412	Squareback/Fastback	1971-74,9999	03-04,09
035	Squareback/Fastback	Type 3, 1600	1965-74,9999	02
036	Rabbit	L, GTI, Sport, LS, Custom, DL, Deluxe	1975-84,9999	01,03,05-07,09
037	Dasher		1974-81,9999	03,05-07,09
038	Scirocco	16V	1975-88,9999	02
040	Jetta	Jetta III, GL (TDI, 1.9L, 2.0L), GLI (VR6), GLS (1.8T,1.8L/1.9L/2.0L/2.8L/TDI/VR6),GT, Carat, TDI, GLX (VR6/2.8L), Turbo Diesel, Wolfsburg Edition, <i>2.5, Value Edition. 2.0T</i>	1981- <del>06</del> ,9999	02,04,06,08



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**MAKE: Volkswagen (Cont.) (30) (VOLK)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES (Cont.)</b>				
041	Quantum	Synco	1982-88,9999	02,04,06,08-09
042	Golf/Cabriolet/Cabrio/ GTI	Golf II, GTI (GLS, GLX 1.8T/2.8L), GT, GL(1.8T/ VR6/2.0L/1.9L/ TDI), Golf III, GLS (1.8T/1.8L/1.9L/ 2.0/TDI), Wolfsburg, Cabrio (GL, GLS, GLX), 20 <sup>th</sup> Anniversary, R32	1985- <del>06</del> ,9999	01,03,05-07, 09
043	Rabbit Pickup	car-based pickup	1980-83,9999	10
044	Fox	GL	1987-94,9999	02,04,06,08-09
045	Corrado		1989-94,9999	02
046	Passat	GL, GLS(1.8T, Synchro, V6), TDI, GLX(1.8T, <b>2.0T</b> , W8, Synchro, V6), 4MOTION, <b>3.6 GL, Value Edition</b>	1990- <del>06</del> ,9999	04,06,09
047	New Beetle	GL GLS TDI, 1.8T/1.8L/ 1.9L/2.0L/ <b>2.5</b> /Synchro/V6, GLX (1.8T), Turbo S	1998- <del>06</del> ,9999	01,03,09
048	Phaeton	3.2L, 4.2L, V6, <b>V8</b> , W12	2003- <del>06</del> ,9999	04
<b>051</b>	<b>Eos</b>		<b>2007</b>	<b>01</b>
398	Other (automobile)		1965- <del>07</del> ,9999	01-10
399	Unknown (automobile)		1956- <del>07</del> ,9999	01-10
<b>LIGHT TRUCKS</b>				
401	The Thing (181)		1973-75,9999	14
421	Touareg	V6, V8, V10	2003- <del>06</del> ,9999	15
441	Vanagon/Camper	Bus, Kombi, Van	1955-91,9999	20
442	Eurovan	GLS, MV, Camper, Weekender Package	1992-04,9999	20
498	Other (light truck)		1967-80,9999	14-15,20
499	Unknown (light truck)		1965- <del>06</del> ,9999	14-15,20,49
998	Other (vehicle)		1965- <del>07</del> ,9999	91-93,97
999	Unknown (VOLKSWAGEN)		1956- <del>07</del> ,9999	49

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**MAKE: Volvo (51) (VOLV)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	122	S	1958-68,9999	02,04,06,08-09
032	140/142/144/145 *	S, E, GL, GLS, Deluxe	1968-74,9999	02,04,06,08-09
033	164	S, E	1970-75,9999	04

MAKE:	Volvo (Cont.)	(51)	(VOLV)
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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES (Cont.)</b>				
034	240 series*/DL/GL/GLT	242, 244, 245, DL, GL, GLT, Deluxe	1975-93,9999	02,04,06,08-09
035	260 series/GLE	264,265,262, c, Volvo Coupe, Volvo Diesel	1976-82,9999	02,04,06,08-09, 12
036	1800	E, S, ES, P1800	1960-73,9999	02,06,09
037	PV544	PV444	1947-65,9999	04,06,09
038	760/780	GLE, Turbo, Bertone Coupe	1983-92,9999	02,04,06,08-09, 12
039	740	GLE, GT, Turbo, GL, SE	1983-92,9999	04,06,09
040	940	GLE, Turbo, SE	1991-95,9999	04,06,09,12
041	960		1992-97,9999	04,06,09,12
042	850	GLT, Turbo, T-5, GTAS, GTMS Cross Country	1993-97,9999	04,06,09
043	70 Series	C70 (LT, HT, <b>T5</b> ), S70 (GLT, T5, AWD) V70 (R, SC Cross Country, GLT, T-5, XC-70, M, 2.4T, 2.4, 2.5T, T-6, R) LPT, HPT	1998- <b>06</b> ,9999	01-02,04,06,09
044	90 Series	S90, V90	1998	04,06,09
045	80 Series	S80 (2.9, T-6, Executive, Premier) 2.5, 2.5T	1999- <b>06</b> ,9999	04
046	40 Series	S40,V40,LSE, 2.5i, T5, 2.4i	2000- <b>06</b> ,9999	04,06,09
047	60 Series	S60 (2.4T, 2.4,2.5 AWD, T5), 2.4M, 2.5T, R	2001- <b>06</b> ,9999	04
048	V50	2.4i, T5	2005- <b>06</b> , <b>9999</b>	06
398	Other (automobile)		1958- <b>06</b> ,9999	01-12
399	Unknown (automobile)		1958- <b>06</b> ,9999	01-12
<b>LIGHT TRUCKS</b>				
401	XC90	2.5T(AWD), T6(AWD), V8	2003- <b>06</b> ,9999	14
<b>MEDIUM/HEAVY TRUCKS</b>				
881	Medium/Heavy – CBE		1981-93; 1996- <b>06</b> ,9999	60-64,66,78
882	Medium/Heavy – COE low entry		1981-93; 1996-04,9999	60-64,66,78
883	Medium/Heavy – COE high entry		1981-93; 1996-04,9999	60-64,66,78
884	Medium/Heavy – Unknown engine location		1981-93; 1996- <b>06</b> ,9999	60-64,66, 71-72,78

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**MAKE: Volvo (Cont.) (51) (VOLV)0 xz**

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Model	Codes	Includes	Model Years	Body Types
<b>HEAVY TRUCK (Cont.)</b>				
890	Medium/Heavy – COE entry position unknown		1981-93; 1996- <b>06</b> ,9999	60-64,66,78
898	Other (medium/heavy truck)		1981-93; 1996- <b>06</b> ,9999	60-64,66, 71-72,78
899	Unknown (medium/heavy truck)		1981-93; 1996- <b>06</b> ,9999	60-64,66, 71-72,78
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1981-04,9999	50-52,58-59
988	Other (bus)		1965-04,9999	50-52,58-59
<b>** Use "981" (bus) if the frontal plane or the engine location is unknown.</b>				
999	Unknown (VOLVO)		1958- <b>06</b> ,9999	79,99

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**MAKE: Yugo (57) (YUGO)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	GV/GVL/GVX	All models, Cabriolet	1986-92,9999	01-03,09

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**MAKE: Other Domestic Manufacturers (29)**

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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
001	Studabaker/Avanti	Lark, Gran Turismo, Hawk, Cruiser, all associated subseries, light pick-up, Studebaker XUV/ <b>XUT</b> , Lister	1940-91; 2001- <b>06</b> ,9999	01-02,04,06, 08-09,16, <b>31</b> , 39
002	Checker	Marathon, Superba, Taxi, Aerobus	1965-82,9999	04,06,09,12
003	Panoz	Esperante (Magnussen Edition), GTS, GTLM	2000- <b>06</b> ,9999	01-02,09
004	Saleen	S7	2001- <b>06</b> ,9999	02
398	Other (automobile)	Desoto, Excaliber, Stutz, FiberFab, Hudson, Packard, Consulier, Gatsby, Auburn, Phaeton, Citicar, Clenet	1940-91,9999	01-13
399	Unknown Make		1940- <b>06</b> ,9999	01-13,16, 39

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**MAKE: Other Import (69)**


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Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b>				
031	Aston Martin	Lagonda, Vantage, Volante, Saloon, DB Mark III, DB4, DB4GT, DB5, DB6, DB7 (Heritage, Vantage, Volante), V12 Vanquish, V8, DB9	1950- <b>06</b> ,9999	01-09
032	Bricklin		1965-91,9999	02
033	Citroen		1965-91,9999	02-09
034	DeLorean		1981-83,9999	02
035	Ferrari	F355 (Berlinetta, GTS, Spider, F1), <b>F430</b> , F456 (GTA, M, GT, MGTA), F550 (Maranello, Barchetta Pininfarina), 360 (Spider, Modena, Challenge) Maranello, Berlinetta, MGT (Vintage), Enzo, Challenge Stradale, 575M, 612 Scaglietti, <b>Superamerica</b>	1965- <b>06</b> ,9999	01-05,07-09
036	Hillman		1965-91,9999	01-09
037	Jensen	Healy-Interceptor, 541R	1965-91,9999	01-05,07-09
038	Lamborghini	Countach, 5000S, Jalpa, Diablo, Miura, Murciélago, Galladoro	1965- <b>06</b> ,9999	01-02,04,08-09
039	Lotus	Europe, Espirit (V8, GT-3, V8-GT) Elise, <b>Exige</b>	1967- <b>06</b> ,9999	01-02,04,08-09
040	Maserati	Biturbo, Ghibli, 3200 GT, Quattroporte, Spyder GT, <b>Sports GT, Executive GT, 90th Anniversary, GranSport, MC12</b>	1965-99; 2002- <b>06</b> ,9999	01-05,07-09
041	Morris	Minor	1965-91,9999	01-10
042	Rolls Royce/Bentley	Rolls Royce: Cloud/Shadow series, Silver Spur, Silver Dawn, Silver Spirit, Silver Seraph, Corniche, Park Ward); Bentley: (Arnaze, Azure, Continental, Mulliner), Phantom	1926- <b>06</b> ,9999	01-02,04,08-09
044	Simca		1965-91,9999	01-09
045	Sunbeam		1965-91,9999	01-02,04,08-09

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**MAKE: Other Import (Cont.) (69)**


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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES (Cont.)</b>				
046	TVR		1965-91,9999	01-02,09
048	Desta		1985-99,9999	14-15,19
049	Reliant		1960-91,9999	01-09
052	Bertone	X/19	1989-91,9999	01-02,09
053	Lada		1965-91,9999	01-09
054	Mini-Cooper	Mark I,II,III, S, SE, Sport, MC40	1961-74; 2002- <b>06</b> ,9999	01,03
055	Morgan (2003 on; Prior to 2003 see 398)	Aero 8, Plus 8, <b>V6</b>	2003- <b>06</b> ,9999	01
056	Maybach	57, 62	2003- <b>06</b> ,9999	04
057	Spyker	<b>C8, Base, T, Laviolette, Double 12R, Double 12S</b>	2005- <b>06</b> , <b>9999</b>	01-02
398	Other (automotive)	Morgan (Prior to 2003; 2003 on see 055), Singer, Gazelle	1965-91,9999	01-13
399	Unknown Make		1928- <b>06</b> ,9999	01-10,19



<b>MAKE:</b>	<b>Kawasaki</b>	<b>(73)</b>	<b>(KAWK)</b>
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Model	Codes	Includes	Model Years	Body Types
<b>MOTORCYCLES</b>				
701	0-50cc		1965-82,9999	80-81,83,88-89
702	51-124cc		1965- <b>06</b> ,9999	80-81,83,88-89
703	125-349cc		1965- <b>06</b> ,9999	80,83,88-89
704	350-449cc		1975-98; 2003-04, <b>2006</b> , 9999	80,83,88-89
705	450-749cc		1972- <b>06</b> ,9999	80,83,88-89
706	750cc or greater		1972- <b>06</b> ,9999	80,83,88-89
709	Unknown cc		1965- <b>06</b> ,9999	80-83,88-89
<b>ALL TERRAIN VEHICLES</b>				
731	0-50cc		2003- <b>06</b> ,9999	90
732	51-124cc	includes all ATVs	1970-88; 2003- <b>06</b> ,9999	90
733	125-349cc	designed solely for	1970- <b>06</b> ,9999	90
734	350cc or greater	off-road use and have 3	1970- <b>06</b> ,9999	90
739	Unknown cc	or 4 wheels.	1970- <b>06</b> ,9999	90

<b>MAKE:</b>	<b>Moto-Guzzi</b>	<b>(74)</b>	<b>(MOGU)</b>
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Model	Codes	Includes	Model Years	Body Types
<b>MOTORCYCLES</b>				
704	350-449cc		1965-76,9999	80,88-89
705	450-749cc		1965-87, 2004- <b>06</b> ,9999	80,88-89
706	750cc or greater		1965- <b>06</b> ,9999	80,88-89
709	Unknown cc		1965- <b>06</b> ,9999	80,88-89

<b>MAKE:</b>	<b>Norton</b>	<b>(75)</b>	<b>(NORT)</b>
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Model	Codes	Includes	Model Years	Body Types
<b>MOTORCYCLES</b>				
704	350-449cc		1950-76,9999	80,83,88-89
705	450-749cc		1950-76,9999	80,83,88-89
706	750cc or greater		1950-76,9999	80,83,88-89
709	Unknown cc		1950-76,9999	80,83,88-89

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**MAKE: Yamaha (76) (YAMA)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>MOTORCYCLES</b>				
701	0-50cc		1979- <b>06</b> ,9999	80-81,83,88-89
702	51-124cc		1972- <b>06</b> ,9999	80-81,83,88-89
703	125-349cc		1969- <b>06</b> ,9999	80,83,88-89
704	350-449cc		1972- <b>06</b> ,9999	80,83,88-89
705	450-749cc		1971- <b>06</b> ,9999	80,83,88-89
706	750cc or greater		1974- <b>06</b> ,9999	80,83,88-89
709	Unknown cc		1969- <b>06</b> ,9999	80,88-89
<b>ALL TERRAIN VEHICLES</b>				
731	0-50cc	includes all ATVs	1965-91, 2005- <b>06</b> , 9999	90
732	51-124cc	designed solely for	1965- <b>06</b> ,9999	90
733	125-349cc	off-road use and have 3	1965- <b>06</b> ,9999	90
734	350cc or greater	or 4 wheels.	1993- <b>06</b> ,9999	90
739	Unknown cc		1965- <b>06</b> ,9999	90
998	Other (Vehicle)	Snowmobiles	1965- <b>06</b> ,9999	91



# TRUCKS

<b>MAKE: Brockway</b>		<b>(80)</b>	<b>(BROC)</b>	
<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>MEDIUM/HEAVY TRUCKS</b>				
881	Medium/Heavy – CBE		1965-77,9999	60-64,66, 71-72,78
882	Medium/Heavy - COE low entry		1965-77,9999	60-64,66, 71-72,78
883	Medium/Heavy - COE high entry		1965-77,9999	60-64,66, 71-72,78
884	Medium/Heavy – Unknown engine location		1965-77,9999	60-64,66, 71-72,78
890	Medium/Heavy – COE entry position unknown		1965-77,9999	60-64,66, 71-72,78
898	Other (medium/heavy truck)		1965-77,9999	60-64,66, 71-72,78
899	Unknown (medium/heavy truck)		1965-77,9999	60-64,66, 71-72,78
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1965-77,9999	50-52,58-59
982	Bus: Front engine, Flat front		1965-77,9999	50-52,58-59
983	Bus: Rear engine, Flat front		1965-77,9999	50-52,58-59
988	Other (bus)		1965-77,9999	50-52,58-59
<b>** Use code “981”(bus) if the frontal plane or the engine location is unknown.</b>				
<b>MOTOR HOME</b>				
850	Motor Home	Truck based	1965-77,9999	65,73
998	Other (vehicle)		1965-77,9999	91-93,97
999	Unknown (BROCKWAY)		1965-77,9999	99

**MAKE: Diamond Reo or Reo (81) (DIAR)**

<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>MEDIUM/HEAVY TRUCKS</b>				
881	Medium/Heavy – CBE	DC101,C116	1954-75,9999	60-64,66, 71-72,78
882	Medium/Heavy – COE low entry		1954-75,9999	60-64,66, 71-72,78
883	Medium/Heavy – COE high entry	C054-C088	1954-75,9999	60-64,66, 71-72,78
884	Medium/Heavy – Unknown engine location		1954-75,9999	60-64,66, 71-72,78
890	Medium/Heavy – COE entry position unknown		1954-75,9999	60-64,66, 71-72,78
898	Other (medium/heavy truck)		1954-75,9999	60-64,66, 71-72,78
899	Unknown (medium/heavy truck)		1954-75,9999	60-64,66, 71-72,78
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1954-75,9999	50-52,58-59
982	Bus: Front engine, Flat front		1954-75,9999	50-52,58-59
983	Bus: Rear engine, Flat front		1954-75,9999	50-52,58-59
988	Other (bus)		1954-75,9999	50-52,58-59
<b>** Use code “981”(bus) if the frontal plane or the engine location is unknown.</b>				
<b>MOTOR HOME</b>				
850	Motor Home	Truck based	1954-75,9999	65,73
998	Other (vehicle)		1954-75,9999	91-93,97
999	Unknown (DIAMOND REO or REO)		1954-75,9999	99

**MAKE: Freightliner (82) (FRHT)**

Model	Codes	Includes	Model Years	Body Types
<b>LIGHT TRUCKS</b>				
461	Sprinter/Advantage	2500 (HC/SHC), 3500 (HC/SHC)	2002-06,9999	21-22,28-29
<b>MEDIUM/HEAVY TRUCKS</b>				
881	Medium/Heavy – CBE		1965-06,9999	60-64,66,71-72,78
882	Medium/Heavy – COE low entry		1968-06,9999	60-64,66,71-72,78
883	Medium/Heavy – COE high entry		1965-06,9999	60-64,66,71-72,78
884	Medium/Heavy – Unknown engine location		1963-06,9999	60-64,66,71-72,78
890	Medium/Heavy – COE entry position unknown		1965-06,9999	60-64,66,71-72,78
898	Other (medium/heavy truck)		1965-06,9999	60-64,66,71-72,78
899	Unknown (medium/heavy truck)		1964-06,9999	60-64,66,71-72,78
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1965-04,9999	50-52,58-59
982	Bus: Front engine, Flat front		1965-04,9999	50-52,58-59
983	Bus: Rear engine, Flat front		1965-04,9999	50-52,58-59
988	Other (bus)		1965-04,9999	50-52,58-59
<b>MOTOR HOME</b>				
850	Motor Home	Truck based	1965-06,9999	65,73
998	Other (vehicle)		1963-06,9999	91-93,97
999	Unknown (FREIGHTLINER)		1963-06,9999	99

**\*\* Use code “981”(bus) if the frontal plane or the engine location is unknown.**

<b>MAKE:</b>	<b>FWD</b>	<b>(83)</b>	<b>(FWD)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>MEDIUM/HEAVY TRUCKS</b>				
881	Medium/Heavy – CBE		1965-01,9999	60-64,66, 71-72,78
882	Medium/Heavy – COE low entry		1965-01,9999	60-64,66, 71-72,78
883	Medium/Heavy – COE high entry		1965-01,9999	60-64,66, 71-72,78
884	Medium/Heavy – Unknown engine location		1965-01,9999	60-64,66, 71-72,78
890	Medium/Heavy – COE entry position unknown		1965-01,9999	60-64,66, 71-72,78
898	Other (medium/heavy truck)		1965-01,9999	60-64,66, 71-72,78
899	Unknown (medium/heavy truck)		1965-01,9999	60-64,66, 71-72,78
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1965-01,9999	50-52,58-59
982	Bus: Front engine, Flat front		1965-01,9999	50-52,58-59
983	Bus: Rear engine, Flat front		1965-01,9999	50-52,58-59
988	Other (bus)		1965-01,9999	50-52,58-59
<b>** Use code “981”(bus) if the frontal plane or the engine location is unknown.</b>				
<b>MOTOR HOME</b>				
850	Motor Home	Truck based	1965-01,9999	65,73
998	Other (vehicle)		1965-01,9999	91-93,97
999	Unknown (FWD)		1965-01,9999	99

**MAKE: International Harvester/Navistar (84) (INTL) - (NAVI)**

Model	Codes	Includes	Model Years	Body Types
<b>LIGHT TRUCKS</b>				
421	Scout	Scout II, Utility pickup, SS-2, Roadster, 800 series, Traveler, Terra Traveltop,	1962-80,9999	15
431	Travelall	1010-1210, 100-200	1963-75,9999	16
466	Multistop Van	Metro RM, MS1510, 120-160, MS1210	1960-84,9999	22,28-29
481	Pickup	R-100-500, 900A-1500C/D, 1010-1510	1951-76,9999	31,33
498	Other (light truck)		1960-06,9999	15-16,22,28-29
499	Unknown (light truck)		1951-06,9999	15-16,19,22,28-29
<b>MEDIUM/HEAVY TRUCK</b>				
881	Medium/Heavy – CBE	Loadstar/Fleetstar, Paystar, CBE Transtar, 4200, S-series Mixer, 8100, 8500, 9100, 9200, 9300, 9400, 9900, <i>CXT, RXT, MXT</i>	1963-06,9999	60-64,66,71-72,78
882	Medium/Heavy – COE low entry	CO, VCO, DCO, 190-1950, Cargostar, LFM, 5370 (Garbage), CF500/600	1973-06,9999	60-64,66,71-72,78
883	Medium/Heavy – COE high entry	DCO, DCOT, UCO, VCOT, 405-series, COE Transtar, Unistar, Conco 707B, 9600	1961-06,9999	60-64,66,71-72,78
884	Medium/Heavy – Unknown engine location		1948-06,9999	60-64,66,71-72,78
890	Medium/Heavy – COE entry position unknown		1964-06,9999	60-64,66,71-72,78
898	Other (medium/heavy truck)	Fire truck - R140-R306, CO 8190	1955-06,9999	60-64,66,71-72,78
899	Unknown (medium/heavy truck)		1953-06,9999	60-64,66,71-72,78
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)	R153-1853 Loadstar, 1603-1853	1953-06,9999	50-52,58-59
982	Bus: Front engine, Flat front	173FC, 183FC	1972-06,9999	50-52,58-59
983	Bus**: Rear engine, Flat front	183RE, 193RE-transit	1965-06,9999	50-52,58-59
988	Other (bus)		1953-06,9999	50-52,58-59

**\*\* Use code “981”(bus) if the frontal plane or the engine location is unknown.**

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**MAKE: International Harvester/Navistar (Cont.) (84) (INTL) – (NAVI)**

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Model	Codes	Includes	Model Years	Body Types
<b>MOTOR HOME</b>				
850	Motor Home	Truck based	1965- <b>06</b> ,9999	65,73
998	Other (vehicle)		1954- <b>06</b> ,9999	91-93,97
999	Unknown (INTL. HARVESTER/ NAVISTAR)		1951- <b>06</b> ,9999	79,99

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**MAKE: Kenworth (85) (KW)**

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Model	Codes	Includes	Model Years	Body Types
<b>MEDIUM/HEAVY TRUCKS</b>				
881	Medium/Heavy – CBE	520, 540, T400, T600,T800, C500-550, W900, T300	1947- <b>06</b> ,9999	60-64,66, 71-72, 78
882	Medium/Heavy – COE low entry	L700	1972-04,9999	60-64,66, 71-72,78
883	Medium/Heavy – COE high entry	K100, K100E, K300	1965-04,9999	60-64,66, 71-72,78
884	Medium/Heavy – Unknown engine location		1954- <b>06</b> ,9999	60-64,66, 71-72,78
890	Medium/Heavy – COE entry position unknown		1964- <b>06</b> ,9999	60-64,66, 71-72,78
898	Other (medium/heavy truck)		1965- <b>06</b> ,9999	60-64,66, 71-72,78
899	Unknown (medium/heavy truck)		1956- <b>06</b> ,9999	60-64,66, 71-72,78
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1965-04,9999	50-52,58-59
982	Bus: Front engine, Flat front		1965-04,9999	50-52,58-59
983	Bus: Rear engine, Flat front		1965-04,9999	50-52,58-59
988	Other (bus)		1965-04,9999	50-52,58-59

**\*\* Use code “981”(bus) if the frontal plane or the engine location is unknown.**

<b>MOTOR HOME</b>				
850	Motor Home	Truck based	1965- <b>06</b> ,9999	65,73
998	Other (vehicle)		1965- <b>06</b> ,9999	91-93,97
999	Unknown (KENWORTH)		1965- <b>06</b> ,9999	99

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**MAKE: Mack (86) (MACK)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>MEDIUM/HEAVY TRUCKS</b>				
881	Medium/Heavy – CBE		1968-06,9999	60-64,66, 71-72,78
882	Medium/Heavy – COE low entry		1965-06,9999	60-64,66, 71-72,78
883	Medium/Heavy – COE high entry		1977-06,9999	60-64,66, 71-72,78
884	Medium/Heavy – Unknown engine location		1956-06,9999	60-64,66, 71-72,78
890	Medium/Heavy – COE entry position unknown		1972-06,9999	60-64,66, 71-72,78
898	Other (medium/heavy truck)		1971-06,9999	60-64,66, 71-72,78
899	Unknown (medium/heavy truck)		1956-06,9999	60-64,66, 71-72,78
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1965-04,9999	50-52,58-59
982	Bus: Front engine, Flat front		1976-04,9999	50-52,58-59
983	Bus: Rear engine, Flat front		1965-04,9999	50-52,58-59
988	Other (bus)		1965-04,9999	50-52,58-59
<b>** Use code “981”(bus) if the frontal plane or the engine location is unknown.</b>				
<b>MOTOR HOME</b>				
850	Motor Home	Truck based	1965-06,9999	65,73
998	Other (vehicle)		1965-06,9999	91-93,97
999	Unknown (MACK)		1965-06,9999	99

**MAKE: Iveco/Magirus\* (88) (IVEC)**

<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>MEDIUM/HEAVY TRUCKS</b>				
881	Medium/Heavy – CBE	LCF	1980-91,9999	60-64,66, 71-72,78
882	Medium/Heavy – COE low entry	FL, FS	1980-91,9999	60-64,66, 71-72,78
883	Medium/Heavy – COE high entry		1980-91,9999	60-64,66, 71-72,78
884	Medium/Heavy – Unknown engine location		1980-91,9999	60-64,66, 71-72,78
890	Medium/Heavy – COE entry position unknown		1980-91,9999	60-64,66, 71-72,78
898	Other (medium/heavy truck)		1980-91,9999	60-64,66, 71-72,78
899	Unknown (medium/heavy truck)		1980-91,9999	60-64,66, 71-72,78
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1980-91,9999	50-52,58-59
982	Bus: Front engine, Flat front		1980-91,9999	50-52,58-59
983	Bus: Rear engine, Flat front		1980-91,9999	50-52,58-59
988	Other (bus)		1980-91,9999	50-52,58-59
<b>** Use code “981”(bus) if the frontal plane or the engine location is unknown.</b>				
<b>MOTOR HOME</b>				
850	Motor Home	Truck based	1980-91,9999	65,73
998	Other (vehicle)		1980-91,9999	91-93,97
999	Unknown (IVECO/MAGIRUS)		1980-91,9999	99

**\* Magirus stopped production in 1985; Iveco stopped production in 1991.**



**MAKE: Peterbilt (87) (PTRB)**

Model	Codes	Includes	Model Years	Body Types
<b>MEDIUM/HEAVY TRUCKS</b>				
881	Medium/Heavy – CBE	357-379, 387, 385	1974-06,9999	60-64,66, 71-72,78
882	Medium/Heavy – COE low entry	270	1965-06,9999	60-64,66, 71-72,78
883	Medium/Heavy – COE high entry	362, 320	1965-06,9999	60-64,66, 71-72,78
884	Medium/Heavy – Unknown engine location		1961-06,9999	60-64,66, 71-72,78
890	Medium/Heavy – COE entry position unknown		1964-06,9999	60-64,66, 71-72,78
898	Other (medium/heavy truck)		1965-06,9999	60-64,66, 71-72,78
899	Unknown (medium/heavy truck)		1961-06,9999	60-64,66, 71-72,78
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1965-04,9999	50-52,58-59
982	Bus: Front engine, Flat front		1965-04,9999	50-52,58-59
983	Bus: Rear engine, Flat front		1965-04,9999	50-52,58-59
988	Other (bus)		1965-04,9999	50-52,58-59
<b>** Use code “981”(bus) if the frontal plane or the engine location is unknown.</b>				
<b>MOTOR HOME</b>				
850	Motor Home	Truck based	1965-06,9999	65,73
998	Other (vehicle)		1965-06,9999	91-93,97
999	Unknown (PETERBILT)		1965-06,9999	99

Model	Codes	Includes	Model Years	Body Types
<b>MEDIUM/HEAVY TRUCKS</b>				
881	Medium/Heavy – CBE		1965- <del>06</del> ,9999	60-64,66, 71-72,78
882	Medium/Heavy – COE low entry		1968- <del>06</del> ,9999	60-64,66, 71-72,78
883	Medium/Heavy – COE high entry		1965- <del>06</del> ,9999	60-64,66, 71-72,78
884	Medium/Heavy – Unknown engine location		1963- <del>06</del> ,9999	60-64,66, 71-72,78
890	Medium/Heavy – COE entry position unknown		1965- <del>06</del> ,9999	60-64,66, 71-72,78
898	Other (medium/heavy truck)		1965- <del>06</del> ,9999	60-64,66, 71-72,78
899	Unknown (medium/heavy truck)		1964- <del>06</del> ,9999	60-64,66, 71-72,78
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1965- <del>06</del> ,9999	50-52,58-59
982	Bus: Front engine, Flat front		1965- <del>06</del> ,9999	50-52,58-59
983	Bus: Rear engine, Flat front		1965- <del>06</del> ,9999	50-52,58-59
988	Other (bus)		1965- <del>06</del> ,9999	50-52,58-59
<b>** Use code “981”(bus) if the frontal plane or the engine location is unknown.</b>				
<b>MOTOR HOME</b>				
850	Motor Home	Truck based	1965- <del>06</del> ,9999	65,73
998	Other (vehicle)		1963- <del>06</del> ,9999	91-93,97
999	Unknown (WHITE/AUTOCAR-WHITE/GMC)		1963- <del>06</del> ,9999	99

## BUSES

NOTE: Refer to the PASSENGER CAR section for buses manufactured by Chevy, Dodge, Ford, GMC, Grumman, Isuzu, Mercedes, Mitsubishi and Volvo. Refer to the TRUCK section for buses manufactured by Brockway, Diamond Rio, Freightliner, FWD, International Harvester, Kenworth, Mack, Peterbilt, and White/Autocar-White/GMC. Refer to the OTHER MAKE section for buses manufactured by Neoplan, Carpenter Industries, DINA, Mid Bus, Orion, and Van Hool. Hino and Scania buses are located under OTHER MAKE (Medium/Heavy Trucks) since those manufacturers also make trucks.

Bluebird		90	(BLUI)	
Model	Codes	Includes	Model Years	Body Types
<b>LIGHT TRUCKS</b>				
461	Van Based	van-based school bus, shuttle bus	1927-06,9999	21
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1927-06,9999	50-52,58-59
982	Bus: Front engine, Flat front		1927-06,9999	50-52,58-59
983	Bus: Rear engine, Flat front		1927-06,9999	50-52,58-59
988	Other (bus)		1927-06,9999	50-52,58-59
999	Unknown (BLUEBIRD)		1927-06,9999	99

\*\* Use code "981"(bus) if the frontal plane or the engine location is unknown.

Eagle Coach		91		
Model	Codes	Includes	Model Years	Body Types
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1948-01,9999	50-52,58-59
982	Bus: Front engine, Flat front		1948-01,9999	50-52,58-59
983	Bus: Rear engine, Flat front		1948-01,9999	50-52,58-59
988	Other (bus)		1948-01,9999	50-52,58-59

\*\* Use code "981"(bus) if the frontal plane or the engine location is unknown.

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<b>Gillig</b>	<b>92</b>	
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1932- <b>06</b> ,9999	50-52,58-59
982	Bus: Front engine, Flat front		1932- <b>06</b> ,9999	50-52,58-59
983	Bus: Rear engine, Flat front		1932- <b>06</b> ,9999	50-52,58-59
988	Other (bus)		1932- <b>06</b> ,9999	50-52,58-59
<b>** Use code "981"(bus) if the frontal plane or the engine location is unknown.</b>				

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<b>MCI</b>	<b>93</b>	<b>(MCIN)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1963- <b>06</b> ,9999	50-52,58-59
982	Bus: Front engine, Flat front		1963- <b>06</b> ,9999	50-52,58-59
983	Bus: Rear engine, Flat front		1963- <b>06</b> ,9999	50-52,58-59
988	Other (bus)		1963- <b>06</b> ,9999	50-52,58-59
<b>** Use code "981"(bus) if the frontal plane or the engine location is unknown.</b>				

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<b>Thomas Built</b>	<b>94</b>	<b>(THMS)</b>
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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>LIGHT TRUCKS</b>				
461	Van Based	van-based school bus, shuttle bus	1936- <b>06</b> ,9999	21
<b>BUSES</b>				
981	Bus**: Conventional (Engine out front)		1936- <b>06</b> ,9999	50-52,58-59
982	Bus: Front engine, Flat front		1936- <b>06</b> ,9999	50-52,58-59
983	Bus: Rear engine, Flat front		1936- <b>06</b> ,9999	50-52,58-59
988	Other (bus)		1936- <b>06</b> ,9999	50-52,58-59
999	Unknown (THOMAS BUILT)		1936- <b>06</b> ,9999	99
<b>** Use code "981"(bus) if the frontal plane or the engine location is unknown.</b>				

## OTHER MAKE

MAKE:		Other Make *	(98)	
Model	Codes	Includes	Model Years	Body Types
<b>AUTOMOBILES</b> (Unknown if DOMESTIC or FOREIGN)**				
398	Other (automobile)	Solectra (electric: Force)	1945-06,9999	01-13
<b>LIGHT TRUCKS</b>				
498	Other (light truck)	Solectra (electric: Citivan Flash)	1960-06,9999	14-16,19-22, 28-33,39-42, 45, 48
<b>MOTORCYCLES</b>				
701	0-50cc	(Includes: ATK, Beta, Buell,	1965-06,9999	80-81,88-89
702	51-124cc	Ducati, Cagiva, Cobra Trike,	1965-06,9999	80-83,88-89
703	125-349cc	Husqvarna, Jawa, KTM,	1965-06,9999	80-83,88-89
704	350-449cc	Maely, Riva, Strociek,	1965-06,9999	80-83,88-89
705	450-749cc	Aprilia, MV Augusta, Bimota,	1965-06,9999	80-83,88-89
706	750cc or greater	Husaberg, Indian Scout, Indian, Laverda, Victory, Big Dog, Titan, Twin Eagle, Viza Viper)	1965-06,9999	80-83,88-89
709	Unknown cc		1945-06,9999	80-83,88-89
<b>ALL TERRAIN VEHICLES</b>				
731	0-50cc	includes all ATVs	1965-06,9999	90
732	51-124cc	designed solely for	1965-06,9999	90
733	125-349cc	off-road use and have 3	1965-06,9999	90
734	350cc or greater	or 4 wheels. Includes: Polaris	1965-06,9999	90
739	Unknown cc		1965-06,9999	90
<b>MEDIUM/HEAVY TRUCKS</b>				
802	Auto-Union-DKW		1965-88 9999	60-64,66, 71-72,78
803	Divco		1963-88,9999	60-64,66, 71-72,78
804	Western Star		1965-06,9999	60-64,66, 71-72,78
805	Oshkosh	(includes trucks & buses)	1965-06,9999	50,52-59,60-64, 66,71-72,78
806	Hino	(includes trucks & buses)	1985-06,9999	50-52,58,59,60-64, 66,71-72,78
807	Scania	(includes trucks & buses)	1986-04,9999	50-52,58,59,60-64, 66,71-72,78
* Occurs when make is not explicitly listed here.				
** Do not use Other Make (98) if Other Domestic (29) or Other Import (69) is applicable.				

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**MAKE: Other Make \* (Cont.) (98)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>MEDIUM/HEAVY TRUCKS (Cont.)</b>				
808	UD		1986- <b>06</b> ,9999	60-64,66, 71-72,78
809	Sterling		1998- <b>06</b> ,9999	60-64,66, 71-72,78
881	Medium/Heavy – CBE	DINA	1965- <b>06</b> ,9999	60-64,66, 71-72,78
882	Medium/Heavy – COE low entry	DINA	1965- <b>06</b> ,9999	60-64,66, 71-72,78
883	Medium/Heavy – COE high entry		1965- <b>06</b> ,9999	60-64,66, 71-72,78
884	Medium/Heavy – Unknown engine location		1965- <b>06</b> ,9999	60-64,66, 71-72,78
890	Medium/Heavy – COE entry position unknown		1965- <b>06</b> ,9999	60-64,66, 71-72,78
898	Other (medium/heavy truck)**	e.g., Marmon, Ward LaFrance	1945- <b>06</b> ,9999	60-64,66, 71-72,78
<b>BUSES</b>				
902	Neoplan		1950- <b>06</b> ,9999	50-52,58-59
903	Carpenter		1923-00,9999	21,50-52,58-59
904	Collins Bus		1967- <b>06</b> ,9999	21
905	DINA		1989-04,9999	50-52,58-59
906	Mid Bus		1963- <b>06</b> ,9999	21
907	Orion		1978- <b>06</b> ,9999	50-52,58-59
908	Van Hool		1947- <b>06</b> ,9999	50-52,58-59
981	Bus***: Conventional (Engine out front)		1965- <b>06</b> ,9999	50-52,58-59
982	Bus: Front engine, Flat front		1976- <b>06</b> ,9999	50-52,58-59
983	Bus: Rear engine, Flat front		1965- <b>06</b> ,9999	50-52,58-59
988	Other (bus)	**** (see following page)	1945- <b>06</b> ,9999	50-52,58-59

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**MAKE: Other Make \* (Cont.) (98)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>MOTOR HOME</b>				
850	Motor Home	Truck-based	1965- <b>06</b> ,9999	65,73
998	Other (vehicle)	(e.g., farm vehicle, snowmobile, go-cart, golf carts)	1940- <b>06</b> ,9999	91-93,97
999	Unknown (OTHER MAKE)		1940- <b>06</b> ,9999	49,79,99

- \* **Occurs when make is not explicitly listed here.**
- \*\* **Do not use Other Make (98) if Other Domestic (29) or Other Import (69) is applicable.**
- \*\*\* **Use code “981” (bus) if the frontal plane or the engine location is unknown.**
- \*\*\*\* **Prior to 1999, MCI buses were coded Other Make/Other Bus. Starting in 1999, MCI has its own Make Code 93.**

**UNKNOWN MAKE**

<b>MAKE:</b>		<b>Unknown Make</b>	<b>(99)</b>	
<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>AUTOMOBILES</b>				
	399	Unknown (automobile)	1945- <b>06</b> ,9999	01-13
<b>LIGHT TRUCKS</b>				
	499	Unknown (light truck)	1945- <b>06</b> ,9999	14-16,19-22, 28-33,35,39-42, 45, 48
<b>MOTORCYCLES</b>				
	701	0-50cc	1965- <b>06</b> ,9999	80-83,88-89
	702	51-124cc	1965- <b>06</b> ,9999	80-83,88-89
	703	125-349cc	1965- <b>06</b> ,9999	80-83,88-89
	704	350-449cc	1965- <b>06</b> ,9999	80-83,88-89
	705	450-749cc	1965- <b>06</b> ,9999	80-83,88-89
	706	750cc or greater	1965- <b>06</b> ,9999	80-83,88-89
	709	Unknown cc	1945- <b>06</b> ,9999	80-83,88-89
<b>ALL TERRAIN VEHICLES</b>				
	731	0-50cc	1965- <b>06</b> ,9999	90
	732	51-124cc	1965- <b>06</b> ,9999	90
	733	125-349cc	1965- <b>06</b> ,9999	90
	734	350cc or greater	1965- <b>06</b> ,9999	90
	739	Unknown cc	1965- <b>06</b> ,9999	90
<b>MEDIUM/HEAVY TRUCKS</b>				
	881	Medium/Heavy – CBE	1965- <b>06</b> ,9999	60-64,66, 71-72,78
	882	Medium/Heavy – COE low entry	1965- <b>06</b> ,9999	60-64,66, 71-72,78
	883	Medium/Heavy – COE high entry	1965- <b>06</b> ,9999	60-64,66, 71-72,78
	884	Medium/Heavy – Unknown engine location	1965- <b>06</b> ,9999	60-64,66, 71-72,78
	890	Medium/Heavy – COE entry position unknown	1965- <b>06</b> ,9999	60-64,66, 71-72,78
	898	Other (medium/heavy truck)	1965- <b>06</b> ,9999	60-64,66, 71-72,78
	899	Unknown (medium/heavy truck)	1945- <b>06</b> ,9999	60-64,66, 71-72,78



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**MAKE: Unknown Make (Cont.) (99)**

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<b>Model</b>	<b>Codes</b>	<b>Includes</b>	<b>Model Years</b>	<b>Body Types</b>
<b>BUSES</b>				
981	Bus**:	Conventional (Engine out front)	1965-06,9999	50-52,58-59
982	Bus:	Front engine. Flat front	1976-06,9999	50-52,58-59
983	Bus:	Rear engine, Flat front	1965-06,9999	50-52,58-59
988	Other (bus)		1945-06,9999	50-52,58-59
989	Unknown (bus)		1945-06,9999	50-52,58-59

**\*\* Use code "981"(bus) if the frontal plane or the engine location is unknown.**

**MOTOR HOME**

850	Motor Home	Truck based	1965-06,9999	65,73
998	Other (vehicle)	(e.g., farm vehicle, snowmobile, go-cart)	1943-06,9999	91-93,97
999	Unknown (as to automobile, motored cycle, light truck or truck)		1945-06,9999	49,79,99

<b>BODY TYPE</b>
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**Format: 2 numeric**

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**Element Values:**

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Blanks

01-16, 19-22, 28-33, 39-42, 45, 48-52, 58-67, 71-73, 78-83, 88-93, 97, 99

**Automobiles**

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- 01 Convertible (excludes sun-roof, t-bar)
- 02 2-door sedan, hardtop, coupe
- 03 3-door/2-door hatchback
- 04 4-door sedan, hardtop
- 05 5-door/4-door hatchback
- 06 Station wagon (excluding van and truck based)
- 07 Hatchback, number of doors unknown
- 08 Sedan/Hardtop, number of doors unknown
- 09 Other or Unknown automobile type

**Automobile Derivatives**

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- 10 Auto-based pickup (includes El Camino, Caballero, Ranchero, Chevrolet – SSR; Subaru – Brat, Baha; Volkswagen – Rabbit Pickup)
- 11 Auto-based panel (cargo station wagon, auto-based ambulance or hearse)
- 12 Large limousine – more than four side doors or stretch chassis
- 13 Three-wheel automobile or automobile derivative

**Utility Vehicles**

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- 14 Compact Utility (ANSI D-16 Utility Vehicle Categories “Small” and “Midsize”):
  - Small: Chevy-Tracker; GMC- Jimmy; Isuzu – Trooper II; Oldsmobile Bravada (1991-94); Suzuki – Samurai, Sidekick.



- 14
- Midsize: Acura–SLX; **Audi–Q7**; BMW–X3, X5; Buick–Rendezvous; Rainier Chevrolet – S10-Blazer/TrailBlazer, Tracker (1999 on), TrailBlazer (2003 on), Equinox; Diahatsu–Rocky; Dodge – Durango, Raider; Ford–Bronco II (1984 on), Escape, Explorer, Explorer Sport; GMC–Jimmy (1995 on), Envoy; Honda–CRV, Passport, Element; Hummer – H3; Hyundai – Santa Fe, Tuscon; Infiniti–QX4; Isuzu–Amigo, Axiom, Rodeo, Rodeo Sport, Vehicross, Trooper, Hombre; Jeep–Cherokee (1984 on), **Commander**, Grand Cherokee, Liberty, Wagoneer, Wrangler; Lincoln–Aviator; Kia–Sportage, Sorrento; Land Rover – Defender, Discovery, Freelander; Lexus–RX300, RX330, GX470; Mazda – Navajo, Tribute; Mercedes – M , ML, G500;Mercury – Mariner, Mountaineer; Mitsubishi – Montero, Montero Sport, Endeavor; Nissan – Pathfinder, Xterra; Oldsmobile – Bravada (1996 on);Pontiac – Aztek, **Torrent**; Saab – 9-7x; Saturn – Vue; Subaru – **B9 Tribeca**, Forester; Suzuki – Vitara, Vitara V6, Grand Vitara, X90, XL7; Toyota – 4-Runner, **FJ Cruiser**, Highlander, RAV4; Volvo – XC90.



- 15 Large utility (ANSI D-16 Utility Vehicle Categories and “Full Size” and “Large”)
- Full Size: Acura – MDX; Cadillac– Escalade; Chevrolet Full-size Blazer, Tahoe; Ford – Full-size Bronco (78 and after), Excursion, Expedition; Honda – Pilot; GMC– Jimmy (1991 on), Yukon (Denali/XL); Infiniti – QX56; Isuzu– Ascender; Jeep – Cherokee (83 and before); Land Rover – LR3; **Mercedes Benz – GL450**; Nissan –Armada; Porsche – Cayenne; Range Rover; Lexus – LX450/470; Lincoln – Navigator; Toyota – Land Cruiser, Sequoia; Volkswagen – Touareg.
  - Large: **Avanti – Studebaker XUV**;AMC-Hummer (H1, H2)



- 16 Utility station wagon (includes suburban limousines, Cadillac – Escalade ESV; Chevrolet – Suburban (Yukon XL (2000 on), Travellall, Jeep – Grand Wagoneer)

- 19 Utility, unknown body type

### Van-Based Light Trucks (GVWR <= 10,000 lbs.)



- 20 Minivan (Buick-Terraza; Chevrolet-Astro, Lumina, Uplander, Venture; Chrysler-Town and Country, Voyager; Dodge-Caravan, Grand Caravan; Ford-Aerostar, Windstar, Freestar; GMC-Safari, Savana; Honda-Odyssey; **Hyundai-Entourage**; Isuzu-Oasis; Kia-Sedona; Mazda-MPV; Mercury-Monterey, Villager; Mistubishi-Minivan; Nissan-Altra EV, Axxess, Quest, Van; Oldsmobile-Silhouette; Plymouth-Voyager, Grand Voyager, Vista; Pontiac-Transport, Montana; Saturn-Relay; Toyota-Previa, Sienna; Volkswagon-Camper, Eurovan, Vanagon,
- 21 Large Van-Includes van-based buses (B150-B350, Sportsman, Royal Maxiwagon, Ram, Tradesman, Voyager [83 and before], E150-E350, Econoline, Clubwagon, Chateau, G10-G30, Chevy Van, Beauville, Sport Van, G15-G35, Rally Van, Vandura, Freightliner-Sprinter/Advantage, Mercedes Benz-Sprinter, Dodge-Sprinter)
- 22 Step-van or walk-in van
- 28 Other van type (Hi-Cube Van, Kary)

29 Unknown van type

### **Light Conventional Truck (Pickup-style cab, GVWR <= 10,000 lbs.)**

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- 30 Compact pickup (GVWR < 4,500 lbs.) (Chevrolet – Colorado, Courier, S-10, T-10, LUV; Dodge - D50, Colt P/U, Ram 50, Dakota; Plymouth – Arrow Pickup [foreign]; Ford – Courier, Ranger, Explorer Sport Trac; GMC – Canyon, Dakota, S-15, T-15, Sonoma, Honda – Ridgeline; Isuzu – Hombre, *i-280*, *i-350*; Mazda – Pickup, B-Series; Mitsubishi – Pickup; Nissan/Datsun – Pickup, Frontier; Toyota – Pickup, Tacoma)
- 31 Standard pickup (GVWR 4,500 to 10,000 lbs.) (AM General – Hummer Pickup; *Avanti* – *Studebaker XUT*; Cadillac – Escalade EXT; Chevrolet – Avalanche, Silverado, C-K 1500, C-K 2500, C-K 3500, S/T, Sierra, R100-R500; Dodge – Ram Pick up, Dakota, D100-D350, W100-W350, Ford – F100-F350; GMC - C10-C35, K10-K35, R10-R35, V10-V35; Jeep – Pickup, Comanche; Lincoln – Blackwood , Mark LT; *Mitsubishi* – *Raider*; Nissan/Datsun – Titan; Toyota – Tundra, T-100.)
- 32 Pickup with slide-in camper
- 33 Convertible pickup
- 39 Unknown (pickup style) light conventional truck type

### **Other Light Conventional Trucks (GVWR <= 10,000 lbs.)**

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- 40 Cab chassis based (includes light stake, light dump, light tow, rescue vehicles)
- 41 Truck based panel
- 45 Other light conventional truck type (includes stretched suburban limousine)
- 48 Unknown light truck type (not a pickup)
- 49 Unknown light vehicle type (automobile, utility vehicle, van, or light truck)

### **Buses (excludes van-based)**

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- 50 School Bus
- 51 Cross Country/Intercity Bus (i.e., Greyhound)
- 52 Transit Bus (City Bus)
- 58 Other Bus Type
- 59 Unknown Bus Type

### **Heavy/Medium Vehicles (GVWR > 10,000 lbs.)**

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- 60 Step van
- 61 Single-unit straight truck (10,000 lbs. < GVWR < or = 19,500 lbs.)
- 62 Single-unit straight truck (19,500 lbs. < GVWR < or = 26,000 lbs.)
- 63 Single-unit straight truck (GVWR > 26,000 lbs.)
- 64 Single-unit straight truck (GVWR unknown)
- 66 Truck-tractor (Cab only, or with any number of trailing units; any weight)
- 67 Medium/heavy Pickup (Ford Super Duty 450/550)

- 71 Unknown if single-unit or combination unit Medium Truck (10,000 lbs. < GVWR < 26,000 lbs.)
- 72 Unknown if single-unit or combination unit Heavy Truck (GVWR > 26,000 lbs.)
- 78 Unknown medium/heavy truck type
- 79 Unknown truck type (light/medium/heavy)

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**Motor Homes – (Do NOT code commercial vehicle elements for motor homes, unless hazardous cargo is present)**

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- 42 Light truck (van-based or pickup-based) motor home
- 65 Medium/heavy truck based motor home
- 73 Camper or motor home, unknown truck type

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**Motorcycles, Mopeds, All-Terrain Vehicles; All-Terrain Cycles**

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- 80 Motorcycle
- 81 Moped (motorized bicycle)
- 82 Three-wheel Motorcycle or Moped – not All-Terrain Vehicle
- 83 Off-road Motorcycle (2-wheel)
- 88 Other motored cycle type (mini-bikes, motor scooters)
- 89 Unknown motored cycle type
- 90 ATV (All-Terrain Vehicle; includes 3 or 4 wheels)

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**Other Vehicles**

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- 91 Snowmobile
- 92 Farm equipment other than trucks
- 93 Construction equipment other than trucks (includes graders)
- 97 Other vehicle type (includes go-cart, fork-lift, city street sweeper, dune/swamp buggy, golf cart)
- 99 Unknown body type

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**Remarks:**

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**Code 09** is used when specific styles are not known (convertible, hatchback, station wagon, coupe); however, the PAR in combination with the registration data may give sufficient data to use Codes “02” and “04.”

**Example #1:** You know that it is a 2-door and you know it is NOT a convertible, (and your choices are Codes “01,” “02” and “09”) then you use Code “02.”

**Example #2:** You know that it is a 4-door and the PAR eliminates the possibility of a hatchback or station wagon, then use Code “04.”

**SEE REMARKS UNDER VEHICLE IDENTIFICATION NUMBER – V12**

<b>VEHICLE MODEL YEAR</b>
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**Format:** 4 numeric

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**Element Values:**

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Blanks
Code Actual Model Year
9999 Unknown

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**Remarks:**

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Code all four digits of the model year for which the vehicle was manufactured.

A vehicle manufactured as a 1985 model is to be coded as "1985."

**SEE REMARKS UNDER VEHICLE IDENTIFICATION NUMBER – V12**

<b>VEHICLE IDENTIFICATION NUMBER</b>
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**Format:** 17 alphanumeric

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**Element Values:**

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Blanks

000000000000000000 – Not Applicable/Registration Not Required

Any Alphanumeric Characters – Actual VIN number

999999999999999999 – VIN Unknown

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**Remarks:**

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The standard VIN (1981 and later) is 17-characters long. Older VINs may be shorter. Code the complete VIN. VIN is always left-justified.

If the VIN is less than 17-characters long (pre-1981 VIN), leave the remaining characters blank. Do not zero-fill. If the state will not allow transmittal of a complete standard VIN, code the right-most four characters as numeric zeroes.

Code as not applicable (zeroes) the VIN of vehicles that do not require registration (farm tractors, go-carts, etc.).

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**Remarks (V8 through V12):**

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VEHICLE MAKE, VEHICLE MODEL, VEHICLE BODY TYPE, MODEL YEAR as shown on accident reports must be verified with registration data. In the case of inconsistencies, registration data takes precedence over accident report data. Note that vehicle information should be gathered only from state records. Do not use any other sources to determine any of these elements, that is; you should not use sources such as the NATB Passenger Vehicle Identification Manual.

**VEHICLE MAKE** codes are organized into general groups. These groups are:

01-28	Domestic Passenger Car
29	Other Domestic Passenger Car
30-64	Import Passenger Car
69	Other Import Passenger Car
70-76	Motored Cycle/Moped
80-89	Truck/Bus
90-94	Bus
98	Other Make (where MAKE “29” or “69” are not applicable)
99	Unknown Make

**VEHICLE MODEL** refers to the series of vehicles for a make, e.g., Pintos, Galaxies, Mustangs are Models of Ford. It does not refer to the various styles within a model unless they are listed in the codes for VEHICLE MODEL.

**The MODEL codes are organized into general groups. These groups are:**

001-399	Passenger Car (automobile)
400-499	Light Trucks (including truck based utility vehicles, light duty pickup trucks, standard pickup trucks, vans, mini vans, van-based station wagons, van-based buses, van derivatives, and truck-based station wagons).
700-739	Motored Cycles (including motorcycles, mini-bikes, motor scooters, dirt bikes, and mopeds).
850	Motor Home (truck based)
880-897	Trucks (including all trucks over 10,000 lbs. GVWR except those pickup type trucks mentioned under BODY TYPE code “30-31” (Pickup)).
898-899	Other, Unknown, truck over 10,000 lbs. GVWR.
980-996	All buses except those that are van-based.
988	Other bus over 10,000 lbs. GVWR.
998	Other Vehicle
999	Unknown Vehicle



Note that for both MAKE and MODEL the use of the terms “other” and “unknown” have very specific meanings. “Other” refers to a MAKE or MODEL that is known but is not explicitly listed. “Unknown” refers to the situation where no specific named MAKE or MODEL is known. Selection of the proper “other” or “unknown” code can only be made with consideration of the vehicle BODY TYPE in accordance with the following table (Table A) of applicable BODY TYPE for given combinations of “other” and/or “unknown” MAKE and MODEL.

4WD, FWD, or Four-Wheel Drive does not automatically imply on/off road vehicle (Utility Vehicles), body types “14” and “15.”

Reconstructed Vehicles: In cases where someone builds a “home made” vehicle from drastically mixed parts, there may be no clear MAKE or MODEL. In addition, the state may issue an Identification Number in place of the Standard VIN. In such cases, code the VIN as all “0’s”; code MAKE, MODEL, and MODEL YEAR as “9’s.” Code BODY TYPE as appropriate. Be sure to use RELATED FACTORS-VEHICLE LEVEL code “35.”

In reconstructed vehicles where the modifications are less drastic and you can determine the MAKE, MODEL and VIN, code these elements appropriately and be sure to use Related Factors-Vehicle Level code “35.”

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**Consistency Checks:**

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	<b>IF</b>	<b>THEN</b>
(1C0P) 1.	ACCIDENT MONTH is between June and December,	the vehicle MODEL YEAR must NOT be greater than ACCIDENT YEAR plus ONE.
(1D0P) 2.	SPECIAL USE equals 1,	BODY TYPE must equal 02-09, 12, 14-21, 28-29, 99.
(1Q0F) 3.	PERSON TYPE equals 01, and BODY TYPE equals 80-83, 88-89,	SEATING POSITION must not equal 00, 12-55, 99.
(1R0P) 4.	SEATING POSITION equals 51, and BODY TYPE equals 50-52, 58-59,	INJURY SEVERITY must not equal 0, 9.
(1Z0P) 5.	SEQUENCE OF EVENTS equals 01,	ROLLOVER must not equal 0 for this vehicle unless BODY TYPE equals 80-83, 88-89, or blank for this vehicle.

	<b>IF</b>	<b>THEN</b>
(2D0P) 6.	SPECIAL USE equals 2,	BODY TYPE must equal 16, 19-21, 28-29, 45, 48, 51-52, 58-59 or blanks.
(2Q0F) 7.	PERSON TYPE equals 02-03, 09, and BODY TYPE equals 01-02, 04, 08, 10, 31-33, 39-41, 45, 48-49, 90-91,	SEATING POSITION must not equal 00, 31-50.
(2R0P) 8.	RESTRAINT SYSTEM USE equals 01-04, 06, 13-14,	BODY TYPE must not equal 80-83, 88-89, 91.
(2U0P) 9.	BODY TYPE equals 80-83, 88-91,	AIR BAG AVAILABILITY/ DEPLOYMENT must equal 30.
(3A0P) 10.	SPECIAL USE equals 7,	BODY TYPE must equal 15, 19, 40, 48-49, 60-64, 66-67, 71-72, 78-79, 99.
(3Q0F) 11.	PERSON TYPE equals 02-03, 09, and BODY TYPE equals 01-16, 19-20, 22, 28-33, 39, 41-42, 50-52, 58-59, 65, 80-83, 88-92, 97,	SEATING POSITION must not equal 00, 50.
(4A0P) 12.	BODY TYPE equals 80-83, 88-89,	SPECIAL USE must not equal 1-3, 6-7.
(4D0P) 13.	SPECIAL USE equals 3,	BODY TYPE must equal 20-21, 28-29, 50-52, 58-59.
(4N4P) 14.	MOTOR CARRIER IDENTIFICATION NUMBER does not equal 00-000000000,	BODY TYPE must equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, 99, or HAZARDOUS CARGO must equal 1-3.
(4N5P) 15.	BODY TYPE does not equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, or HAZARDOUS CARGO does not equal 1-3,	MOTOR CARRIER IDENTIFICATION NUMBER must equal 00-000000000, 99-999999999.

<b>IF</b>	<b>THEN</b>
(4Q0F) 16. PERSON TYPE equals 02-03, 09, and BODY TYPE equals 80-83, 88-89,	SEATING POSITION must not equal 00, 13-19, 22-50.
(4Q1F) 17. PERSON TYPE equals 02-03, and BODY TYPE equals 21,	SEATING POSITION must not equal 00, 50, 52.
(4S0P) 18. BODY TYPE equals 80-83, 88-89,	EJECTION must equal 0.
(5A0P) 19. BODY TYPE equals 80-83, 88-89,	ROLLOVER must equal 0.
(5B0P) 20. JACKKNIFE equals 0, and BODY TYPE equals 66,	VEHICLE TRAILING must not equal 1-4.
(5D0P) 21. SPECIAL USE equals 4,	BODY TYPE must equal 01-12, 15-16, 19-22, 28-33, 39-41, 45, 48-50, 58-59, 60-64, 66-67, 71-72, 78-79, 90, 99.
(5Q0F) 22. PERSON TYPE equals 02-03, and BODY TYPE equals 50-52, 58-59,	SEATING POSITION must not equal 00-50, 52-54, 99.
(5S0P) 23. BODY TYPE equals 80-83, 88-89,	EXTRICATION must equal 0.
(6A1P) 24. UNDERRIDE/OVERRIDE equals 1-6,	BODY TYPE must equal 01-16, 19-22, 28-33, 39-42, 45, 48-49, 67, 97, and VEHICLE ROLE must equal 1, 3.
(6D0P) 25. SPECIAL USE equals 5,	BODY TYPE must equal 01-12, 14-16, 19-22, 28-33, 39-41, 45, 48-49, 58-64, 66-67, 71-72, 78-82, 88-91, 97, 99.
(6E1P) 26. UNDERRIDE/OVERRIDE equals 7-8,	BODY TYPE must not equal 80-83, 88-91, and VEHICLE ROLE must equal 1, 3.

	<b>IF</b>	<b>THEN</b>
(6Q0F)	27. PERSON TYPE equals 02-03, 09, and BODY TYPE equals 60-67, 71-72, 78-79,	SEATING POSITION must not equal 00, 31-49.
(7D0P)	28. SPECIAL USE equals 6,	BODY TYPE must equal 11, 14-16, 19, 21-22, 28-29, 40-41, 45, 48-49, 61, 64, 79, 97, 99.
(7Q0F)	29. PERSON TYPE equals 09, and BODY TYPE equals 50-52, 58-59,	SEATING POSITION must not equal 00, 12-50, 52-54.
(8P0P)	30. PERSON TYPE equals 01, and AGE is less than 08,	BODY TYPE must not equal 01-12, 14-16, 19-22, 28-33, 39-42, 45, 48-52, 58-67, 71-72, 78-83, 89, 92-93.
(8P1P)	31. PERSON TYPE equals 01, and AGE is less than 08,	BODY TYPE should equal 88, 91.
(900P)	32. BODY TYPE does not equal 91, and VEHICLE MODEL YEAR is a valid year and is greater than or equal to 1980, and VEHICLE MODEL YEAR equals _____,	the 10 <sup>th</sup> digit of the valid VEHICLE IDENTIFICATION NUMBER (VIN) should equal _____ (contact Headquarters for VIN assistance).
(930P)	33. BODY TYPE is inconsistent with VIN.	
(970P)	34. MODEL YEAR is known and is greater than 1990; and BODY TYPE is 02-09, and SEATING POSITION is 21, 23, 31, 33,	RESTRAINT SYSTEM USE must equal 00, 01-04, 08, 13-14, 99.
(980P)	35. MODEL YEAR is known and is greater than 1992; and BODY TYPE equals 01-16, 19-22, 28-33, 39-42, 45, 48-49, and SEATING POSITION equals 21, 23, 31, 33, 41, 43,	RESTRAINT SYSTEM USE must equal 00, 01-04, 08, 13-14, 99.
(AE1P)	36. VEHICLE CONFIGURATION equals 05-08,	BODY TYPE must equal 66.

	<b>IF</b>	<b>THEN</b>
(AF2P)	37. VEHICLE CONFIGURATION equals 20-21,	BODY TYPE must equal 20-21, 50-52, 58-59.
(AH0P)	38. VEHICLE CONFIGURATION does not equal 00, 99,	BODY TYPE must equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, or HAZARDOUS CARGO must equal 1-3.
(AH1P)	39. BUS USE equals 8,	BODY TYPE must equal 50-59.
(AJ0P)	40. NUMBER OF AXLES does not equal 00, 99,	BODY TYPE must equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, or HAZARDOUS CARGO must equal 1-3.
(AL0P)	41. CARGO BODY TYPE equals 20-21,	BODY TYPE must equal 21, 50-52, 58-59.
(AM0P)	42. CARGO BODY TYPE does not equal 00, 99,	BODY TYPE must equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, or HAZARDOUS CARGO must equal 1-3.
(BE0P)	43. BODY TYPE equals 80-83, 88-89,	EJECTION PATH must equal 0.
(CH0P)	44. BODY TYPE equals 50,	SPECIAL USE must not equal 2.
(D270)	45. BODY TYPE equals 50-52, 63, 66, 72, or HAZARDOUS CARGO equals 1,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 0.
(D440)	46. COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0,	BODY TYPE should not equal 50-52, 63, 66, 72, and HAZARDOUS CARGO should not equal 1.
(D560)	47. VIOLATIONS CHARGED equals 66,	BODY TYPE should equal 80-83, 88-89.
(P130)	48. BODY TYPE equals 60-67, 71-72, 78-79, and PERSON TYPE equals 01, 03, and INJURY SEVERITY equals 4,	FATAL INJURY AT WORK should equal 1.

	<b>IF</b>	<b>THEN</b>
(P180)	49. PERSON TYPE equals 01, and AGE is less than 09,	BODY TYPE should not equal 90.
(V010)	50. MODEL YEAR should not be less than 1940.	
(V020)	51. VEHICLE TRAILING equals 1,	BODY TYPE should not equal 50-52, 80-83, 88-91.
(V030)	52. either RELATED FACTORS-VEHICLE LEVEL equals 12, 15, 17, 19,	BODY TYPE should not equal 80-83, 88-89.
(V031)	53. RELATED FACTORS-VEHICLE LEVEL equals 39,	BODY TYPE should not equal 01, 12-13, 32-33, 42, 50-52, 58-59, 65, 73, 80-83, 88-92.
(V032)	54. RELATED FACTORS-VEHICLE LEVEL equals 40,	BODY TYPE should not equal 01, 12-13, 32-33, 42, 50-52, 58-59, 60-67, 71-73, 78, 80-83, 88-93.
(V040)	55. either RELATED FACTORS-VEHICLE LEVEL equals 15, 17, 19,	BODY TYPE should not equal 91.
(V050)	56. PERSON TYPE equals 01-03, 09, and RESTRAINT SYSTEM USE equals 05, 15,	BODY TYPE should equal 80-83 88-91.
(V051)	57. BUS USE equals 1-3,	BODY TYPE should equal 20-21, 29, 50-59.
(V052)	58. BUS USE equals 4,	BODY TYPE should equal 29, 51-52, 58-59.
(V053)	59. BUS USE equals 5,	BODY TYPE should equal 20-21, 29, 50-59.
(V054)	60. BUS USE equals 6-7,	BODY TYPE should equal 20-21, 29, 51-59.
(V055)	61. BUS USE equals 0,	BODY TYPE should not equal 50-59, and SPECIAL USE should not equal 2-3.

**IF**

**THEN**

(V170-V260 & 4FIP-4F0P)

62. NUMBER OF OCCUPANTS is less than 97, BODY TYPE equals \_\_, VEHICLE TRAILING equals 0, and NUMBER OF OCCUPANTS is greater than \_\_,

a consistency check ( ) will be given.

<b>BODY TYPE</b>	<b>Q</b>	<b>P</b>
01-05, 07-09, 14, 15, 19, 97	8 (V170)	15 (4F1P)
06, 11, 16	12 (V180)	22 (4F2P)
12	15 (V190)	25 (4F3P)
80-83, 88-89	2 (V200)	5 (4F4P)
42, 73	12 (V210)	30 (4F5P)
60-65, 71-72, 79	12 (V220)	55 (4F6P)
66	5 (V230)	50 (4F7P)
91	2 (V240)	10 (4F8P)
90	8 (V250)	20 (4F9P)
99	5 (V260)	10 (4F0P)

(V270) 63. Possible error in VIN character types or number of characters.

(V280) 64. Possible error in VIN check digit.

(V300) 65. Possible error in VIN Production Number.

(V320) 66. BODY TYPE equals 50-52, 58-66, 71-79, AIR BAG AVAILABILITY/ DEPLOYMENT should equal 30.

(V330) 67. SCHOOL BUS RELATED equals 1, BODY TYPE of at least one of the involved vehicles should equal 50 (School Bus) or SPECIAL USE for at least one involved vehicle should equal 2 – Vehicle Used as School Bus, and BUS USE for at least one vehicle should equal 1-3.

<b>IF</b>	<b>THEN</b>
(V340-V430) (4C1P-4C0P)	
68. NUMBER OF OCCUPANTS is less than 97, BODY TYPE equals __, VEHICLE TRAILING does NOT equal 0, and NUMBER OF OCCUPANTS is greater than __,	a consistency check ( ) will be given.
<b>BODY TYPE</b>	<b>Q</b> <b>P</b>
01-05, 07-09, 14, 15, 19, 97	8 (V340)                      15 (4C1P)
06, 11, 16	12 (V350)                      22 (4C2P)
12	15 (V360)                      25 (4C3P)
80-83, 88-89	2 (V370)                      5 (4C4P)
42, 73	12 (V380)                      30 (4C5P)
60-65, 71-72, 79	12 (V390)                      55 (4C6P)
66	5 (V400)                      77 (4C7P)
91	2 (V410)                      10 (4C8P)
90	8 (V420)                      20 (4C9P)
99	5 (V430)                      10 (4C0P)
(V440) 69. BODY TYPE equals 50,	SCHOOL BUS RELATED should equal 1.
(V46P) 70. VEHICLE CONFIGURATION equals 21,	BODY TYPE must equal 21, 50-52, 58-59.
(V504) 71. GROSS VEHICLE WEIGHT RATING equals 1,	BODY TYPE should equal 01-22, 28-39, 41-49.
(V505) 72. GROSS VEHICLE WEIGHT RATING equals 9,	BODY TYPE should not equal 61-63, 66-67.
(V506) 73. BODY TYPE equals 60,	GROSS VEHICLE WEIGHT RATING should equal 2.
(V507) 74. BODY TYPE equals 01-22, 28-39, 41-49,	GROSS VEHICLE WEIGHT RATING should equal 0-1.
(V50P) 75. BODY TYPE equals 61-62, 67, 71,	GROSS VEHICLE WEIGHT RATING must equal 2, 9. (See GVWR Remarks on how to use PCVina to determine GVWR.)



	<b>IF</b>	<b>THEN</b>
(V51P)	76. BODY TYPE equals 63, 66, 72,	GROSS VEHICLE WEIGHT RATING must equal 3, 9. (See GVWR Remarks on how to use PCVina to determine GVWR.)
(V52P)	77. BODY TYPE equals 64,	GROSS VEHICLE WEIGHT RATING must equal 9. (See GVWR Remarks on how to use PCVina to determine GVWR.)
(V540)	78. BODY TYPE equals 42, 65, 73, and HAZARDOUS CARGO equals 0,	GROSS VEHICLE WEIGHT RATING should equal 0.
(V55P)	79. VEHICLE CONFIGURATION equals 80,	BODY TYPE must equal 01-13.
(V56P)	80. VEHICLE CONFIGURATION equals 70,	BODY TYPE must equal 14-22, 28-49.
(V57P)	81. VEHICLE CONFIGURATION equals 05,	CARGO BODY TYPE must equal 96, and BODY TYPE must equal 66.
(V58P)	82. VEHICLE CONFIGURATION equals 04,	BODY TYPE must not equal 66.
(V59P)	83. VEHICLE CONFIGURATION equals 06,	BODY TYPE must equal 66, and VEHICLE TRAILING must equal 1.
(V60P)	84. VEHICLE CONFIGURATION equals 07,	BODY TYPE must equal 66, and VEHICLE TRAILING must equal 2.
(V61P)	85. VEHICLE CONFIGURATION equals 08,	BODY TYPE must equal 66, and VEHICLE TRAILING must equal 3.
(V620)	86. ACCIDENT MONTH is between January and August,	the VEHICLE MODEL YEAR should not be greater than ACCIDENT YEAR (contact Coding Assistance).

	<b>IF</b>	<b>THEN</b>
(V62P)	87. CARGO BODY TYPE equals 01-09, 97-98, and VEHICLE IDENTIFICATION NUMBER is not Blank or Unknown,	GROSS VEHICLE WEIGHT RATING must equal 2-3.
(V63P)	88. CARGO BODY TYPE equals 21,	BODY TYPE must equal 21, 50-52, 58-59.
(V640)	89. VEHICLE CONFIGURATION does not equal 00, 99,	BODY TYPE should not equal 28, 31, 42, 45, 48-49.
(V64P)	90. BODY TYPE equals 60-64, 66-72, 78,	GROSS VEHICLE WEIGHT RATING must not equal 0-1.
(V650)	91. NUMBER OF AXLES does not equal 00, 99,	BODY TYPE should not equal 28, 31, 42, 45, 48-49.
(V660)	92. CARGO BODY TYPE does not equal 00, 99,	BODY TYPE should NOT equal 28, 31, 42, 45, 48-49.
(V790)	93. BODY TYPE equals 20,	VEHICLE CONFIGURATION should equal 00, and CARGO BODY TYPE should equal 00.
(V800)	94. BODY TYPE equals 21-22, 28-29,	VEHICLE CONFIGURATION should equal <b>00, 04, 20</b> , 70, 99, and CARGO BODY TYPE should equal 00-01, <b>20</b> , 99.
(V830)	95. BODY TYPE equals 40,	VEHICLE CONFIGURATION should equal 01, 03-04, 70, and CARGO BODY TYPE should equal 01-04, 06-07, 96-98.
(V840)	96. BODY TYPE equals 50-59,	VEHICLE CONFIGURATION should equal 21, and CARGO BODY TYPE should equal 21.
(V850)	97. BODY TYPE equals 60,	VEHICLE CONFIGURATION should equal 01, 03-04, and CARGO BODY TYPE should equal 01.



<b>IF</b>	<b>THEN</b>
(V860) 98. BODY TYPE equals 61-64,	VEHICLE CONFIGURATION should equal 01-04, and CARGO BODY TYPE should equal 01-08, 96-98.
(V870) 99. BODY TYPE equals 65,	VEHICLE CONFIGURATION should equal 00, and CARGO BODY TYPE should equal 00.
(V880) 100. BODY TYPE equals 66,	VEHICLE CONFIGURATION should equal 05-08, 19, and CARGO BODY TYPE should equal 01-04, 06-09, 96-98.
(V890) 101. BODY TYPE equals 71-72,	VEHICLE CONFIGURATION should equal 19, and CARGO BODY TYPE should equal 01-04, 06-09, 96-98.
(V900) 102. BODY TYPE equals 73,	VEHICLE CONFIGURATION should equal 00, and CARGO BODY TYPE should equal 00.
(V910) 103. BODY TYPE equals 78,	VEHICLE CONFIGURATION should equal 19, and CARGO BODY TYPE should equal 98.
(V915) 104. BODY TYPE equals 67,	VEHICLE CONFIGURATION should equal 01, and CARGO BODY TYPE should equal 97.
(V920) 105. BODY TYPE equals 79,	VEHICLE CONFIGURATION should equal 99, and CARGO BODY TYPE should equal 99.
(V930) 106. VEHICLE CONFIGURATION equals 00, or CARGO BODY TYPE equals 00,	BODY TYPE should not equal 50-64, 66-72, 78-79.
(V950) 107. VEHICLE MODEL YEAR is less than 1994, and SEATING POSITION equals 31, 33, 39,	RESTRAINT SYSTEM USE should not equal 01, 03, and BODY TYPE should equal 12, 15-16, 19-21.

	<b>IF</b>	<b>THEN</b>
(V980)	108. BODY TYPE equals 28, 45, 48-52, 58-64, 66-67, 71-72, 78, 93, or HAZARDOUS CARGO equals 1-3,	MOTOR CARRIER IDENTIFICATION NUMBER should not equal 00-000000000.

---

**Special Processing Rules:**

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	<b>IF</b>	<b>THEN</b>
(4E1P)	1. UNDERRIDE/OVERRIDE equals 1-3,	there must be another vehicle in the accident with BODY TYPE equal to 60-64, 66-67, 71-72, 78.
(5F0F)	2. NUMBER OF OCCUPANTS equals 00-96, and BODY TYPE does not equal 50-52, 58-59,	the number of Person Level forms for that vehicle must be less than or equal to the NUMBER OF OCCUPANTS.
(7A0F)	3. FIRST HARMFUL EVENT equals 01,	ROLLOVER must equal 1 or blank for at least one vehicle, or BODY TYPE must equal 80-83, 88-89, or blank for at least one vehicle.
(AL4P)	4. MOST HARMFUL EVENT equals 01, and BODY TYPE does not equal 80-83, 88-89,	at least one SEQUENCE OF EVENTS must equal 01, and ROLLOVER must equal 1-2.

---

**Intraconsistency Checks:**

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	<b>IF</b>	<b>THEN</b>
(910P)	I. any one of the fields MAKE, MODEL, BODY TYPE, MODEL YEAR, and VIN is blank,	the other four must also be blank.
(921P)	II. MAKE is not 98, 99, and equals __, and MODEL equals __,	MODEL YEAR must equal __, or ACCIDENT YEAR plus 1.
(960P)	III. MAKE is not 98, 99, and equals __, and MODEL equals __,	BODY TYPE must equal __.
(V922)	IV. MAKE equals 98, 99, and MODEL equals ____,	MODEL YEAR should equal ____.

**IF**

**THEN**

(V961) V. MAKE equals 98, 99, and MODEL equals \_\_\_\_, BODY TYPE should equal \_\_\_\_.

(V970) VI. IF the VIN is not all 0's or all 9's, and if the MODEL YEAR is between 1981 and 1988, and if the BODY TYPE is 01-09 (PASSENGER CAR), and if the MAKE is \_\_\_\_, THEN the FIRST THREE DIGITS of the VIN should be \_\_\_\_:

<b>MAKE</b>	<b>POSSIBLE FIRST THREE VIN DIGITS</b>
01 American Motors	1AC,1AM,2CC,2CM
06 Chrysler	1C3,2C3,3C1,3J1,JC1,JJ1
07 Dodge	1B3,1B4,2B3,2B4,3B3,3B4,JB3,JB4
08 Imperial	1A3,2A3
09 Plymouth	1P3,2P3,3P3,JP3
12 Ford	1FA,2FA,JCA,JFA,KNA,KNJ
13 Lincoln	1LN,1MR
14 Mercury	1ME,2ME,3MA
18 Buick	1G4,2G4
19 Cadillac	1G6
20 Chevrolet	1G1,1Y1,2G1,3G1,J81,JG1
21 Oldsmobile	1G3,2G3,3G3
22 Pontiac	1G2,2G2,JG2,KL2
30 Volkswagen	1VW,9VW,WVW
31 Alfa Romeo	ZAR
32 Audi	WAU
34 BMW	WBA
35 Datsun/Nissan	1N4,1N8,JN1,JN8
36 Fiat	ZFA
37 Honda	1HG,1HM,2HG,JHM,JH4
38 Isuzu	JAB
39 Jaguar	SAD,SAJ
41 Mazda	1YV,JM1
42 Mercedes Benz	WDB
44 Peugeot	VF3
45 Porsche	WPO
46 Renault	1AM,1XM,VF1,VM1,VX1
47 Saab	YK1,YS3
48 Subaru	JF1,JF2
49 Toyota	4TI,1N2,JT2
51 Volvo	2V1,YV1
52 Mitsubishi	JA3,KMH

## BUS USE

**Format: 1 numeric**

---

**Element Values:**

---

Blank

- 0 Not Used as a Bus
- 1 Used as a Public School Bus
- 2 Used as a Private School Bus
- 3 Used as a School Bus, Public or Private Unknown
- 4 Used as Scheduled Service Bus
- 5 Used as a Tour Bus
- 6 Used as a Commuter Bus
- 7 Used as a Shuttle Bus
- 8 Modified for Personal/Private Use
- 9 Unknown Bus Use

**Remarks:**

---

This element describes if a vehicle is being used for common forms of bus service (i.e., public school bus, scheduled service bus, tour bus, etc.) The vehicle body type does not have to be a bus to be coded “1-7, 9” for this element.

**Code 0 (Not Used as a Bus)** is used for vehicles that do not have a bus body type AND are not being used as a bus in the accident. It is also used for vehicles with bus body types that are not in service at the time of the accident. For example, a school bus or intercity bus without occupants en route to a bus service facility that is involved in a fatal event.

**Codes 1-3 (Used as a School Bus)** are for vehicles used to transport groups of school children (up to the 12<sup>th</sup> grade) to/from school or any other school function or activity. These can include school-sponsored chartered tours and trips to school athletic events in school or chartered buses. This can involve school-sponsored Head Start Programs (also see Related Factors – Vehicle Level code “37-Head Start/Day Care”).

**Code 4 (Used as Scheduled Service Bus)** is used for regular municipal transit service and cross-country or intercity scheduled service. For example, scheduled Greyhound bus service between major cities. It also includes scheduled inner-city mass transit bus service.

**Code 5 (Used as a Tour Bus)** should be coded for any tour for sightseeing, pleasure trips, etc. These tours are typically in large chartered buses, but can be in van-based buses as well. This does not include school-sponsored functions or activities (see codes “1-3”).

**Code 6 (Used as a Commuter Bus)** should be coded for:

- Commuting between home and work or school (beyond 12<sup>th</sup> grade; e.g., college commute).
- Direct point-to-point service (e.g., parking lot or pick-up location near home to drop-off location near work).

These commuter buses can be large chartered buses and van-based buses.

**Code 7 (Used as a Shuttle Bus)** should be coded when it is indicated that the vehicle is being used to shuttle people other than for commuting (code “6”), school (codes “1-3”), tours (code “5”), or scheduled interstate/intercity/intra-city travel (code “4”).

Examples are shuttles from airport, hotels, churches, community-sponsored Head Start/day care, rental cars, to/from parking lots at sporting events, business facility-to-facility, prison or military and other governmental shuttling, etc. (For community-sponsored Head Start/day care, also see Related Factors – Vehicle Level, code “37-Transporting Children to/from Head Start/Day Care.”)

**Code 8 (Modified for Personal/Private Use)** should be coded when a bus body type has been modified for personal or private use. For example, a bus with seats removed and exterior altered to allow for personal/private hauling of cargo (instead of passengers). Also includes musical groups in cross-country bus with interior remodeled with home-like conveniences.

---

**Consistency Checks:**

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	<b>IF</b>	<b>THEN</b>
(AH1P) 1.	BUS USE equals 8,	BODY TYPE must equal 50-59.
(V051) 2.	BUS USE equals 1-3,	BODY TYPE should equal 20-21, 29, 50-59.
(V052) 3.	BUS USE equals 4,	BODY TYPE should equal 29, 51-52, 58-59.
(V053) 4.	BUS USE equals 5,	BODY TYPE should equal 20-21, 29, 50-59.
(V054) 5.	BUS USE equals 6-7,	BODY TYPE should equal 20-21, 29, 51-59.

	<b>IF</b>	<b>THEN</b>
(V055)	6. BUS USE equals 0,	BODY TYPE should not equal 50-59, and SPECIAL USE should not equal 2-3.
(V056)	7. SPECIAL USE equals 2,	BUS USE must equal 1-3.
(V057)	8. SPECIAL USE equals 3,	BUS USE must equal 4-7, 9.
(V330)	9. SCHOOL BUS RELATED equals 1,	BODY TYPE of at least one of the involved vehicles should equal 50 (School Bus) or SPECIAL USE for at least one involved vehicle should equal 2 – Vehicle Used as School Bus, and BUS USE for at least one vehicle should equal 1-3.
(V531)	10. BUS USE equals 1-7,	VEHICLE CONFIGURATION should equal 20-21, and CARGO BODY TYPE should equal 20-21.



<b>SPECIAL USE</b>
--------------------

**Format: 1 numeric**

---

**Element Values:**

---

Blank
0 No Special Use
1 Taxi
2 Vehicle Used as School Bus*
3 Vehicle Used as Other Bus*
4 Military*
5 Police
6 Ambulance*
7 Fire truck
9 Unknown

**Remarks:**

---

Refers to a motor vehicle that is being used for a function other than the primary function for that type vehicle. In other words, this element is coded "1-9" in those cases where Body Type does not reflect how the vehicle was being used. For example, if a vehicle is coded Body Type "50-School Bus," Special Use is coded "0" since Body Type already indicates the vehicle's use, and it would be redundant to code this element "2." On the other hand, if a Minivan ("20") or Large Van ("21") is being used as a school bus, this element would be coded "2" because the coding of Body Type does not indicate the fact that the van is actually being used as a school bus.

**Code 1 (Taxi)** refers to vehicles used during this trip (at the time of the accident) on a fee-for-hire basis to transport persons. Most of these vehicles will be marked and formally registered as taxis; however, vehicles that are used as taxis, even though they are not registered (e.g., Gypsy Cabs), are included here. Taxis and drivers who are off-duty at the time of the accident are coded "0."

This code also applies for limousines on a fee-for-hire basis.

**\* These values are unlikely occurrences and will raise an error flag.**

**Code 2 (Vehicle Used as School Bus\*)** refers to a motor vehicle which satisfies the following criteria:

- externally identifiable to other traffic units as a school/pupil transport vehicle;
- operated or owned by a public or private school-type institution;

- where the institution's students may range from pre-school through high school;
- whose occupants, if any, are associated with the institution; and,
- the vehicle is in operation at the time of the accident to and from the school or on a school-sponsored activity or trip.

In addition, vehicles which are not externally identifiable as a school/pupil transport vehicle, but do meet all of the other criteria above are vehicles used as school buses. (E.g., a transit bus, at the time of the accident, used exclusively (no other passengers except students) to transport students to/from the school or school-related activity.

**Code 3 (Vehicle Used as Other Bus\*)** refers to a motor vehicle which is designed for transporting more than ten persons and does not satisfy the above criteria of a school bus.

**For codes 4 (Military\*), 5 (Police) and 6 (Ambulance\*),** Special Use means "in use" and not necessarily "emergency use." External identification to the normal driving public is the criterion.

**Code 4 (Military\*)** refers to a vehicle which is owned by any of the Armed Forces. These vehicles are presumed to be in special military use at all times.

**Code 5 (Police)** refers to a readily identifiable (lights or markings) vehicle which is owned by any local, county, state or federal police agency. The vehicles are presumed to be in special police use at all times. Personal vehicles (not owned by the agency) that are used by officers or agents (e.g., undercover) are excluded.

Military police vehicles are coded "4-Military."

**Code 6 (Ambulance\*)** refers to those readily identifiable (lights or markings) vehicles: (1) whose sole purpose is to provide ambulance service and which is always presumed to be in special ambulance use at all times, or (2) vehicles serving dual purposes such as a hearse used for both funeral and emergency purposes, which is only coded when used for the latter purpose.

Military ambulances are coded "4-Military."

**\* These values are unlikely occurrences and will raise an error flag.**

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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(1D0P)	1. SPECIAL USE equals 1,	BODY TYPE must equal 02-09, 12, 14-21, 28-29, 99.
(2D0P)	2. SPECIAL USE equals 2,	BODY TYPE must equal 16, 19-21, 28-29, 45, 48, 51-52, 58-59, or blanks.
(3A0P)	3. SPECIAL USE equals 7,	BODY TYPE must equal 15, 19, 40, 48-49, 60-64, 66-67, 71-72, 78-79, 99.
(3D0P)	4. SPECIAL USE for any vehicle equals 2,	SCHOOL BUS RELATED must equal 1.
(4A0P)	5. BODY TYPE equals 80-83, 88-89,	SPECIAL USE must not equal 1-3, 6-7.
(4D0P)	6. SPECIAL USE equals 3,	BODY TYPE must equal 20-21, 28-29, 50-52, 58-59.
(5D0P)	7. SPECIAL USE equals 4,	BODY TYPE must equal 01-12, 15-16, 19-22, 28-33, 39-41, 45, 48-50, 58-64, 66-67, 71-72, 78-79, 90, 99.
(6D0P)	8. SPECIAL USE equals 5,	BODY TYPE must equal 01-12, 14-16, 19-22, 28-33, 39-41, 45, 48-49, 58-64, 66-67, 71-72, 78-82, 88-91, 97, 99.
(7D0P)	9. SPECIAL USE equals 6,	BODY TYPE must equal 11, 14-16, 19, 21-22, 28-29, 40-41, 45, 48-49, 61, 64, 79, 97, 99.
(AR0P)	10. SPECIAL USE equals 4,	REGISTERED VEHICLE OWNER must not equal 0, 1-2, 4.
(CH0P)	11. BODY TYPE equals 50,	SPECIAL USE must not equal 2.

	<b>IF</b>	<b>THEN</b>
(V055)	12. BUS USE equals 0,	BODY TYPE should not equal 50-59, and SPECIAL USE should not equal 2-3.
(V056)	13. SPECIAL USE equals 2,	BUS USE must equal 1-3.
(V057)	14. SPECIAL USE equals 3,	BUS USE must equal 4-7, 9.
(V060)	15. SPECIAL USE equals 4,	REGISTRATION STATE should not equal 00-02, 04-06, 08-13, 15-51, 53-56, 92-93, 95, 97, 99.
(V330)	16. SCHOOL BUS RELATED equals 1,	BODY TYPE of at least one of the involved vehicles should equal 50 (School Bus) or SPECIAL USE for at least one involved vehicle should equal 2 - Vehicle Used as School Bus, and BUS USE for at least one vehicle should equal 1-3.
(V560)	17. SPECIAL USE equals 4,	REGISTERED VEHICLE OWNER should equal 3, and REGISTRATION STATE should equal 96.

---

**Special Processing Rules:**


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(U050) 1. UNLIKELY: SPECIAL USE equals 2-4, 6.

<b>EMERGENCY USE</b>
----------------------

**Format: 1 numeric**

---

**Element Values:**

---

Blank
0 No
1 Yes

---

**Remarks:**

---

Emergency use refers to a vehicle that is traveling with physical emergency signals in use; such as red light blinking, siren sounding, etc.

**Code 1 (Yes)** only if the vehicle was being used as an emergency vehicle at the time of the accident.

If it cannot be determined that the vehicle was in use as an emergency vehicle at the time of the accident, code "0 – No."

<b>TRAVEL SPEED</b>
---------------------

**Format: 2 numeric**

---

**Element Values:**

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Blanks  
 Actual Miles Per Hour Except:  
 00 Stopped Motor Vehicle In-Transport  
 97 Ninety-Seven MPH or Greater  
 98 Not Reported  
 99 Unknown

**Remarks:**

---

This element refers to the speed the vehicle was traveling prior to the occurrence of the accident. If your police department calculates a reconstructed speed, please be aware that this may represent impact speed and not travel speed.

Code the Traveling Speed as indicated by the investigating officer. Do not use estimates by drivers or witnesses.

If the officer gives a range, code the median speed and round up to the next higher whole number. If the officer gives a minimum speed (e.g., 'at least 55 mph' or 'in excess of 60 mph', then use that speed (e.g., 55 and 60 respectively).

**Code 98 (Not Reported)** is used when the officer did not mention Travel Speed or did not indicate it with a checkbox on the PAR.

**Code 99 (Unknown)** is used when the officer says that Travel Speed is unknown.

**NOTE:** This element is not coded for Parked/Stopped Off Roadway/Working/In Motion Outside Trafficway Motor Vehicles.

**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(3B0P) 1.	JACKKNIFE equals 2-3,	TRAVEL SPEED must not equal 00.
(9A6P) 2.	TRAVEL SPEED equals 00-99,	UNIT TYPE must equal 1.

	<b>IF</b>	<b>THEN</b>
(9G0P) 3.	TRAVEL SPEED equals 00,	VEHICLE MANEUVER must equal 04, 98-99.
(AN0P) 4.	TRAVEL SPEED equals 00,	CRASH AVOIDANCE MANEUVER must not equal 1-5.
(AZ0P) 5.	CRASH AVOIDANCE MANEUVER equals 1-5,	TRAVEL SPEED must not equal 00.
(V080) 6.	TRAVEL SPEED equals 00,	VEHICLE ROLE should not equal 1.
(V510) 7.	TRAVEL SPEED equals 00,	CRASH AVOIDANCE MANEUVER should not equal 6.
(V520) 8.	TRAVEL SPEED equals 00,	CRASH AVOIDANCE MANEUVER should equal 0.
(V591) 9.	RELATED FACTORS-VEHICLE LEVEL equals 31,	TRAVEL SPEED should not equal 00.

---

**Special Processing Rules:**


---

	<b>IF</b>	<b>THEN</b>
(A090) 1.	NUMBER OF VEHICLE FORMS SUBMITTED is greater than 01,	there should be at least one vehicle with TRAVEL SPEED of 01-99 or blanks.
(A100) 2.	FIRST HARMFUL EVENT is not equal to 02, 04-05, 10, 16, 18,	there should be one vehicle with TRAVEL SPEED of 01-99 or blanks.
(A240) 3.	ROADWAY FUNCTION CLASS equals 01, 11, and RELATION TO JUNCTION does not equal 10-11, 13,	TRAVEL SPEED should not equal 05-40.
(VH70) 4.	UNIT TYPE equals 2-4,	elements V16-V20, V25, V33 should all be left blank.

## VEHICLE MANEUVER

**Format: 2 numeric**

---

**Element Values:**

---

Blanks

- 01 Going Straight
- 02 Slowing or Stopping in Traffic Lane
- 03 Starting in Traffic Lane
- 04 Stopped in Traffic Lane
- 05 Passing or Overtaking Another Vehicle
- 06 Leaving a Parked Position
- 07 Parked
- 08 Entering a Parked Position
- 09 Controlled Maneuver to Avoid an Animal, Pedestrian, Object,  
Another Vehicle, etc.
- 10 Turning Right: RTOR\* Permitted
- 11 Turning Right: RTOR Not Permitted
- 12 Turning Right: RTOR Not Known if Permitted or RTOR Not Applicable
- 13 Turning Left
- 14 Making a U-turn
- 15 Backing Up (other than for parking purposes)
- 16 Changing Lanes or Merging
- 17 Negotiating a Curve
  
- 98 Other
- 99 Unknown

\*RTOR mean 'Right Turn on Red.'

---

**Remarks:**

This element captures the driver's action, or intended action, prior to commencement of unstabilized event as indicated on the accident report. This is the police officer's determination on the PAR.

**Code 07 (Parked)** applies when the driver's intended action was to be parked. For example: a driver intends to park his vehicle in a designated parking space against the curb, fails to set the hand brake, driver exits vehicle, and is run over by that vehicle.

**Code 09 (Controlled Maneuver to Avoid)** refers to a controlled action around an animal, pedestrian, object, vehicle, etc., before the unstabilized situation begins. Most of the time, the vehicle will not strike what it is maneuvering to avoid because it is a



controlled maneuver. However, the vehicle can take a controlled maneuver around an object and still strike it. This is separate and distinct from Crash Avoidance Maneuvers.

**Codes 10-13 (Turning)** refer to the action of turning from one trafficway onto another.

**Code 17 (Negotiating a Curve)** refers to the action necessary to follow the same roadway around a curve.

---

### Consistency Checks:

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	<b>IF</b>	<b>THEN</b>
(8B0P)	1. JACKKNIFE equals 2-3,	VEHICLE MANEUVER must not equal 03-04, 06-08, 15.
(9A7P)	2. VEHICLE MANEUVER equals 01-17, 98-99,	UNIT TYPE must equal 1.
(9G0P)	3. TRAVEL SPEED equals 00,	VEHICLE MANEUVER must equal 04, 98-99.
(A530)	4. VEHICLE MANEUVER equals 10-11,	TRAFFIC CONTROL DEVICE should equal 01-03.
(D520)	5. VIOLATIONS CHARGED equals 33, 41-42, 49,	VEHICLE MANEUVER should equal 10-14.
(D540)	6. VIOLATIONS CHARGED equals 53-55, 59,	VEHICLE MANEUVER should equal 05.
(D550)	7. VIOLATIONS CHARGED equals 61, 69,	VEHICLE MANEUVER should equal 16.
(D590)	8. VIOLATIONS CHARGED equals 91,	VEHICLE MANEUVER should equal 07.
(V130)	9. RELATED FACTORS-DRIVER LEVEL equals 33-35,	VEHICLE MANEUVER should equal 05.
(V150)	10. RELATED FACTORS-DRIVER LEVEL equals 27,	VEHICLE MANEUVER should equal 16.
(V160)	11. RELATED FACTORS-DRIVER LEVEL equals 54,	VEHICLE MANEUVER should equal 04.

---

**Special Processing Rules:**

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**IF****THEN**

(VH70) 1. UNIT TYPE equals 2-4,

elements V16-V20, V25, V33  
should all be left blank.

## CRASH AVOIDANCE MANEUVER

**Format: 1 numeric**

---

**Element Values:**

---

Blank

- 0 No Avoidance Maneuver Reported
- 1 Braking (skid marks evident)
- 2 Braking (no skid marks; driver stated)
- 3 Braking (other reported evidence)
- 4 Steering (evidence or stated)
- 5 Steering and Braking (evidence or stated)
- 6 Other Avoidance Maneuver
- 8 Not Reported/Inconclusive (by police)

**Remarks:**

---

This element is collected to indicate if an avoidance maneuver was taken by the driver to avoid the crash. The “Crash Avoidance Maneuver” is separate and distinct from the “Vehicle Maneuver” (prior to the unstabilized event). Only count maneuvers to avoid the crash up to the first injury or damage-producing event for this vehicle. Witness statements may be used to identify crash avoidance maneuvers or the lack of maneuvers. Vehicle occupants and pedestrians may provide information when police sources are unavailable.

**Code 0 (No Avoidance Maneuver Reported)** is used if the police indicate that the driver took no avoidance maneuver. The officer may describe through the narrative and diagram such a scenario without actually using the words “no avoidance maneuver.” If the PAR (narrative and diagram) indicates the driver could not take a crash avoidance maneuver, use Code “0.” Examples of these could be: “asleep at the wheel,” “vision totally obscured,” “driverless,” “not in position to observe impact,” etc.

**Codes “1, 2, 3”** are used if the driver was braking to avoid the crash, with a Code “1” used if skid marks are evident from braking and a “2” based on a driver’s statement. Be careful not to confuse “yaw marks” with braking skid marks. To use Code “1-Braking (skid marks evident),” the marks should be consistent with a braking action. Code “3” is used when there is evidence of braking other than skid marks or a driver’s statement (e.g., other police determination or witness statement).

**NOTE: Braking and/or steering take precedence over other avoidance maneuvers when multiple maneuvers are present.**

If the officer uses words such as “overcorrecting,” “bringing the vehicle back on the road,” “veered,” etc., a steering code (“4 or 5”) should be used.

**Code 6 (Other Avoidance Maneuver)** is used for backing, accelerating or downshifting gears without braking.

**Code 8 (Not Reported/Inconclusive [by police])** is used when the police are silent on the issue or the information reported is not conclusive.

When you know you have a Crash Avoidance Maneuver, but the officer records a travel speed of “00” because the vehicles came to rest prior to impact, code the appropriate Crash Avoidance Maneuver (not “0”). Also, obtain the actual travel speed prior to the unstabilized situation or code “99” if unknown.

---

### Consistency Checks:

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	<b>IF</b>	<b>THEN</b>
(9A8P) 1.	CRASH AVOIDANCE MANEUVER equals 0-6, 8,	UNIT TYPE must equal 1.
(AN0P) 2.	TRAVEL SPEED equals 00,	CRASH AVOIDANCE MANEUVER must not equal 1-5.
(AZ0P) 3.	CRASH AVOIDANCE MANEUVER equals 1-5,	TRAVEL SPEED must not equal 00.
(P120) 4.	CRASH AVOIDANCE MANEUVER equals 2,	INJURY SEVERITY for driver of this vehicle should not equal 4.
(V510) 5.	TRAVEL SPEED equals 00,	CRASH AVOIDANCE MANEUVER should not equal 6.
(V520) 6.	TRAVEL SPEED equals 00,	CRASH AVOIDANCE MANEUVER should equal 0.
(V530) 7.	JACKKNIFE equals 2-3,	CRASH AVOIDANCE MANEUVER should not equal 0, 8.

---

### Special Processing Rules:

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	<b>IF</b>	<b>THEN</b>
(VH70) 1.	UNIT TYPE equals 2-4,	elements V16-V20, V25, V33 should all be left blank.

<b>ROLLOVER</b>
-----------------

**Format: 1 numeric**

---

**Element Values:**

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Blank	
0	No Rollover
1	First Event
2	Subsequent Event

**Remarks:**

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Rollover refers to vehicles overturning during the accident.

Rollover is defined as any vehicle rotation of 90 degrees or more, about any true longitudinal or lateral axis. Rollover can occur at any time during the unstabilized situation.

Rollover does not apply to motorcycles for this element (Rollover code "0"). However, in First Harmful Event, Most Harmful Event and Sequence of Events you may use code "01 – Overturn/Rollover" to record that this vehicle (motorcycle) "overturned."

A rollover can be coded for ATVs (3- or 4-wheel), snowmobiles, and go-karts.

**Code 2 (Subsequent Event)** refers to a rollover that occurs after the first harmful event.

If it cannot be determined that a rollover has occurred, then use code "0 – No Rollover."

**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(1Z0P) 1.	SEQUENCE OF EVENTS equals 01,	ROLLOVER must not equal 0 for this vehicle, unless BODY TYPE equals 80-83, 88-89, or blank for this vehicle.
(5A0P) 2.	BODY TYPE equals 80-83, 88-89,	ROLLOVER must equal 0.
(9A9P) 3.	ROLLOVER equals 0-2,	UNIT TYPE must equal 1.

---

**Special Processing Rules:**

---

	<b>IF</b>	<b>THEN</b>
(7A0F)	1. FIRST HARMFUL EVENT equals 01,	ROLLOVER must equal 1, or blank for at least one vehicle, or BODY TYPE must equal 80-83, 88-89, or blank for at least one vehicle.
(AL4P)	2. MOST HARMFUL EVENT equals 01, and BODY TYPE does not equal 80-83, 88-89,	at least one SEQUENCE OF EVENTS must equal 01, and ROLLOVER must equal 1-2.
(VH70)	3. UNIT TYPE equals 2-4,	elements V16-V20, V25, V33 should all be left blank.

<b>JACKKNIFE</b>
------------------

**Format: 1 numeric**

---

**Element Values:**

Blank
0 Not an Articulated Vehicle
1 No
2 First Event
3 Subsequent Event

---

**Remarks:**

Jackknife applies to a condition that occurs to an articulated vehicle, (any vehicle with a trailing unit(s) connected by a hitch; e.g., truck tractor or single-unit truck with one or more trailers, articulated bus, car pulling a boat on a trailer, etc. ) while in motion. The condition reflects a loss of control of the vehicle by the driver in which the trailer yaws more than 15 degrees (as best as can be determined by the analyst) from its normal straight-line path behind the power unit. If the final resting configuration of the vehicle is in the jackknife position, it does not necessarily mean that the vehicle has jackknifed (such as, an accident occurring while the vehicle is backing up or parking).

Subsequent Event refers to a jackknife which occurs after the first harmful event

Jackknife is not likely to be a 'harmful' event but may be part of an unstabilized condition just before the first harmful event.

---

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(2B0P) 1.	JACKKNIFE equals 1-3,	VEHICLE TRAILING must not equal 0, 9.
(3B0P) 2.	JACKKNIFE equals 2-3,	TRAVEL SPEED must not equal 00.
(5B0P) 3.	JACKKNIFE equals 0, and BODY TYPE equals 66,	VEHICLE TRAILING must not equal 1-4.

	<b>IF</b>	<b>THEN</b>
(7B0F) 4.	JACKKNIFE equals 2-3,	DRIVER PRESENCE must equal 1.
(8B0P) 5.	JACKKNIFE equals 2-3,	VEHICLE MANEUVER must not equal 03-04, 06-08, 15.
(9B0P) 6.	JACKKNIFE equals 0-3,	UNIT TYPE must equal 1.
(AK00) 7.	CARGO BODY TYPE equals 20, 96,	JACKKNIFE should equal 0.
(AL8P) 8.	SEQUENCE OF EVENTS equals 51,	JACKKNIFE must equal 2-3.
(CI0P) 9.	VEHICLE TRAILING equals 1-4,	JACKKNIFE must not equal 0.
(V530) 10.	JACKKNIFE equals 2-3,	CRASH AVOIDANCE MANEUVER should not equal 0, 8.

---

**Special Processing Rules:**


---

	<b>IF</b>	<b>THEN</b>
(VH70) 1.	UNIT TYPE equals 2-4,	elements V16-V20, V25, V33 should all be left blank.



## IMPACT POINT-INITIAL/PRINCIPAL

**Format: 2 numeric, 2 numeric**

---

**Element Values:**

---

Blanks

00 Non-Collision  
 01-12 Clock Points  
 13 Top  
 14 Undercarriage

Special Conditions

---

18 – This Vehicle Set Something In Motion Causing Injury or Damage (Not a Clock Point)

99 Unknown

---

**Remarks:**

---



**IMPACT POINT-INITIAL:** *Code the point that identifies the area on this vehicle that produced the first instance of injury or property damage involving this vehicle. The event that produced the initial impact for this vehicle may or may not be the First Harmful Event for the crash.*



**IMPACT POINT-PRINCIPAL:** *Code the point that identifies the area on this vehicle that produced the most severe instance of injury or property damage involving this vehicle. The event that produced the principal impact for this vehicle will be the Most Harmful Event for this vehicle.*

If principal and initial impact points are the same, code both elements the same.

**Codes “01-12”** refer to the point on a clock. Refer to the diagram on the following page for examples of how to superimpose the clock point on several vehicle types.

It is important to note that impact point refers mainly to the area of the vehicle that sustained the impact and does not depend upon the attitude of the vehicle (e.g., damage to a grille is still damage at 12 o'clock even if it was caused by sliding sideways past a utility pole).

**However, code “13 – Top” may raise questions.** The front and rear windows of some vehicles may also be viewed from the top. It may also be difficult to code impacts to the hood and rear deck of a vehicle.

With code “13,” the direction of force sometimes has to be considered. The following are guidelines for using code “13 – Top.”

1. If the impact was received horizontally to an upright vehicle, use one of the codes “01 to 12.”
2. If the impact was received from a vertical direction above the upright vehicle, use code “13.”
3. If the impact received or direction of force was at an angle of less than 15 degrees above the horizontal, it is considered horizontal.
4. With a vehicle in other than upright attitudes, remember, it is the area of the vehicle which was impacted that is important.

**1. If FIRST HARMFUL EVENT** is coded “01-07, 16, 44, 47, 51, 60 ” and no impact to the vehicle occurs throughout the accident, then code Impact Point-Initial as “00,” Impact Point-Principal as “00,” and Vehicle Role as “0.”

**2. If FIRST HARMFUL EVENT** is coded “01-07, 16, 44, 47, 51, 60 ” (particularly code “01– Overturn/Rollover”) and impacts to the vehicle do occur, then code the appropriate Impact Point-Initial and Principal, and code Vehicle Role as appropriate.

If the only event is an overturn, the accident is considered a non-collision; therefore, the impact points are coded “00.” The only time the actual impact points would be coded would be if the vehicle incurred damage from impacting against an ‘object’ at any time during the accident, whether an overturn occurs or not. Hitting the ground is not regarded as an ‘impact.’

Wheel impacts are coded “14 – Undercarriage.”

**Code 18 (This Vehicle Set Something In Motion Causing Injury or Damage [Not a Clock Point])**

A vehicle that propels part of its load or has set something in motion striking another vehicle, person or property causing injury or damage may not have a normal impact point; only the load has made contact with the person or other property. However, a value must be coded. Use Impact Point code “18” for these set-in-motion conditions.

---

**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(1E0P) 1.	IMPACT POINT-INITIAL equals 00,	IMPACT POINT-PRINCIPAL must equal 00.

	<b>IF</b>	<b>THEN</b>
(1E1P)	2. IMPACT POINT-PRINCIPAL equals 00,	IMPACT POINT-INITIAL must equal 00.
(2E0P)	3. IMPACT POINT-INITIAL equals 01-14, 99,	IMPACT POINT-PRINCIPAL must not equal 00.
(3E0P)	4. IMPACT POINT-INITIAL equals 00,	VEHICLE ROLE must not equal 1-3, 9.
(3E1P)	5. IMPACT POINT-INITIAL equals 01-14, 99,	VEHICLE ROLE must not equal 0.
(3E2P)	6. VEHICLE ROLE equals 1-3, 9,	IMPACT POINT-INITIAL must not equal 00.
(3E3P)	7. VEHICLE ROLE equals 0,	IMPACT POINT-INITIAL must equal 00.
(421P)	8. NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 01,	IMPACT POINT-INITIAL for one vehicle should equal 12, and IMPACT POINT-INITIAL for the other vehicle should equal 06, 99.
(422P)	9. NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 02,	IMPACT POINT-INITIAL for one vehicle should equal 12, and IMPACT POINT-INITIAL for the other vehicle should equal 12, 99.
(423P)	10. NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 03-06,	IMPACT POINT-INITIAL for one vehicle should equal 01,11-12, and IMPACT POINT-INITIAL for the other vehicle should equal 01-05, 07-11, 99.
(424P)	11. NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 09,	IMPACT POINT-INITIAL for one vehicle should equal 06, and IMPACT POINT-INITIAL for the other vehicle should equal 01-05, 07-11, 99.
(425P)	12. NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 10,	IMPACT POINT-INITIAL for one vehicle should equal 06, and IMPACT POINT-INITIAL for the other vehicle should equal 06, 99.

	<b>IF</b>	<b>THEN</b>
(VH02)	13. IMPACT POINT-PRINCIPAL equals 18,	MOST HARMFUL EVENT should equal 54.
(VH03)	14. IMPACT POINT-INITIAL or IMPACT POINT-PRINCIPAL equals 18,	RELATED FACTORS-ACCIDENT LEVEL should equal 14-15.
(VH04)	15. MOST HARMFUL EVENT equals 54,	IMPACT POINT-PRINCIPAL must not equal 00.
(VH05)	16. MOST HARMFUL EVENT equals 54,	IMPACT POINT-PRINCIPAL should equal 18.

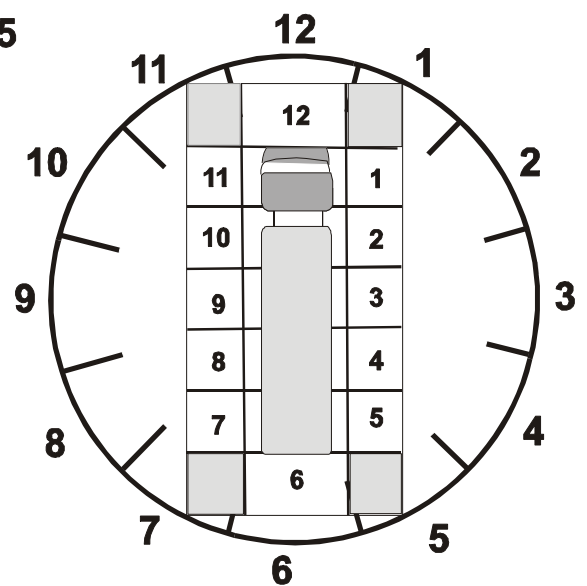
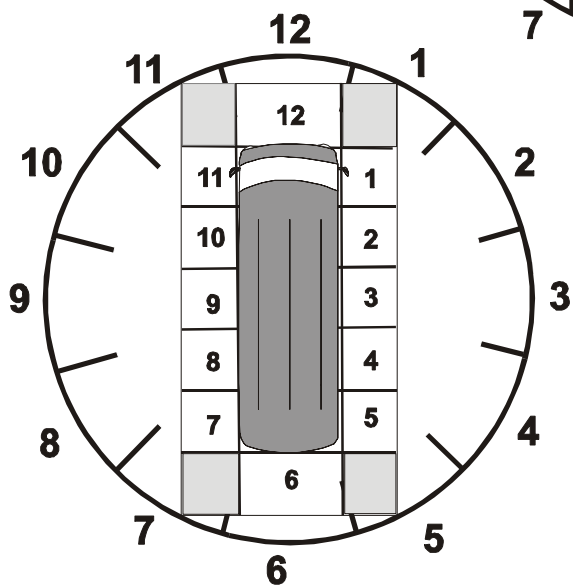
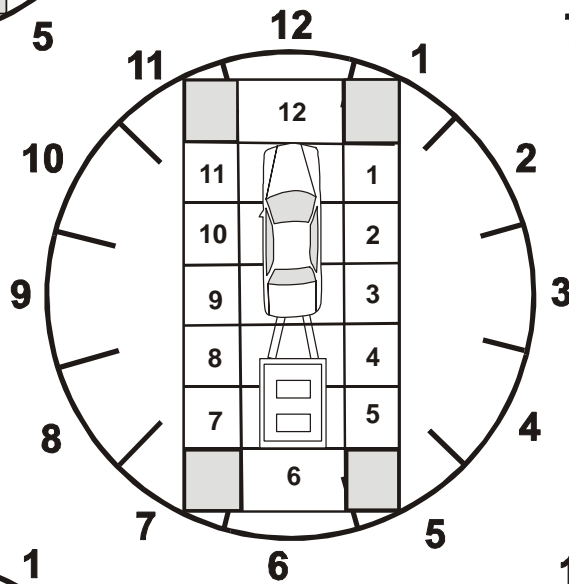
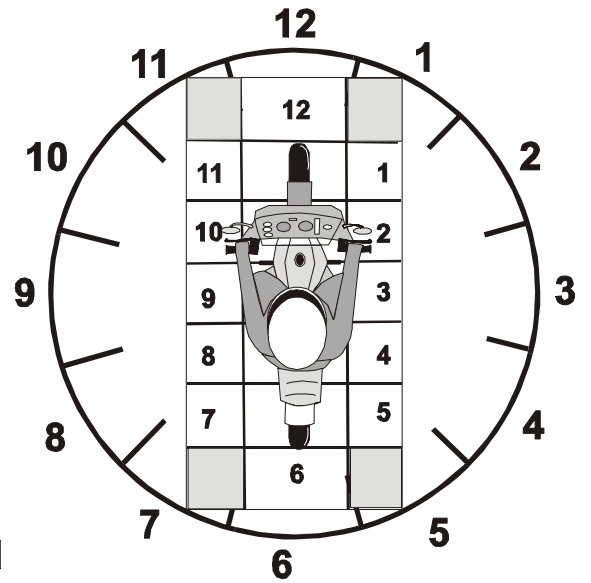
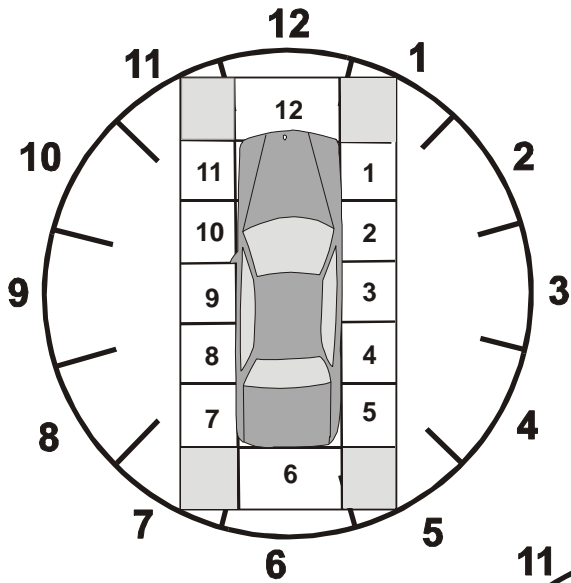
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**Special Processing Rules:**

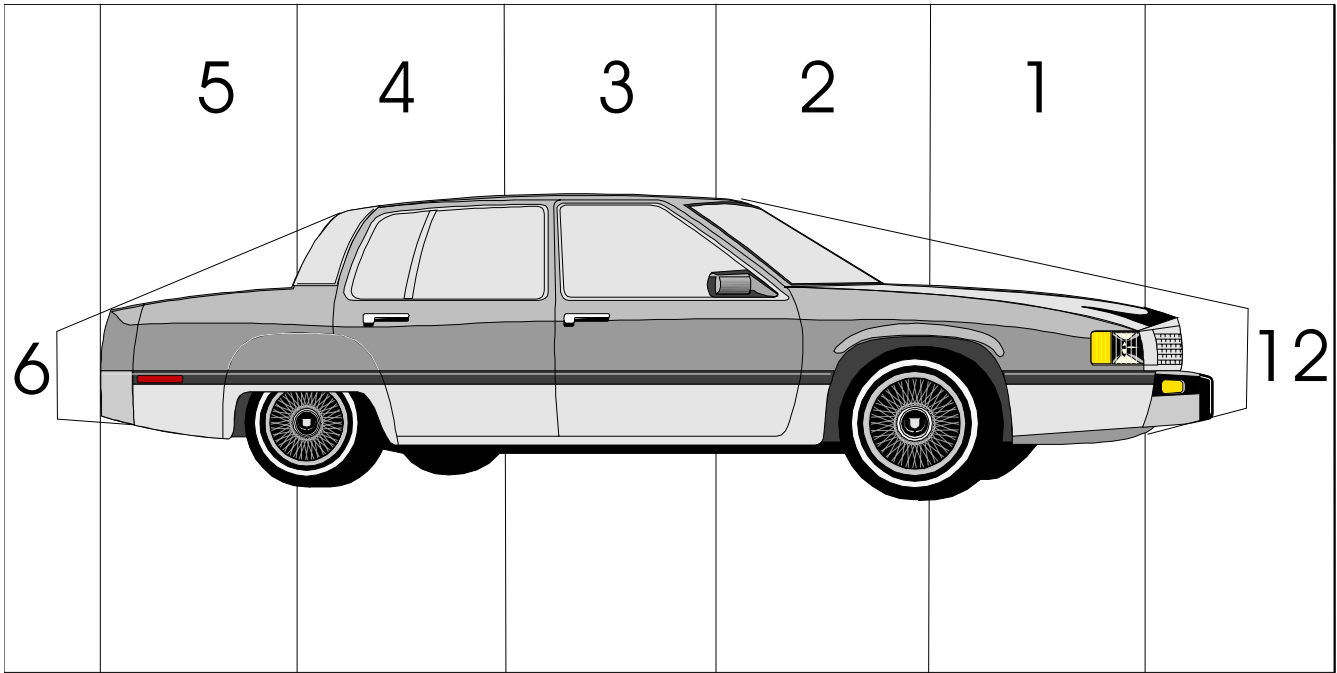

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	<b>IF</b>	<b>THEN</b>
(420P)	1. MANNER OF COLLISION equals 07-08,	there must be at least two vehicle forms with IMPACT POINT-INITIAL equal to 01-05, 07-11, 99.
(8L8P)	2. IMPACT POINT-INITIAL or IMPACT POINT-PRINCIPAL equals 18,	at least one SEQUENCE OF EVENTS should equal 54

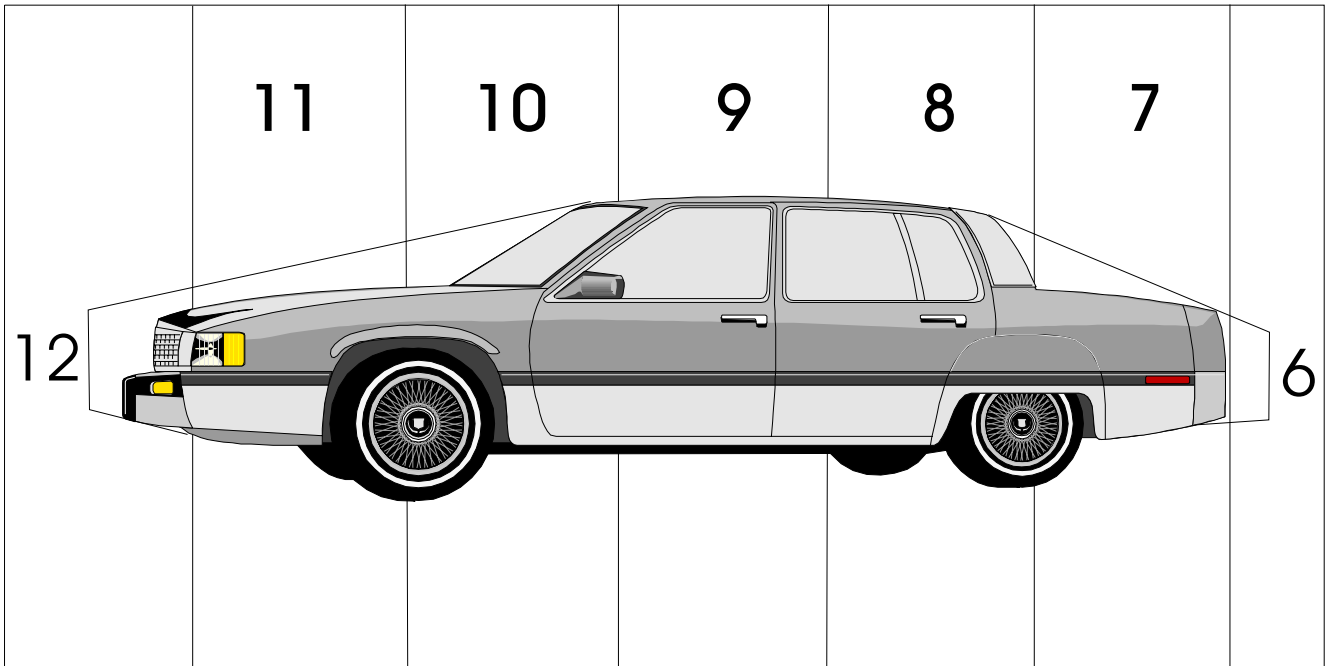
# CLOCKPOINT DIAGRAM



# IMPACT POINTS

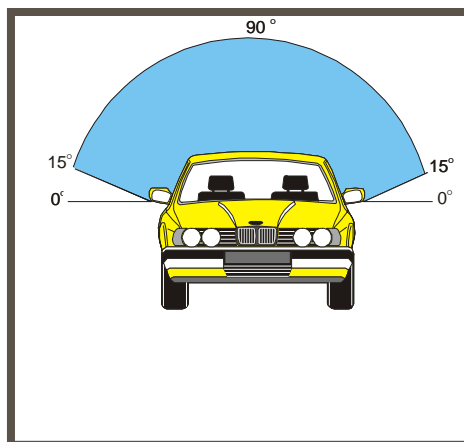
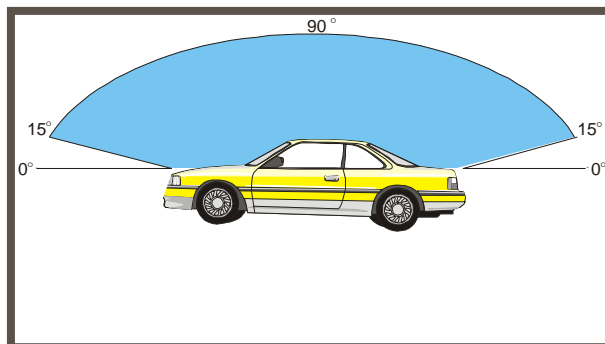
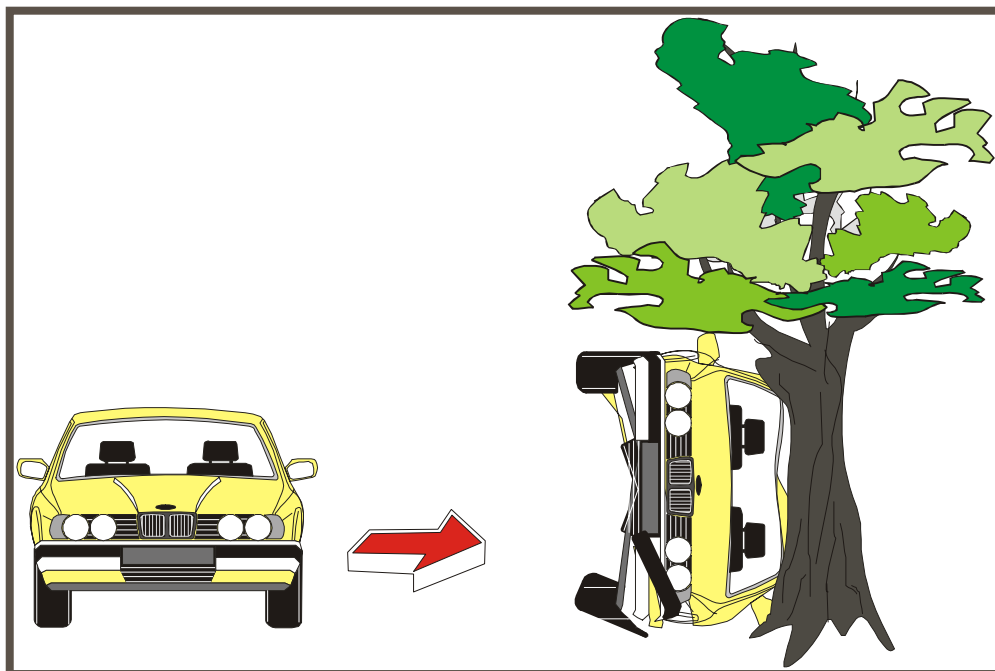


Right Side



Left Side

### Code 13 Examples



## VEHICLE ROLE

**Format: 1 numeric**

---

**Element Values:**

Blank	
0 Non-Collision	
1 Striking	
2 Struck	
3 Both	
9 Unknown*	

---

**Remarks:**

**Code 0 (Non-Collision)** is used when the **only** harmful event(s) for this vehicle is/are non-collisions.

**If FIRST HARMFUL EVENT** is coded “01-07, 16, 44, 47, 51, 60” and no impact to the vehicle occurs throughout the accident, then code Impact Point-Initial as “00;” Impact Point-Principal as “00;” and Vehicle Role as “0.”

**If FIRST HARMFUL EVENT** is coded “01-07, 16, 44, 47, 51, 60” (particularly code “01 – Overturn/Rollover”) and impacts to the vehicle do occur, then code the appropriate IMPACT POINT-INITIAL and PRINCIPAL, and code Vehicle Role as appropriate.

The officer’s description and diagram usually determines the striking and struck vehicles.

In a two-vehicle, front-to-front collision, it is possible for the Police Accident Report (PAR) to indicate that both vehicles “strike” simultaneously. When this occurs, code both vehicles as “1 – Striking.” If the PAR indicates that only one of the two vehicles is the striking vehicle, code that vehicle as “Striking” and the other vehicle as “Struck” (code “2”) or, if it applies, “Both” (code “3”).

A vehicle can strike (or be struck by) a pedestrian, bicyclist, skateboard rider and other non-motorists.

For Parked/Stopped Motor Vehicles, because they are not “in motion,” codes “0 – Non-Collision” and “1 – Striking” will not apply. These will most often be coded “2 – Struck.” However; code “3 – Both” can apply in situations where a parked vehicle is struck and then set-in-motion, striking something (i.e., motor vehicle, pedestrian,



fixed object, etc.).

For motor vehicles in motion, outside the trafficway codes “1-3, 9” may apply.

For a vehicle to be coded “Both” striking and struck (code “3”), the event cannot be simultaneous at the same point on the vehicle. A vehicle cannot only have one impact and be both striking and struck.

**\* This value is an unlikely occurrence and will raise a “U” flag.**

---

### Consistency Checks:

---

	<b>IF</b>	<b>THEN</b>
(1S0P) 1.	SEQUENCE OF EVENTS equals 08-15, 17-43, 45-46, 48-50, 52-55,	VEHICLE ROLE must not equal 0.
(3E0P) 2.	IMPACT POINT-INITIAL equals 00,	VEHICLE ROLE must not equal 1-3, 9.
(3E1P) 3.	IMPACT POINT-INITIAL equals 01-14, 99,	VEHICLE ROLE must not equal 0.
(3E2P) 4.	VEHICLE ROLE equals 1-3, 9,	IMPACT POINT-INITIAL must not equal 00.
(3E3P) 5.	VEHICLE ROLE equals 0,	IMPACT POINT-INITIAL must equal 00.
(6A1P) 6.	UNDERRIDE/OVERRIDE equals 1-6,	BODY TYPE must equal 01-16, 19-22, 28-33, 39-42, 45, 48-49, 67, 97, and VEHICLE ROLE must equal 1, 3.
(6E1P) 7.	UNDERRIDE/OVERRIDE equals 7-8,	BODY TYPE must not equal 80-83, 88-91, and VEHICLE ROLE must equal 1, 3.
(9B6P) 8.	UNIT TYPE equals 2-4,	VEHICLE ROLE must not equal 0.
(V080) 9.	TRAVEL SPEED equals 00,	VEHICLE ROLE should not equal 1.

	<b>IF</b>	<b>THEN</b>
(V120)	10. DRIVER PRESENCE equals 2, 4,	VEHICLE ROLE should not equal 0, 9.
(V450)	11. NUMBER OF VEHICLE FORMS SUMMITTED equals 02, and VEHICLE ROLE of both vehicles equals 1,	MANNER OF COLLISION should equal 02.
(VH35)	12. UNIT TYPE equals 2-4,	VEHICLE ROLE should equal 1-3.

---

**Special Processing Rules:**

---

(U060) 1. UNLIKELY: VEHICLE ROLE equals 9.

## UNDERRIDE/OVERRIDE

**Format: 1 numeric**

---

**Element Values:**

---

Blank

0 No Underride or Override

**Underriding a Motor Vehicle In-Transport**

---

1 Underride, Compartment Intrusion

2 Underride, No Compartment Intrusion

3 Underride, Compartment Intrusion Unknown

**Underriding a Motor Vehicle Not In-Transport**

---

4 Underride, Compartment Intrusion

5 Underride, No Compartment Intrusion

6 Underride, Compartment Intrusion Unknown

7 Overriding a Motor Vehicle In-Transport

8 Overriding a Motor Vehicle Not In-Transport

9 Unknown if Underride or Override

---

**Remarks:**

---



***NOTE: Prior to 1994, coding of vehicle underrides and overrides was not captured as a separate element. It was included under Impact Points (clockpoint codes “15” and “16” (Underride and Override)). This change improved both the capture and detail relating to these events.***

For underrides and overrides, it is important to determine the vehicle performing the action. Two vehicles cannot be considered to underride and override simultaneously.

In cases in which two vehicles collide “head-on” and one vehicle ends up under the other, you must determine whether an Underride or Override has occurred.

An Underride refers to a vehicle sliding under another vehicle during an accident. The classic example is an automobile striking the rear end or the side of a tractor-trailer and coming to a stop under the trailer. In this example, the automobile is the underriding vehicle. We distinguish between those underriding vehicles with compartment intrusion versus those with no compartment intrusion.

Compartment intrusion means that the truck's rear end or side has entered the passenger compartment of the under-riding vehicle (typically, the windshield or glass area). No compartment intrusion means typically that the front hood is under the truck, but the truck has not directly entered the passenger compartment.

It is possible for an auto to completely underide the trailer without stopping. Underide is not applicable to motorcycles or snowmobiles.

### **UNDERRIDES AND VEHICLES UNDER OTHER VEHICLES**

Codes "1-3" are used when a motor vehicle (In-Transport, or a Not In-Transport vehicle in motion outside the trafficway) underides a motor vehicle in-transport.

Codes "4-6" are used when a motor vehicle (In-Transport, or a Not In-Transport vehicle in motion outside the trafficway) underides a motor vehicle that is Not In-Transport. This includes parked/stopped off roadway motor vehicles, working motor vehicles (i.e., cherry picker, paint-stripping truck), or an "Other Not In-Transport Motor Vehicle" (i.e., motor vehicle in motion outside the trafficway).

#### **Compartment Intrusion Guidelines:**

To use Codes "1 or 4," the PAR should indicate that the passenger compartment of the underriding (striking) vehicle has been damaged. Sources of this information can be the PAR narrative and/or the vehicle damage scale. If the top of the vehicle is damaged, as noted by the vehicle damage scale, Codes "1 or 4" would apply.

Codes "2 and 5," Underide, No Compartment Intrusion, are used when a portion of the vehicle is under another, and it is known that there is no passenger compartment intrusion. Codes "3 and 6" are used when it is unknown if there is passenger compartment intrusion.

### **OVERRIDES**

An Override refers to a vehicle riding up over another (including a parked vehicle). A vehicle straddling a guardrail, for example, is not coded as an override.

**Code 7 (Overriding a Motor Vehicle In-Transport)**, is used when a motor vehicle overrides a motor vehicle in-transport.

**Code 8 (Overriding a Motor Vehicle Not In-Transport)**, is used when a motor vehicle overrides a motor vehicle not in-transport. This includes parked/stopped off roadway motor vehicles, working motor vehicles (i.e., cherry picker, paint-stripping truck), or an "Other Not In-Transport Motor Vehicle" (i.e., motor vehicle in motion outside the trafficway).

---

**Consistency Checks:**


---

	<b>IF</b>	<b>THEN</b>
(6A1P) 1.	UNDERRIDE/OVERRIDE equals 1-6,	BODY TYPE must equal 01-16, 19-22, 28-33, 39-42, 45, 48-49, 67, 97, and VEHICLE ROLE must equal 1, 3.
(6E1P) 2.	UNDERRIDE/OVERRIDE equals 7-8,	BODY TYPE must not equal 80-83, 88-91, and VEHICLE ROLE must equal 1, 3.
(9B5P) 3.	UNIT TYPE equals 2,	UNDERRIDE/OVERRIDE must equal 0.
(V750) 4.	UNDERRIDE/OVERRIDE equals 1-3,	FIRST HARMFUL EVENT EVENT or SEQUENCE OF EVENTS (for this vehicle) should equal 12, 13.
(V760) 5.	UNDERRIDE/OVERRIDE equals 4-6,	FIRST HARMFUL EVENT or SEQUENCE OF EVENTS (for this vehicle) should equal 14, 45, 55.
(V770) 6.	UNDERRIDE/OVERRIDE equals 7,	FIRST HARMFUL EVENT or SEQUENCE OF EVENTS (for this vehicle) should equal 12-13.
(V780) 7.	UNDERRIDE/OVERRIDE equals 8,	FIRST HARMFUL EVENT or SEQUENCE OF EVENTS (for this vehicle) should equal 14, 45, 55.

---

**Special Processing Rules:**


---

	<b>IF</b>	<b>THEN</b>
(4E1P) 1.	UNDERRIDE/OVERRIDE equals 1-3,	there must be another vehicle in the accident with BODY TYPE equal to 60-64, 66-67, 71-72, 78.
(9B3P) 2.	UNDERRIDE/OVERRIDE equals 7,	there must be at least one vehicle with UNIT TYPE equal to 1.

**IF**

**THEN**

(9B4P) 3. UNDERRIDE/OVERRIDE  
equals 8,

there must be at least one vehicle  
with UNIT TYPE equal to 2-4.

<b>EXTENT OF DEFORMATION</b>
------------------------------

**Format: 1 numeric**

---

**Element Values:**

---

Blank	
0 None	
2 Other (Minor)	
4 Functional (Moderate)	
6 Disabling (Severe)	
9 Unknown	

---

**Remarks:**

---

See Definition: ANSI D16.1 Manual: 2.3.8 - 2.3.12

For those States using the Vehicle Damage Scale for Traffic Accident Investigators, use the following coding transformations:

FARS Extent of Deformation Code	Damage Rating
2	1, 2
4	3, 4, 5
6	6, 7

If the police report indicates that the vehicle was 'totaled' and the vehicle was towed away, code "6 – Disabling." If the report indicates that the vehicle was 'totaled,' but the vehicle was driven away, code "4 – Functional."

---

**Consistency Checks:**

---

	IF	THEN
(3C0P) 1.	EXTENT OF DEFORMATION equals 6,	MANNER OF LEAVING SCENE must not equal 1.

---

<b>MANNER OF LEAVING SCENE</b>
--------------------------------

**Format: 1 numeric**

---

**Element Values:**

---

- |                           |  |
|---------------------------|--|
| Blank                     |  |
| 1 Driven                  |  |
| 2 Towed Away              |  |
| 3 Abandoned/Left at Scene |  |
| 9 Unknown                 |  |

**Remarks:**

---

Refers to the disposition of the vehicle at the accident scene. This element should be coded with the best information available.

**Use code “3”** when the vehicle is left at the accident scene.

**Use code “9”** when you can’t determine what happened to the vehicle after the accident.

**Consistency Checks:**

---

		<b>IF</b>	<b>THEN</b>
(3C0P)	1.	EXTENT OF DEFORMATION equals 6,	MANNER OF LEAVING SCENE must not equal 1.
(9B1P)	2.	MANNER OF LEAVING SCENE equals 1-3, 9,	UNIT TYPE must equal 1.

**Special Processing Rules:**

---

		<b>IF</b>	<b>THEN</b>
(VH70)	1.	UNIT TYPE equals 2-4,	elements V16-V20, V25, V33 should all be left blank.



<b>MOTOR CARRIER IDENTIFICATION NUMBER</b>
--

**Format: 1 set 2 numeric, 1 set 9 numeric**

---

**Element Values:**

**Issuing Authority:**

00	Not Applicable
01-56	FARS State Code
57	US DOT
58	ICC
95	Canada
96	Mexico
88	None
99	Unknown

**Identification Number:**

Actual Number except:

000000000	Not Applicable
888888888	None
999999999	Unknown

---

**Remarks:**

This element is only applicable for the following commercial vehicles:

1. Medium/Heavy Trucks: vehicles with gross weight greater than 10,000 lbs.
2. Buses with 9 or more seats (including the driver).
3. Light Trucks, Vans and Passenger Vehicles displaying a hazardous materials placard.

Your state most likely has a Supplemental Truck/Bus Accident Report (Truck Supplement) or includes similar data elements as part of its regular PAR. The Motor Carrier Identification Number is recorded on the Truck Supplement or PAR next to the appropriate Source (Issuing Authority.) If your state uses separate Truck Supplements, you should seek help to get routine access to them, just as with your state's PAR.

Your state's Safety Net representative may be able to provide a Motor Carrier Identification Number.





Federal regulations require that almost all trucks operating across state lines (i.e., interstate) have Identification Numbers except those hauling “exempt” commodities (such as unprocessed agricultural products). This will be a US DOT or ICC Number.

State Numbers are issued by a public utility commission, a public service commission, or some other state agency, to vehicles that operate either in interstate commerce or only within that state. However, some states do not regulate the motor carrier industry. Trucks and buses that operate strictly within such states (i.e., intrastate) may not have numbers.

Many carriers will have either a US DOT or ICC Number plus a State Number.

Identification Number should be left justified. If less than 9 characters, left-justify and do not zero-fill.

**Examples:**

Supplement/PAR		FARS
003518		003518
3518		0003518
3518		3518
3518000		3518000

**STATE NUMBERS:** If only a State Number is recorded on the PAR or Supplement, then code the appropriate FARS State Code in “Issuing Authority” and enter the State Number in “Identification Number.”

**US DOT NUMBERS:** Use Code “57” in “Issuing Authority” if a US DOT Number or a State Number and US DOT Number are recorded on the PAR or Supplement. Enter the US DOT Number in “Identification Number.”

**ICC NUMBERS:** Use Code “58” in “Issuing Authority” if an ICC Number or a State Number and an ICC Number are recorded on the PAR or Supplement. Enter the ICC Number in “Identification Number.”

**CANADIAN/MEXICAN NUMBERS:** Use Code “95” or “96” in “Issuing Authority” if a Canadian or Mexican authority (respectively) has issued the only Carrier Identification Number recorded on the PAR or Supplement.

**HIERARCHY:** When Identification Numbers are available from more than one Source (Issuing Authority), it is most important to code the US DOT number then the ICC number if one is available. It is next most important to code the Mexican or Canadian issued number. Finally, State-issued numbers should be coded.

**Code 0's: Not Applicable** - would apply when you would never expect this style of vehicle to have a Motor Carrier ID number (cars, motor homes, etc.). This vehicle would not appear on a truck supplement (supplemental truck elements on the PAR would be coded N/A).

**Code 8's: None** - should be coded when:

- you could expect this type of vehicle to have an ID Number, but it is exempt because of its use or activity at the time of the crash;
- this type of vehicle often does have a number (but vehicle is operated strictly intrastate and activity not regulated); or
- the PAR/supplement states "No Number."

**Note:** In some states, school buses are exempt from requiring a Motor Carrier ID Number

**Code 9's: Unknown** - is used when you could expect this type of vehicle to have a Motor Carrier ID Number, however:

- the PAR or truck supplement leaves the field blank;
- you don't have a supplement or a field on the PAR (no further information given); or
- you don't know if the truck is a light, medium or heavy truck.

---

**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(4N1P) 1.	VEHICLE CONFIGURATION does not equal 00,	MOTOR CARRIER IDENTIFICATION NUMBER must not equal 00-00000000.
(4N2P) 2.	MOTOR CARRIER IDENTIFICATION NUMBER equals 00-00000000,	VEHICLE CONFIGURATION must equal 00.
(4N4P) 3.	MOTOR CARRIER IDENTIFICATION NUMBER does not equal 00-00000000,	BODY TYPE must equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, 99, or HAZARDOUS CARGO must equal 1-3.
(4N5P) 4.	BODY TYPE does not equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, or HAZARDOUS CARGO does not equal 1-3,	MOTOR CARRIER IDENTIFICATION NUMBER must equal 00-00000000, 99-99999999.

	<b>IF</b>	<b>THEN</b>
(V980)	5. BODY TYPE equals 28, 45, 48-52, 58-64, 66-67, 71-72, 78, 93, or HAZARDOUS CARGO equals 1-3,	MOTOR CARRIER IDENTIFICATION NUMBER should not equal 00-000000000.
(V981)	6. VEHICLE CONFIGURATION equals 00,	MOTOR CARRIER IDENTIFICATION NUMBER should equal 00-000000000.
(V982)	7. MOTOR CARRIER IDENTIFICATION NUMBER does not equal 00-000000000,	VEHICLE CONFIGURATION should not equal 00.

## VEHICLE CONFIGURATION

**Format: 2 numeric**

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**Element Values:**

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	Blanks
00	Not Applicable, not a medium/heavy truck, bus or vehicle displaying a hazardous material placard
01	Single-Unit Truck (two axles, 6 tires)
02	Single-Unit Truck (three or more axles)
03	Single-Unit Truck (unknown number of axles, tires)
04	Truck/Trailer(s)
05	Truck Tractor (Bobtail)
06	Tractor/Semi-Trailer (one trailer)
07	Tractor/Doubles (two trailers)
08	Tractor/Triples (three trailers)
19	Medium/Heavy Truck, cannot classify
20	Bus (seats for 9-15 people, including driver)
21	Bus (seats for more than 15 people, including driver)
70	Light Truck (van, mini van, panel, pickup, sport utility vehicle displaying a hazardous material placard)
80	Passenger Car (only when displaying a hazardous materials placard)
99	Unknown if Light or Medium/Heavy Truck/Bus

---

**Remarks:**

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This element is only applicable for the following vehicles:

1. Medium/Heavy Trucks: vehicles with gross weight greater than 10,000 lbs.
2. Buses with 9 or more seats (including the driver)
3. Light Trucks, Vans and Passenger Vehicles displaying a hazardous materials placard.

**Code 00 (Not Applicable)** should be used for automobiles, motorcycles, small buses (with less than 9 seats, including driver) and small trucks or vans (10,000 lbs. or less), not carrying hazardous cargo.

**Code 01 (Single Unit Truck [two axles, 6 tires])** is used for two-axle, single-unit trucks with six tires. A single-unit trucks carrying hazardous cargo with four tires is coded "70."

**Code 02 (Single Unit Truck [three or more axles])** is used for single-unit trucks with three or more axles.

**Code 03 (Single Unit Truck [unknown number of axles, tire])** is used for single-unit trucks over 10,000 lbs. when the number of axles or tires is unknown.

**Code 04 (Truck/Trailer(s))** is used for single-unit trucks pulling a trailer.

**Code 05 (Truck Tractor [Bobtail])** is used for cab-only vehicles.

**Code 06 (Tractor/Semi-Trailer [one trailer])** is used for truck tractors with one trailer.

NOTE: This code was used for truck tractors with any number of trailers before 2001. This code should not be used for single-unit trucks pulling a trailer.

Use Code "07" for two trailers

Use Code "08" for three trailers

**Code 19 (Medium/Heavy Truck, cannot classify)** is used when you know the vehicle meets the definition of a medium/heavy truck, but you can't select from codes 01-08. An example is a vehicle with one trailer, but it is unknown whether it is a tractor-trailer or a single-unit truck pulling a trailer.

**Code 20 (Bus [seats for 9-15 people, including driver]).** Smaller van-based buses qualify (less than 15 seats, including driver). E.g., commuter vans, van-based school buses.

**Code 21 (Bus [seats for more than 15 people, including driver]).** A van-based bus qualifies for this code if it is configured to include enough seats. A CDL is required for the driver of this bus.

**Code 70 (Light Truck [van, mini van, panel, pickup, sport utility vehicle displaying a hazardous material placard])** is only used for trucks 10,000 lbs. or less, vans and sport utilities displaying hazardous materials placard. When vehicles in this category are not displaying a hazardous materials placard, use code "00- Not Applicable."

**Code 80 (Passenger Car)** is used for passenger cars displaying a hazardous material placard; otherwise, Code "00-Not Applicable."

**Code 99 (Unknown if Light or Medium/Heavy Truck/Bus)** is used when there is not enough information to determine if the vehicle meets the definition of a medium/heavy truck or bus but there is reason to suspect that it may qualify. This code differs from Code "19" in that Code "19" indicates that the vehicle is a medium/heavy truck, only the configuration is not known.

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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(4N1P)	1. VEHICLE CONFIGURATION does not equal 00,	MOTOR CARRIER IDENTIFICATION NUMBER must not equal 00-000000000.
(4N2P)	2. MOTOR CARRIER IDENTIFICATION NUMBER equals 00-000000000,	VEHICLE CONFIGURATION must equal 00.
(AA0P)	3. VEHICLE CONFIGURATION equals 00,	NUMBER OF AXLES must equal 00.
(AB0P)	4. VEHICLE CONFIGURATION equals 01,	NUMBER OF AXLES must equal 02.
(AB1P)	5. VEHICLE CONFIGURATION equals 01,	CARGO BODY TYPE must not equal 20-21.
(AD0P)	6. VEHICLE CONFIGURATION equals 04, 06-08,	VEHICLE TRAILING must not equal 0.
(AD1P)	7. VEHICLE CONFIGURATION equals 02, 04, 06-08,	NUMBER OF AXLES must equal 03-98.
(AE0P)	8. VEHICLE CONFIGURATION equals 05,	VEHICLE TRAILING must equal 0.
(AE1P)	9. VEHICLE CONFIGURATION equals 05-08,	BODY TYPE must equal 66.
(AE2P)	10. VEHICLE CONFIGURATION equals 05,	NUMBER OF AXLES must equal 02-03, 98.
(AE3P)	11. VEHICLE CONFIGURATION equals 05,	CARGO BODY TYPE must equal 96.
(AF0P)	12. VEHICLE CONFIGURATION equals 20-21,	NUMBER OF AXLES must equal 02-98.
(AF1P)	13. VEHICLE CONFIGURATION equals 20,	CARGO BODY TYPE must equal 20.
(AF2P)	14. VEHICLE CONFIGURATION equals 20-21,	BODY TYPE must equal 20-21, 50-52, 58-59.

	<b>IF</b>	<b>THEN</b>
(AG0P)	15. VEHICLE CONFIGURATION equals 99,	NUMBER OF AXLES must equal 99.
(AH0P)	16. VEHICLE CONFIGURATION does not equal 00, 99,	BODY TYPE must equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, or HAZARDOUS CARGO must equal 1-3.
(D280)	17. VEHICLE CONFIGURATION equals 05-08, 21, or HAZARDOUS CARGO equals 1,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 0.
(D450)	18. COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0,	VEHICLE CONFIGURATION should not equal 05-08, 21, and HAZARDOUS CARGO should not equal 1.
(V460)	19. VEHICLE CONFIGURATION equals 02,	NUMBER OF AXLES should not equal 02, 98.
(V46P)	20. VEHICLE CONFIGURATION equals 21,	BODY TYPE must equal 21, 50-52, 58-59.
(V470)	21. VEHICLE CONFIGURATION equals 01,	CARGO BODY TYPE should be 01-05, 07.
(V47P)	22. VEHICLE CONFIGURATION equals 21,	CARGO BODY TYPE must equal 21.
(V480)	23. VEHICLE CONFIGURATION equals 05,	NUMBER OF AXLES should not equal 98.
(V490)	24. VEHICLE CONFIGURATION equals 19,	NUMBER OF AXLES should equal 98.
(V500)	25. VEHICLE CONFIGURATION equals 20-21,	NUMBER OF AXLES should be 02-03, 98.
(V502)	26. GROSS VEHICLE WEIGHT RATING equals 0, and HAZARDOUS CARGO equals 0,	VEHICLE CONFIGURATION, NUMBER OF AXLES and CARGO BODY TYPE must equal 00.



	<b>IF</b>	<b>THEN</b>
(V503)	27. GROSS VEHICLE WEIGHT RATING equals 1,	HAZARDOUS CARGO should equal 1, or VEHICLE CONFIGURATION should equal 20-21.
(V531)	28. BUS USE equals 1-7,	VEHICLE CONFIGURATION should equal 20-21, and CARGO BODY TYPE should equal 20-21.
(V532)	29. VEHICLE CONFIGURATION equals 01-08, 19,	GROSS VEHICLE WEIGHT RATING should equal 2-3, 9.
(V55P)	30. VEHICLE CONFIGURATION equals 80,	BODY TYPE must equal 01-13.
(V56P)	31. VEHICLE CONFIGURATION equals 70,	BODY TYPE must equal 14-22, 28-49.
(V57P)	32. VEHICLE CONFIGURATION equals 05,	CARGO BODY TYPE must equal 96, and BODY TYPE must equal 66.
(V58P)	33. VEHICLE CONFIGURATION equals 04,	BODY TYPE must not equal 66.
(V59P)	34. VEHICLE CONFIGURATION equals 06,	BODY TYPE must equal 66, and VEHICLE TRAILING must equal 1.
(V60P)	35. VEHICLE CONFIGURATION equals 07,	BODY TYPE must equal 66, and VEHICLE TRAILING must equal 2.
(V61P)	36. VEHICLE CONFIGURATION equals 08,	BODY TYPE must equal 66, and VEHICLE TRAILING must equal 3.
(V640)	37. VEHICLE CONFIGURATION does not equal 00, 99,	BODY TYPE should not equal 28, 31, 42, 45, 48-49.
(V65P)	38. GROSS VEHICLE WEIGHT RATING equals 2-3,	VEHICLE CONFIGURATION must not equal 00, and NUMBER OF AXLES and CARGO BODY TYPE must not equal 00.



	<b>IF</b>	<b>THEN</b>
(V790)	39. BODY TYPE equals 20,	VEHICLE CONFIGURATION should equal 00, and CARGO BODY TYPE should equal 00.
(V800)	40. BODY TYPE equals 21-22, 28-29,	VEHICLE CONFIGURATION should equal <b>00, 04, 20</b> , 70, 99, and CARGO BODY TYPE should equal 00-01, <b>20</b> , 99.
(V830)	41. BODY TYPE equals 40,	VEHICLE CONFIGURATION should equal 01, 03-04, 70, and CARGO BODY TYPE should equal 01-04, 06-07, 96-98.
(V840)	42. BODY TYPE equals 50-59,	VEHICLE CONFIGURATION should equal 21, and CARGO BODY TYPE should equal 21.
(V850)	43. BODY TYPE equals 60,	VEHICLE CONFIGURATION should equal 01, 03-04, and CARGO BODY TYPE should equal 01.
(V860)	44. BODY TYPE equals 61-64,	VEHICLE CONFIGURATION should equal 01-04, and CARGO BODY TYPE should equal 01-08, 96-98.
(V870)	45. BODY TYPE equals 65,	VEHICLE CONFIGURATION should equal 00, and CARGO BODY TYPE should equal 00.
(V880)	46. BODY TYPE equals 66,	VEHICLE CONFIGURATION should equal 05-08, 19, and CARGO BODY TYPE should equal 01-04, 06-09, 96-98.
(V890)	47. BODY TYPE equals 71-72,	VEHICLE CONFIGURATION should equal 19, and CARGO BODY TYPE should equal 01-04, 06-09, 96-98.

	<b>IF</b>	<b>THEN</b>
(V890)	48. BODY TYPE equals 71-72,	VEHICLE CONFIGURATION should equal 19, and CARGO BODY TYPE should equal 01-04, 06-09, 96-98.
(V900)	49. BODY TYPE equals 73,	VEHICLE CONFIGURATION should equal 00, and CARGO BODY TYPE should equal 00.
(V910)	50. BODY TYPE equals 78,	VEHICLE CONFIGURATION should equal 19, and CARGO BODY TYPE should equal 98.
(V915)	51. BODY TYPE equals 67,	VEHICLE CONFIGURATON should equal 01, and CARGO BODY TYPE should equal 97.
(V920)	52. BODY TYPE equals 79,	VEHICLE CONFIGURATION should equal 99, and CARGO BODY TYPE should equal 99.
(V930)	53. VEHICLE CONFIGURATION equals 00, or CARGO BODY TYPE equals 00,	BODY TYPE should not equal 50-64, 66-72, 78-79.
(V940)	54. HAZARDOUS CARGO equals 1-3,	VEHICLE CONFIGURATION should not equal 00, 99, CARGO BODY TYPE should not equal 00, 99, and NUMBER OF AXLES should not equal 00, 99.
(V981)	55. VEHICLE CONFIGURATION equals 00,	MOTOR CARRIER IDENTIFICATION NUMBER should equal 00-000000000.
(V982)	56. MOTOR CARRIER IDENTIFICATION NUMBER does not equal 00-000000000,	VEHICLE CONFIGURATION should not equal 00.

	<b>IF</b>	<b>THEN</b>
(V985)	57. VEHICLE TRAILING equals 5,	VEHICLE CONFIGURATION should not equal 04, 06-08, 20-21.
(V986)	58. VEHICLE CONFIGURATION equals 05, and VEHICLE TRAILING equals 5,	NUMBER OF AXLES should not be greater than 03.
(VH75)	59. UNIT TYPE equals 4,	VEHICLE CONFIGURATION should not equal 05, 20-21, 70, 80.

## VEHICLE TRAILING

**Format: 1 numeric**

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**Element Values:**

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Blank	
0	No
1	Yes, One Trailer
2	Yes, Two Trailers
3	Yes, Three or More Trailers
4	Yes, Number of Trailers Unknown
5	Vehicle Towing Another Motor Vehicle
9	Unknown

**Remarks:**

---

Trailing unit applies to any device connected to a motor vehicle by a hitch, including tractor-trailer combinations, a single-unit truck pulling a trailer (Truck Trailer), a boat trailer hitched onto a motor vehicle, etc. A vehicle towing another “motor vehicle” is not considered to be a “trailer” but is considered to be a “towed vehicle” (see code “5”).

A Converter Dolly is a device used to hitch a trailer to another semi-trailer or straight truck and is not counted as a separate trailing unit. For combination vehicles (medium/heavy trucks), count only the cargo-carrying units.

Codes “1-4” should be used for vehicles pulling a trailer with a hitch. Examples are a tractor/trailer with a “fifth wheel” towing a trailer, a single-unit truck pulling a flatbed trailer with a “ball” hitch, a passenger vehicle pulling a camping trailer with a “bar” hitch, a dual-rear-wheel pickup truck with a “fifth wheel” hitch in the pickup bed with a horse trailer attached.

**Code 5 (Vehicle Towing Another Motor Vehicle)** should be used for a vehicle towing another “motor vehicle(s),” where the towed vehicle has to have two or more wheels on the ground. Use code “5” for saddle-mounted towed vehicles. An example of a saddle-mount unit would be a bobtail towing one or more other bobtails. Code “5” does not apply to vehicles “towed” by being loaded on a flatbed or auto transporter.

NOTE: For vehicles being towed by an illegal hitch (rope, chain, cable), be sure to code Related Factors-Driver Level code “22 – Towing or Pushing Improperly.”

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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(2B0P)	1. JACKKNIFE equals 1-3,	VEHICLE TRAILING must not equal 0, 9.
(4R0P)	2. SEATING POSITION equals 54,	VEHICLE TRAILING must not equal 0.
(5B0P)	3. JACKKNIFE equals 0, and BODY TYPE equals 66,	VEHICLE TRAILING must not equal 1-4.
(AD0P)	4. VEHICLE CONFIGURATION equals 04, 06-08,	VEHICLE TRAILING must not equal 0.
(AE0P)	5. VEHICLE CONFIGURATION equals 05,	VEHICLE TRAILING must equal 0.
(AL1P)	6. SEQUENCE OF EVENTS equals 62,	VEHICLE TRAILING must not equal 0.
(CI0P)	7. VEHICLE TRAILING equals 1-4,	JACKKNIFE must not equal 0.
(V020)	8. VEHICLE TRAILING equals 1,	BODY TYPE should not equal 50-52, 80-83, 88-91.
(V110)	9. either RELATED FACTORS-VEHICLE LEVEL equals 15,	VEHICLE TRAILING should not equal 0.
(V16P)	10. RELATED FACTORS-DRIVER LEVEL equals 88,	VEHICLE TRAILING must not equal 0, 9.

CONSISTENCY CHECKS CONTINUED ON NEXT PAGE

<b>IF</b>	<b>THEN</b>
(V170-V260 & 4F1P-4F0P)	
11. NUMBER OF OCCUPANTS is less than 97, BODY TYPE equals __, VEHICLE TRAILING equals 0, and NUMBER OF OCCUPANTS is greater than __.	a consistency check ( ) will be given.

<b>BODY TYPE</b>	<b>Q</b>	<b>P</b>
01-05, 07-09, 14, 15, 19, 97	8 (V170)	15 (4F1P)
06, 11, 16	12 (V180)	22 (4F2P)
12	15 (V190)	25 (4F3P)
80-83, 88-89	2 (V200)	5 (4F4P)
42, 73	12 (V210)	30 (4F5P)
60-65, 71-72, 79	12 (V220)	55 (4F6P)
66	5 (V230)	50 (4F7P)
91	2 (V240)	10 (4F8P)
90	8 (V250)	20 (4F9P)
99	5 (V260)	10 (4F0P)

(V340-V430) (4C1P-4C0P)	
12. NUMBER OF OCCUPANTS is less than 97, BODY TYPE equals __, VEHICLE TRAILING does NOT equal 0, and NUMBER OF OCCUPANTS is greater than __.	a consistency check ( ) will be given.

<b>BODY TYPE</b>	<b>Q</b>	<b>P</b>
01-05, 07-09, 14, 15, 19, 97	8 (V340)	15 (4C1P)
06, 11, 16	12 (V350)	22 (4C2P)
12	15 (V360)	25 (4C3P)
80-83, 88-89	2 (V370)	5 (4C4P)
42, 73	12 (V380)	30 (4C5P)
60-65, 71-72, 79	12 (V390)	55 (4C6P)
66	5 (V400)	77 (4C7P)
91	2 (V410)	10 (4C8P)
90	8 (V420)	20 (4C9P)
99	5 (V430)	10 (4C0P)

	<b>IF</b>	<b>THEN</b>
(V59P)	13. VEHICLE CONFIGURATION equals 06,	BODY TYPE must equal 66, and VEHICLE TRAILING must equal 1.
(V60P)	14. VEHICLE CONFIGURATION equals 07,	BODY TYPE must equal 66, and VEHICLE TRAILING must equal 2.
(V61P)	15. VEHICLE CONFIGURATION equals 08,	BODY TYPE must equal 66, and VEHICLE TRAILING must equal 3.
(V983)	16. VEHICLE TRAILING equals 3,	STATE should equal 04, 08, 16, 18, 20, 30-32, 38-41, 46, 49.
(V984)	17. STATE does not equal 04, 08, 16, 18, 20, 30-32, 38-41, 46, 49,	VEHICLE TRAILING should not equal 3.
(V985)	18. VEHICLE TRAILING equals 5,	VEHICLE CONFIGURATION should not equal 04, 06-08, 20-21.
(V986)	19. VEHICLE CONFIGURATION equals 05, and VEHICLE TRAILING equals 5,	NUMBER OF AXLES should not be greater than 03.



## NUMBER OF AXLES

**Format: 2 numeric**

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**Element Values:**

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Blanks

(Number of Axles on Vehicle, Including Trailers)

00	Not Applicable, not a Medium/Heavy Truck or Bus
02-97	Number of Axles
98	Medium/Heavy Truck or Bus, Number of Axles Unknown
99	Unknown if Light or Medium/Heavy Truck or Bus

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**Remarks:**

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This element is applicable for Medium/Heavy trucks and buses (greater than 10,000 lbs. GVWR). It counts the total number of axles on the vehicle (and converter dolly), including the trailing units.

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**Consistency Checks:**

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	<b>IF</b>		<b>THEN</b>
(AA0P) 1.	VEHICLE CONFIGURATION equals 00,		NUMBER OF AXLES must equal 00.
(AB0P) 2.	VEHICLE CONFIGURATION equals 01,		NUMBER OF AXLES must equal 02.
(AD1P) 3.	VEHICLE CONFIGURATION equals 02, 04, 06-08,		NUMBER OF AXLES must equal 03-98.
(AE2P) 4.	VEHICLE CONFIGURATION equals 05,		NUMBER OF AXLES must equal 02-03, 98.
(AF0P) 5.	VEHICLE CONFIGURATION equals 20-21,		NUMBER OF AXLES must equal 02-98.
(AG0P) 6.	VEHICLE CONFIGURATION equals 99,		NUMBER OF AXLES must equal 99.

	<b>IF</b>	<b>THEN</b>
(AI0P)	7. NUMBER OF AXLES equals 99,	CARGO BODY TYPE must equal 99.
(AJ0P)	8. NUMBER OF AXLES does not equal 00, 99,	BODY TYPE must equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, or HAZARDOUS CARGO must equal 1-3.
(V460)	9. VEHICLE CONFIGURATION equals 02,	NUMBER OF AXLES should not equal 02, 98.
(V480)	10. VEHICLE CONFIGURATION equals 05,	NUMBER OF AXLES should not equal 98.
(V490)	11. VEHICLE CONFIGURATION equals 19,	NUMBER OF AXLES should equal 98.
(V500)	12. VEHICLE CONFIGURATION equals 20-21,	NUMBER OF AXLES should be 02-03, 98.
(V502)	13. GROSS VEHICLE WEIGHT RATING equals 0, and HAZARDOUS CARGO equals 0,	VEHICLE CONFIGURATION, NUMBER OF AXLES and CARGO BODY TYPE must equal 00.
(V650)	14. NUMBER OF AXLES does not equal 00, 99,	BODY TYPE should not equal 28, 31, 42, 45, 48-49.
(V65P)	15. GROSS VEHICLE WEIGHT RATING equals 2-3,	VEHICLE CONFIGURATION must not equal 00, and NUMBER OF AXLES and CARGO BODY TYPE must not equal 00.
(V940)	16. HAZARDOUS CARGO equals 1-3,	VEHICLE CONFIGURATION should not equal 00, 99, CARGO BODY TYPE should not equal 00, 99, and NUMBER OF AXLES should not equal 00, 99.
(V986)	17. VEHICLE CONFIGURATION equals 05, and VEHICLE TRAILING equals 5,	NUMBER OF AXLES should not be greater than 03.

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**Special Processing Rules:**

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(U300) 1. UNLIKELY: NUMBER OF AXLES is greater than 13.

## GROSS VEHICLE WEIGHT RATING

**Format: 6 numeric**

---

**Element Values:**

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Blank

- |   |                           |
|---|---------------------------|
| 0 | Not Applicable            |
| 1 | 10,000 lbs. or less       |
| 2 | 10,001 lbs. – 26,000 lbs. |
| 3 | 26,001 lbs. or more       |
| 9 | Unknown                   |

---

**Remarks:**

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Gross Vehicle Weight Rating (GVWR): is a value specified by the manufacturer for a single-unit truck or truck tractor. Code this element based on the Power Unit of the truck only. Do not add GVWR of trailer(s).

This element should be available with other NGA (National Governor's Association) recommended elements for commercial vehicles on your PAR or Truck Supplement.

**Code 0 (Not Applicable)** should be used for vehicles 10,000 lbs. or less, not displaying a hazardous materials placard, for buses less than 9 seats (including driver), and for all motor homes.

**Code 1 (10,000 lbs. or less)** should be used for passenger cars and light trucks with 10,000 lbs. GVWR or less when displaying a hazardous materials placard or for buses with 9 or more seats (including driver) with 10,000 lbs. GVWR or less.

The MDE provides PCVINA codes for GVWR. Next to Vehicle Identification Number (VIN), click on check box, and then click on "Show Details" under the "R. L. Polk" column. Use the table below to translate the code for GVWR.

### COMPARISON OF PCVINA AND FARS CODES FOR GVWR

PCVINA (trucks only)	FARS CODES
	0 – Not Applicable
1 – 6,000 lbs. or less 2 – 6,001 – 10,000 lbs.	1 – 10,000 lbs. and less
3 – 10,001 – 14,000 lbs. 4 – 14,001 – 16,000 lbs. 5 – 16,001 – 19,500 lbs. 6 – 19,501 – 26,000 lbs.	2 – 10,001 – 26,000 lbs.
7 – 26,001 – 33,000 lbs. 8 – 33,001 lbs. or more	3 – 26,001 lbs. or more
9 - Unknown	9 - Unknown

---

#### Consistency Checks:

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	IF	THEN
(V502)	1. GROSS VEHICLE WEIGHT RATING equals 0, and HAZARDOUS CARGO equals 0,	VEHICLE CONFIGURATION, NUMBER OF AXLES and CARGO BODY TYPE must equal 00.
(V503)	2. GROSS VEHICLE WEIGHT RATING equals 1,	HAZARDOUS CARGO should equal 1, or VEHICLE CONFIGURATION should equal 20-21.
(V504)	3. GROSS VEHICLE WEIGHT RATING equals 1,	BODY TYPE should equal 01-22, 28-39, 41-49.
(V505)	4. GROSS VEHICLE WEIGHT RATING equals 9,	BODY TYPE should not equal 61-63, 66-67.
(V506)	5. BODY TYPE equals 60,	GROSS VEHICLE WEIGHT RATING should equal 2.
(V507)	6. BODY TYPE equals 01-22, 28-39, 41-49,	GROSS VEHICLE WEIGHT RATING should equal 0-1.
(V50P)	7. BODY TYPE equals 61-62, 67, 71,	GROSS VEHICLE WEIGHT RATING must equal 2, 9. (See GVWR Remarks on how to use PCVina to determine GVWR.)

	<b>IF</b>	<b>THEN</b>
(V51P)	8. BODY TYPE equals 63, 66, 72,	GROSS VEHICLE WEIGHT RATING must equal 3, 9. (See GVWR Remarks on how to use PCVina to determine GVWR.)
(V52P)	9. BODY TYPE equals 64,	GROSS VEHICLE WEIGHT RATING must equal 9. (See GVWR Remarks on how to use PCVina to determine GVWR.)
(V532)	10. VEHICLE CONFIGURATION equals 01-08, 19,	GROSS VEHICLE WEIGHT RATING should equal 2-3, 9.
(V540)	11. BODY TYPE equals 42, 65, 73, and HAZARDOUS CARGO equals 0,	GROSS VEHICLE WEIGHT RATING should equal 0.
(V62P)	12. If CARGO BODY TYPE equals 01-09, 97-98, and VEHICLE IDENTIFICATION NUMBER is not Blank or Unknown,	GROSS VEHICLE WEIGHT RATING must equal 2-3.
(V64P)	13. BODY TYPE equals 60-64, 66-72, 78,	GROSS VEHICLE WEIGHT RATING must not equal 0-1.
(V65P)	14. GROSS VEHICLE WEIGHT RATING equals 2-3,	VEHICLE CONFIGURATION must not equal 00, and NUMBER OF AXLES and CARGO BODY TYPE must not equal 00.

## CARGO BODY TYPE

**Format: 2 numeric**

---

**Element Values:**

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Blanks

00	Not Applicable, Not a Medium/Heavy Truck or Bus
01	Van/Enclosed Box
02	Cargo Tank
03	Flatbed
04	Dump
05	Concrete Mixer
06	Auto Transporter
07	Garbage/Refuse
08	Grain, Chips, Gravel
09	Pole
20	Bus (seats 9-15 people, including driver)
21	Bus (seats for more than 15 people, including driver)
96	No Cargo Body Type
97	Medium/Heavy Truck or Bus, Other Cargo Body Type (not codes 01-09, 20-21)
98	Medium/Heavy Truck or Bus, Unknown Cargo Body Type
99	Unknown if Light or Medium/Heavy Truck/Bus

---

**Remarks:**

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This element is only applicable for the following vehicles:

1. Medium/Heavy Trucks: vehicles with gross weight greater than 10,000 lbs.
2. Buses with 9 or more seats (including the driver).
3. Light Trucks, Vans and Passenger Vehicles displaying a hazardous materials placard.

If Vehicle Configuration is coded "01-99," Cargo Body Type should be coded "01-99."

**Code 00 (Not Applicable)** should be used for automobiles, motorcycles, small buses (with less than 9 seats, including driver) and small trucks or vans (10,000 lbs. or less), not carrying hazardous cargo.

**Code 01 (Van/Enclosed Box)** is used for all enclosed trailers and enclosed cargo vans. This is the most frequently used code for medium/heavy trucks.

**Code 03 (Flatbed)** is a cargo body without sides or roof, with or without readily removable stakes which may be tied together with chains/slats or panels. This includes “stake trucks.”

**Code 04 (Dump)** refers to a cargo body designed to be tilted to discharge its load by gravity.

**Code 06 (Auto Transporter)** is a unit capable of transporting multiple, fully assembled automobiles on an “auto transporter” trailer. Do not use code “06” for flatbeds transporting vehicles (e.g., flatbed tow truck, or flatbed semi-trailer carrying wrecked/salvaged automobiles).

**Code 07 (Garbage/Refuse)** includes recycle trucks.

**Code 08 (Grain/Chips/Gravel)** refers to trucks that discharge their loads by gravity from the bottom. (belly dump)

**Code 09 (Pole)** a Pole Trailer is used to carry logs or other long objects. The unloaded trailer resembles an extended pole with no flat surface as with a flatbed trailer.

**Code 96 (No Cargo Body Type)** is used for any medium heavy truck with no cargo carrying capability (bobtail); a truck chassis with a cab only (stripped chassis); and light trucks (Vehicle Configuration equals code “70”) and passenger vehicles (Vehicle Configuration equals code “80”) displaying a hazardous materials placard.

**Code 97 (Medium/Heavy Truck or Bus, Other Cargo Body Type)** is used when the cargo body type is other than the body types listed in codes “01-09, 20-21.” Includes “Log Trucks.”

**Code 98 (Medium/Heavy Truck or Bus, Unknown Cargo Body Type)** is used when the cargo body type is not known or when there is not enough information to distinguish one cargo body type from another. An example would be contradictory data on whether the truck is a van/enclosed box or a flatbed.

**Code 99 (Unknown if Light or Medium/Heavy Truck/Bus)** is used when there is not enough information to determine if the vehicle meets the definition of a medium/heavy truck but there is reason to suspect that it may qualify.

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#### Consistency Checks:

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	<b>IF</b>	<b>THEN</b>
(AB1P) 1.	VEHICLE CONFIGURATION equals 01,	CARGO BODY TYPE must not equal 20-21.



	<b>IF</b>	<b>THEN</b>
(AE3P)	2. VEHICLE CONFIGURATION equals 05,	CARGO BODY TYPE must equal 96.
(AF1P)	3. VEHICLE CONFIGURATION equals 20,	CARGO BODY TYPE must equal 20.
(AI0P)	4. NUMBER OF AXLES equals 99,	CARGO BODY TYPE must equal 99.
(AK00)	5. CARGO BODY TYPE equals 20, 96,	JACKKNIFE should equal 0.
(AL0P)	6. CARGO BODY TYPE equals 20-21,	BODY TYPE must equal 21, 50-52, 58-59.
(AM0P)	7. CARGO BODY TYPE does not equal 00, 99,	BODY TYPE must equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, or HAZARDOUS CARGO must equal 1-3.
(V470)	8. VEHICLE CONFIGURATION equals 01,	CARGO BODY TYPE should be 01-05, 07.
(V47P)	9. VEHICLE CONFIGURATION equals 21,	CARGO BODY TYPE must equal 21.
(V502)	10. GROSS VEHICLE WEIGHT RATING equals 0, and HAZARDOUS CARGO equals 0,	VEHICLE CONFIGURATION, NUMBER OF AXLES and CARGO BODY TYPE must equal 00.
(V531)	11. BUS USE equals 1-7,	VEHICLE CONFIGURATION should equal 20-21, and CARGO BODY TYPE should equal 20-21.
(V57P)	12. VEHICLE CONFIGURATION equals 05,	CARGO BODY TYPE must equal 96, and BODY TYPE must equal 66.
(V62P)	13. CARGO BODY TYPE equals 01-09, 97-98, and VEHICLE IDENTIFICATION NUMBER is not Blank or Unknown,	GROSS VEHICLE WEIGHT RATING must equal 2-3.



	<b>IF</b>	<b>THEN</b>
(V63P)	14. CARGO BODY TYPE equals 21,	BODY TYPE must equal 21, 50-52, 58-59.
(V65P)	15. GROSS VEHICLE WEIGHT RATING equals 2-3,	VEHICLE CONFIGURATION must not equal 00, and NUMBER OF AXLES and CARGO BODY TYPE must not equal 00.
(V660)	16. CARGO BODY TYPE does not equal 00, 99,	BODY TYPE should NOT equal 28, 31, 42, 45, 48-49.
(V790)	17. BODY TYPE equals 20,	VEHICLE CONFIGURATION should equal 00, and CARGO BODY TYPE should equal 00.
(V800)	18. BODY TYPE equals 21-22, 28-29,	VEHICLE CONFIGURATION should equal <b>00, 04, 20</b> , 70, 99, and CARGO BODY TYPE should equal 00-01, <b>20</b> , 99.
(V830)	19. BODY TYPE equals 40,	VEHICLE CONFIGURATION should equal 01, 03-04, 70, and CARGO BODY TYPE should equal 01-04, 06-07, 96-98.
(V840)	20. BODY TYPE equals 50-59,	VEHICLE CONFIGURATION should equal 21, and CARGO BODY TYPE should equal 21.
(V850)	21. BODY TYPE equals 60,	VEHICLE CONFIGURATION should equal 01, 03-04, and CARGO BODY TYPE should equal 01.
(V860)	22. BODY TYPE equals 61-64,	VEHICLE CONFIGURATION should equal 01-04, and CARGO BODY TYPE should equal 01-08, 96-98.
(V870)	23. BODY TYPE equals 65,	VEHICLE CONFIGURATION should equal 00, and CARGO BODY TYPE should equal 00.

<b>IF</b>	<b>THEN</b>
(V880) 24. BODY TYPE equals 66,	VEHICLE CONFIGURATION should equal 05-08, 19, and CARGO BODY TYPE should equal 01-04, 06-09, 96-98.
(V890) 25. BODY TYPE equals 71-72,	VEHICLE CONFIGURATION should equal 19, and CARGO BODY TYPE should equal 01-04, 06-09, 96-98.
(V900) 26. BODY TYPE equals 73,	VEHICLE CONFIGURATION should equal 00, and CARGO BODY TYPE should equal 00.
(V910) 27. BODY TYPE equals 78,	VEHICLE CONFIGURATION should equal 19, and CARGO BODY TYPE should equal 98.
(V915) 28. BODY TYPE equals 67,	VEHICLE CONFIGURATON should equal 01, and CARGO BODY TYPE should equal 97.
(V920) 29. BODY TYPE equals 79,	VEHICLE CONFIGURATION should equal 99, and CARGO BODY TYPE should equal 99.
(V930) 30. VEHICLE CONFIGURATION equals 00, or CARGO BODY TYPE equals 00,	BODY TYPE should not equal 50-64, 66-72, 78-79.
(V940) 31. HAZARDOUS CARGO equals 1-3,	VEHICLE CONFIGURATION should not equal 00, 99, CARGO BODY TYPE should not equal 00, 99, and NUMBER OF AXLES should not equal 00, 99.
(VH80) 32. UNIT TYPE equals 4,	CARGO BODY TYPE should not equal 06-07, 20-21.

## HAZARDOUS CARGO

**Format: 1 numeric**

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**Element Values:**

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Blank	
0	No
1	Yes, Placarded
2	Yes, Not Placarded
3	Yes, Unknown if Placarded
9	Unknown

**Remarks:**

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HAZARDOUS CARGO refers to any substance or material which has been determined to be capable of posing an unreasonable risk to health, safety, and property.

**Code this element “0”** if the vehicle was not carrying hazardous material.

Vehicle transporting hazardous materials should have a diamond-shaped placard affixed indicating the material carried. (See list of examples on next page.)

**Code this element “1”** if the vehicle was carrying any hazardous substance or material at the time of the accident, and it is known that the placard was present.

**Code this element “2”** if the vehicle was carrying any hazardous substance or material at the time of the accident, and it is known that the vehicle was not placarded.

**Code this element “3”** if the vehicle was carrying any hazardous substance but it is not known whether the hazardous materials placard was affixed to the vehicle.

**Code this element “9”** if it is not known whether the vehicle carried hazardous material.

**Examples are:**

Any transport vehicle containing any quantity of the following classes of material must be placarded:

Explosives (1.1, 1.2, 1.3)	Poison
Poison Gas	Radioactive
Materials Dangerous When Wet	

Any transport vehicle containing over 1,001 lbs. or more (gross weight) of the following classes of materials must be placarded:

Explosives (1.4, 1.5, 1.6)	Oxidizer/Organic Peroxide
Flammable and Non Flammable	Gas Poison
Flammable/Combustible (gasoline, fuel oil)	Liquid Radioactive
Flammable Solid/Spontaneously Combustible	Corrosive
	Other (An material which presents a hazard during transportation which is not included in any other hazard class)

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(4N4P) 1.	MOTOR CARRIER IDENTIFICATION NUMBER does not equal 00-000000000,	BODY TYPE must equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, 99, or HAZARDOUS CARGO must equal 1-3.
(4N5P) 2.	BODY TYPE does not equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, or HAZARDOUS CARGO does not equal 1-3,	MOTOR CARRIER IDENTIFICATION NUMBER must equal 00-000000000, 99-999999999.
(9K0P) 3.	HAZARDOUS CARGO equals 1-3,	REGISTRATION STATE must not equal 00.
(AH0P) 4.	VEHICLE CONFIGURATION does not equal 00, 99,	BODY TYPE must equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, or HAZARDOUS CARGO must equal 1-3.

	<b>IF</b>	<b>THEN</b>
(AJ0P)	5. NUMBER OF AXLES does not equal 00, 99,	BODY TYPE must equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, or HAZARDOUS CARGO must equal 1-3.
(AM0P)	6. CARGO BODY TYPE does not equal 00, 99,	BODY TYPE must equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, or HAZARDOUS CARGO must equal 1-3.
(D270)	7. BODY TYPE equals 50-52, 63, 66, 72, or HAZARDOUS CARGO equals 1,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 0.
(D280)	8. VEHICLE CONFIGURATION equals 05-08, 21, or HAZARDOUS CARGO equals 1,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 0.
(D300)	9. HAZARDOUS CARGO equals 1,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 0, 9.
(D310)	10. HAZARDOUS CARGO equals 1,	COMPLIANCE WITH LICENSE ENDORSEMENTS should equal 1-3.
(D440)	11. COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0,	BODY TYPE should not equal 50-52, 63, 66, 72, and HAZARDOUS CARGO should not equal 1.
(D450)	12. COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0,	VEHICLE CONFIGURATION should not equal 05-08, 21, and HAZARDOUS CARGO should not equal 1.
(D580)	13. VIOLATIONS CHARGED equals 85,	HAZARDOUS CARGO should equal 1-3.
(V070)	14. HAZARDOUS CARGO equals 1-3,	REGISTRATION STATE should not equal 92.

	<b>IF</b>	<b>THEN</b>
(V090)	15. HAZARDOUS CARGO equals 1-3,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS should equal 6, 9.
(V100)	16. HAZARDOUS CARGO equals 1-3, and RELATED FACTORS-DRIVER LEVEL does not equal 19,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 1-2, 5.
(V503)	17. GROSS VEHICLE WEIGHT RATING equals 1,	HAZARDOUS CARGO should equal 1, or VEHICLE CONFIGURATION should equal 20-21.
(V502)	18. GROSS VEHICLE WEIGHT RATING equals 0, and HAZARDOUS CARGO equals 0,	VEHICLE CONFIGURATION, NUMBER OF AXLES and CARGO BODY TYPE must equal 00.
(V540)	19. BODY TYPE equals 42, 65, 73, and HAZARDOUS CARGO equals 0,	GROSS VEHICLE WEIGHT RATING should equal 0.
(V570)	20. HAZARDOUS CARGO equals 1-3,	REGISTERED VEHICLE OWNER should not equal 0, 1-2, 4.
(V580)	21. HAZARDOUS CARGO equals 1-3,	REGISTERED VEHICLE OWNER should not equal 3.
(V940)	22. HAZARDOUS CARGO equals 1-3,	VEHICLE CONFIGURATION should not equal 00, 99, CARGO BODY TYPE should not equal 00, 99, and NUMBER OF AXLES should not equal 00, 99.
(V980)	23. BODY TYPE equals 28, 45, 48-52, 58-64, 66-67, 71-72, 78, 93, or HAZARDOUS CARGO equals 1-3,	MOTOR CARRIER IDENTIFICATION NUMBER should not equal 00-000000000.
(9C2P)	24. RELATED FACTORS-VEHICLE LEVEL equals 43,	HAZARDOUS CARGO must equal 1-3.

## SEQUENCE OF EVENTS

**Format: 2 numeric, occurring 6 times**

| Must be coded for an original submission.

### Element Values:



Blanks

**00 No Event**

#### **Non-Collision**

- 01 Overturn/Rollover
- 02 Fire/Explosion\* (Always code if present)
- 03 Immersion
- 04 Gas Inhalation\*
- 05 Fell/Jumped from Vehicle
- 06 Injured in Vehicle\*
- 16 Thrown or Falling Object
- 44 Pavement Surface Irregularity (Pothole, Grooved, Grates)
- 47 Vehicle Occupant Struck or Run Over by Own Vehicle
- 51 Jackknife
- 60 Cargo/Equipment Loss or Shift
- 61 Equipment Failure (blown tire, brake failure, etc.)
- 62 Separation of Units
- 63 Ran Off Road - Right
- 64 Ran Off Road - Left
- 65 Cross Median/Centerline
- 66 Downhill Runaway
- 67 Vehicle Went Airborne
- 07 Other Non-Collision

#### **Collision with Motor Vehicle**

##### **Collision Involving Motor Vehicles In-Transport**

- 12 Motor Vehicle In-Transport on Same Roadway
- 13 Motor Vehicle In-Transport on Different Roadway
- 54 Motor Vehicle In-Transport Strikes or is Struck by Cargo, Persons or Objects Set-in-Motion from/by Another Motor Vehicle In-Transport

##### **Collision Involving Motor Vehicles NOT In-Transport**

- 14 Parked Motor Vehicle or Motor Vehicle Stopped Off Roadway
- 45 Working Motor Vehicle (Construction, Maintenance or Utility Vehicle Only)
- 55 Other Not In-Transport Motor Vehicle

**\*These values are unlikely occurrences and will raise an error flag.**



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**Collision with Objects Not Fixed**


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- 08 Pedestrian
- 15 Non-Motorist on Personal Conveyance
- 09 Pedal Cycle
- 10 Railway Train
- 11 Live Animal
- 49 Ridden Animal or Animal-Drawn Conveyance
  
- 18 Other Object (not fixed)

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**Collision with Fixed Object**


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- 17 Boulder
- 19 Building
- 20 Impact Attenuator/Crash Cushion\*
- 21 Bridge Pier or Abutment
- 22 Bridge Parapet End
- 23 Bridge Rail
- 50 Bridge Overhead Structure
- 24 Guardrail Face
- 52 Guardrail End
- 25 Concrete Traffic Barrier
- 26 Other Traffic Barrier
- 27 Highway/Traffic Sign Post/Sign
- 46 Traffic Signal Support/Signal
- 28 Overhead Sign Support/Sign
- 29 Luminaire/Light Support
- 30 Utility Pole
- 31 Other Post, Other Pole, or Other Supports
- 32 Culvert
- 33 Curb
- 34 Ditch
- 35 Embankment – Earth
- 36 Embankment – Rock, Stone, or Concrete
- 37 Embankment – Material Type Unknown
- 38 Fence
- 39 Wall
- 40 Fire Hydrant
- 41 Shrubbery
- 42 Tree (Standing Tree Only)
- 48 Snow Bank
- 53 Mail Box
- 43 Other Fixed Object
- 99 Unknown

**\*These values are unlikely occurrences and will raise an error flag.**

**Remarks:**

**Definition:** Events in sequence related to this motor vehicle, including both non-collisions as well as collision events, regardless of injury and/or property damage. Code each event for this vehicle in the order in which they occur, time wise (up to six events), from the PAR narrative and diagram. Jackknife, Cargo/Equipment Loss or Shift, Equipment Failure, Ran-off-Road, Cross Median/Center Line, Downhill Runaway, do not necessarily have to produce injury or damage.



***Each coded vehicle must have at least one of the six Sequence of Events fields coded “01-55, 60-67 or 99”.***

Make sure that the Most Harmful Event for this vehicle is included in the sequence.

Make sure that the First Harmful Event is coded in the sequence for one of the vehicles in the accident.

Fire/Explosion must always be recorded in the Sequence of Events if present in the crash.

For crashes with more than six events in the sequence, omit the code(s) least relevant to describing the crash (example: A vehicle runs off road right, then crosses center line, then runs off the road left. You could omit the code “65 – “Cross Median/ Centerline” from the sequence because if you run off the road right and then run off the road left, you would have to cross the median/centerline).



***Code 00 (No Event) is used to indicate the end of a sequence when less than six events are coded. Do not leave any sequence of events field blank, “00” fill if codes “01-55, 60-67, 99” do not apply to Sequence of Events fields 2-6.***

**Code 01 (Overturn/Rollover)** is used when a vehicle rotates 90° or more, side-to-side or end-to-end, producing the damage or injury. Overturn/Rollover should be treated as a single event when a vehicle performs multiple rotations in a crash. For motorcycles, laying the motorcycle down on its side is sufficient to code overturn as an event if damage or injury is produced even though Element “V19 – Rollover” is not applicable to motorcycles.

**Code 04 (Gas Inhalation\*)** includes injury or death from carbon monoxide fumes leaking from a motor vehicle in-transport.



**Code 05 (Fell/Jumped from Vehicle)** is used when a person falls or jumps (not suicide) from the vehicle. For example, a passenger of a motor vehicle in-transport leans against the car door, it opens and the passenger falls out ***or a person riding on a vehicle’s exterior (hood, roof, running board, etc.) falls or jumps.***

**Code 06 (Injured in Vehicle [Other Than Cargo/Equipment Loss or Shift])** Use where an occupant is injured during an unstabilized situation without a collision.

**Examples:** Driver slams on brake, causing an unrestrained passenger to be injured. Driver makes a sharp turn causing driver to strike head on side window, knocking driver unconscious. A pickup truck stops short and its load crashes through passenger compartment injuring or killing driver; or a part of the engine comes loose and bounces back into its own vehicle injuring or killing passenger.

**Code 07 (Other Non-Collision).** Examples: driving off a cliff where damage is not the result of an overturn or collision with an object, a vehicle being towed by a chain, slides forward striking the towing vehicle causing injury or damage.

**Code 11 (Live Animal)** is used for collisions with live animals (domesticated or wild) that are not themselves being used as transportation or to draw a wagon, cart or other transport device (see ANSI D16.1). See code “49” for ridden animals and animals drawing transport devices. See Driver Level-Related Factors (D22) “83 – Live Animal in Road” to determine if it applies. See code “18 – Other Object (not fixed)” for an animal carcass lying in the roadway.

**Code 12 (Motor Vehicle In-Transport on Same Roadway).** Use this code when one motor vehicle in-transport collides with another motor vehicle in-transport on an undivided highway or the same side of a divided highway.

**Code 13 (Motor Vehicle In-Transport on Different Roadway)** differs from Code “12” in that it applies to events where this motor vehicle in-transport leaves one roadway and enters a different roadway, having a collision with a motor vehicle in-transport on that roadway. Example: one motor vehicle in-transport travels across the median of a divided highway, enters oncoming traffic and is struck; or, when a motor vehicle in-transport traveling on an overpass, leaves the trafficway and strikes or is struck by motor vehicle in-transport traveling on a trafficway below. Code 13, is only used for the motor vehicle crossing over onto the other trafficway.

Code “13” should **NOT** be used in an accident where the First Harmful Event occurs within the boundaries of an intersection.

**Code 14 (Parked Motor Vehicle or Motor Vehicle Stopped Off the Roadway)** refers to a collision with a parked/stopped off roadway motor vehicle (“not in- transport”). “Parked” motor vehicles are those vehicles parked in designated parking areas (curbside where parking is allowed, marked parking spaces in parking lots, private driveways, and other private property). Motor vehicles “Stopped off the Roadway” are those stopped on the shoulder, median or roadside. This code includes any motor vehicle that is not in-motion (stopped) outside the trafficway boundaries.

**Code 15 (Non-Motorist on Personal Conveyance).** A personal conveyance is (1) a human-powered, non-motorized device not propelled by pedaling, (2) such devices even when motorized. Includes rideable toys (roller skates, inline skates, skateboards, skates, baby carriage, scooters, toy wagons), motorized rideable toys (motorized skateboard, motorized scooter, motorized toy car), devices for personal mobility assistance (Segway-style devices, motorized and non-motorized wheelchairs, handicapped scooters).

Exclusions: Golf cart, low-speed vehicle (LSV), go-cart, mini bike are excluded because they are motor vehicles (see Collision with Motor Vehicle Codes)

**Code 16 (Thrown or Falling Object)** is a non-collision event and, unless there is another collision during the accident, IMPACT POINTS (V21) for the vehicle involved must be coded "00." Examples: Falling tree/rock, dropping/throwing something off bridge, throwing a snowball. However, it does not have to come from above. Excludes Cataclysms.

**Code 17 (Boulder)** is a rock of sufficient mass that when struck by a motor vehicle moves very little and remains basically intact. It may be considered as a fixed object.

**Code 18 (Other Object [Not Fixed])** e.g., dead body, animal carcass, or fallen tree already laying in roadway, prior to the unstabilized situation in this accident; construction cones or barrels on road (temporary).

See Code "45 – Working Motor Vehicle (Construction, Maintenance or Utility Vehicle only)" for transport devices used as equipment (i.e., cherry picker at work, paint striper at work, etc.).

**Code 20 (Impact Attenuator)** is a device for controlling the absorption of energy released during vehicle collision ("crash cushions"). Its most common application involves the protection of fixed roadside objects such as bridge piers, elevated gores at exit ramps, etc. Examples include barrels filled with water or sand, and plastic collapsible structures.

**Code 21 (Bridge Pier or Abutment)** refers to support structures; most likely to be struck by vehicles passing under bridges (see code "50 – Bridge Overhead Structure" for vehicles striking the bottom of a bridge while traveling on a trafficway underneath it). If the vehicle first strikes a concrete barrier protecting a bridge pier or abutment, use code "25 – Concrete Traffic Barrier."

**Bridge Pier** - a square or round column of stone, concrete, brick, steel or wood for supporting a bridge between abutments.

**Bridge Abutment** - wall supporting the ends of a bridge generally retaining or supporting the embankment under bridge ends and composed of stone, concrete, brick or wood. (Includes wing-walls.)

**Code 22 (Bridge Parapet End)** and **Code 23 (Bridge Rail)** are components of the upper portion of bridges.

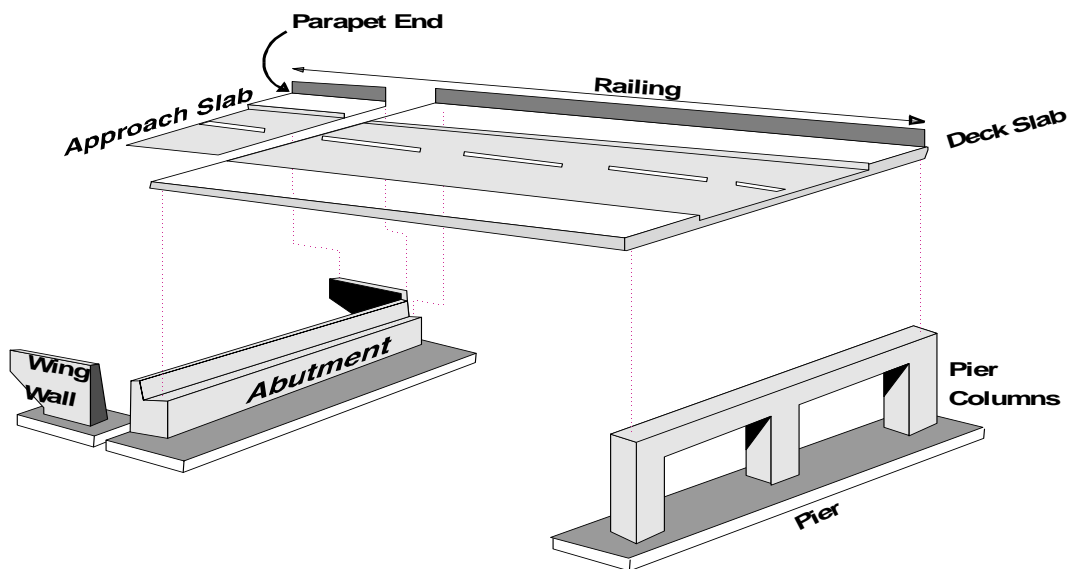
**Code 22 (Bridge Parapet End)** the end of a low wall which runs along the outer most edge of the roadway or sidewalk on the bridge and usually composed of brick, stone, or concrete. Balustrade is often used synonymously with parapet.

**Code 23 (Bridge Rail)** a wooden, brick, stone, concrete or metal fence-like wall which runs along the outermost edge of the roadway or sidewalk on the bridge or a rail constructed along the top of a parapet.

- a) Bridges do not need to support another roadway. It may be an overpass for a train or even for a viaduct (water conduit).
- b) See bridge components diagram on next page for bridge codes “21, 22 and 23.”
- c) Barriers as in codes “24, 25 and 26” refer to a physical structure such as a guardrail, a concrete safety barrier or a rock wall which has the primary function of preventing cross-median travel by deflecting and redirecting vehicles along the roadway on which they were traveling. Therefore, trees, curbing, rumble strips and drain depressions are not barriers.

**Code 50 (Bridge Overhead Structure)** is used when striking the bottom of a bridge while traveling on a trafficway underneath it.

### BRIDGE COMPONENTS



**Code 24 (Guardrail Face)** is a low barrier running along the edge of a road shoulder either on the right or the left and which has the primary longitudinal structure composed of metal (plates, cable, mesh, box beam, etc.).

A guardrail is differentiated from Code “25 – Concrete Traffic Barrier” by the material making up the greatest part of the longitudinal portion of the structure. In

the case of guardrails, this is metal whereas in concrete barriers this is concrete (including concrete rails).

Guardrails, which serve as bridge rails, should be coded “23 – Bridge Rail.”

**Code 52 (Guardrail End)** is coded if a vehicle strikes the end of a guardrail. Guardrails can have a separate flat or rounded piece of metal attached to the end of an expanse of guardrail face.

**Code 25 (Concrete Traffic Barrier).** Refers to the longitudinal traffic barriers constructed of concrete and located on the outside of the road surface, in a median, or in gore areas. This includes all temporary concrete barriers regardless of location (i.e., temporary Jersey Barrier on a bridge being used to control traffic during bridge repair/construction). Concrete walls (vertical side surfaces) do not apply here; see code “39-Wall.”

When a vehicle is traveling under a bridge and strikes a concrete barrier used to protect the bridge pier or abutment use code “25.”

**Code 26 (Other Traffic Barrier)** is used for all other longitudinal barriers such as wood or rock and unknown barrier composition types.

**Code 27 (Highway/Traffic Sign Post/Sign)** is used when the post supporting a traffic sign, or the sign itself, is hit by a motor vehicle in-transport. Includes mile markers. (See Code “46” for traffic signal supports.)

**Code 28 (Overhead Sign Support/Sign)** is used when the sign supported is above the highway. The difference between codes “27” and “28” is the location of the sign (overhead or the side of the road).

**Code 29 (Luminarie/Light Support)** refers to supports for highway lighting systems, not including other private lighting systems (e.g., parking lot lights). Support does not include other fixed objects to which lighting is affixed (e.g., telephone poles).

**Code 30 (Utility Pole)** Electrical, Telephone, Cable & other utility pole-type supports.

**Code 31 (Other Post, Other Pole, or Other Supports)** is used for posts other than highway signs. (E.g., reflectors on poles along side of roadway, parking meters, flag poles, etc.). For mail box posts, use code “53 – Mail Box.”

**Code 32 (Culvert)** is any structure entirely under the roadway (driveway or entranceway) and less than 20 feet in span measured along the center line of the roadway.

**Code 33 (Curb)** is a concrete or asphalt structure up to 12 inches in height that borders the roadway. It provides drainage control and pavement edge delineation. The face of the curb may be sloped or vertical. Be careful that the PAR provides some indication that damage has occurred when a vehicle strikes a curb.

**Codes 35-37 (Embankments)** are raised structures to hold back water, to carry a roadway, or the result of excavation or washout (including erosion) that may be faced with earth (Code “35”) or rock (sometimes called a berm), stone or concrete (code “36”). An embankment can usually be differentiated from a wall by its incline, whereas a wall is usually vertical. However, there are exceptions; such as a retaining wall which may be inclined or a vertical embankment caused by a natural event such as a washout.

In accidents involving a field approach or crossing, if in doubt about when to use codes “32, 34” (Culvert/Ditch) or codes “35-37” (Embankments), use this criteria:

- a) Use code “32, 34” if the driver would not have been able to recover from the ditch even if there had been no field approach (crossing).
- b) Use code “35, 36, 37” if the driver would have been able to recover from the ditch, but struck the field approach (crossing) prior to doing so.
- c) Use code “35, 36, 37” if it is not known whether or not the driver would have been able to recover from the ditch and a field approach (crossing) is involved.

**Code 38 (Fence)** includes the fence posts. A fence can be made of wood, chain link, stone, etc. (not shrub hedges serving as containment for property).

**Code 39 (Wall)** is a primarily vertical (+ 15° from vertical) structure composed of concrete, metal, timber, or stone which is not part of a building or a fence but typically is used for retaining earth, abating noise, and separating areas but not for containment as in the primary function of a fence). Also not included as walls are wing-walls, which are attached to ends of bridge abutments and extend back at an angle from the roadway. Wing-walls should be coded as code “21.”

**Code 42 (Tree [Standing Tree Only])** is used when a vehicle strikes a standing tree. If a vehicle strikes a tree lying in the roadway, use code “18 – Other Object (not fixed).” If a tree falls on a vehicle as it is passing by, use code “16 – Thrown or Falling Object.”

**Code 43 (Other Fixed Object).** This is used when the object is fixed (considered a permanent structure) and is not described by any of the other fixed object codes. Includes utility wires and “guy” wires attached to utility poles.

**Code 45 (Working Motor Vehicle [Construction, Maintenance or Utility Vehicle Only]).** Use this code when this motor vehicle strikes a construction, maintenance or utility vehicle in the process of working and not “in-transport.” (Examples: cherry picker working on the telephone lines, a paint striper painting lines on the road, a tractor mowing grass on trafficway, a county/state snow plow plowing snow, a highway dump truck dumping asphalt for a new travel lane, etc.

**NOTE:** Before 2004, code “45” was called “Transport Device Used as Equipment.” It included other working activities in addition to construction, maintenance and utility work on trafficways. From 2004 forward, code “45” excludes working activities other than highway construction, maintenance or utility vehicles (e.g., garbage truck picking

up trash, mail/delivery trucks while making deliveries, personal vehicles plowing snow, police vehicles at a construction work site, etc. These are considered motor vehicles “In-Transport”). Use Related Factors-Vehicle Level code “42 – Other Working Vehicle (Not construction, Maintenance, Utility, Police, Fire, or EMS Vehicle)” to identify these vehicles.

A question may arise when a police, fire or emergency medical vehicle is struck on the roadway while at the scene of an accident, at a traffic stop, as traffic control, or at a construction/ maintenance site. The question becomes, “has its function changed from being a motor vehicle in-transport to a working vehicle?” The answer is “no.” Treat these situations as a motor vehicle in-transport striking another motor vehicle in-transport. (Use codes 12 or 13.) Use Related Factors -Vehicle Level code “41 – Police, Fire, or EMS Vehicle Working at the Scene of an Emergency or Performing Other Traffic Control Activities” to identify that this vehicle was struck while performing these work activities.

Taxis/limousines and commercial buses, etc., are always considered to be “in-transport” because their primary work function is to transport persons from one place to another. (See codes “12, 13 or 14”).

**Code 47 (Vehicle Occupant Struck or Run Over by Own Vehicle).** Use when occupant falls or comes out of vehicle and is struck or run over by that vehicle. Does not apply to occupants ejected during overturns.

**Code 48 (Snow Bank).** Used when snow fall and/or road plowing creates essentially fixed barriers of snow/ice which are not snow-covered earth or rock embankments.

**Code 49 (Ridden Animal or Animal-Drawn Conveyances)** is used for collisions with animals being used as transportation. This includes ridden animals and animals (or teams of animals) drawing a transport device (e.g., a horse drawing a sleigh, a team of horses drawing a stage coach, etc.).

**Code 51 (Jackknife)** applies to a condition that occurs to an articulated vehicle, (any vehicle with a trailing unit(s) connected by a hitch; e.g., truck tractor or single-unit truck with one or more trailers, articulated bus, car pulling a boat on a trailer, etc. ) while in motion. The condition reflects a loss of control of the vehicle by the driver in which the trailer(s) yaws from its normal straight-line path behind the power unit.

**Code 54 (Motor Vehicle In-Transport Strikes or is Struck by Cargo, Persons or Objects Set-in-Motion from/by Another Motor Vehicle In-Transport)** is used when two motor vehicles in-transport make contact by something set-in-motion by one of the vehicles. Beginning in 2005, in these circumstances, both vehicles should have code “54” in their sequence of events.



**Code 55 (Other Not In-Transport Motor Vehicle)** is used when *this* vehicle has a *harmful event involving* a motor vehicle in motion outside the trafficway (not in-transport).



**Code 60 (Cargo/Equipment Loss or Shift)** refers specifically to the loss or shift of items carried on or in a motor vehicle or its trailing unit, and not to the vehicle or trailing unit, itself. As an event in the sequence for this vehicle, the loss or shift does not have to be harmful. Code “60” should never be used to refer to a “collision” event.

**EXAMPLES:**

1. A pickup truck brakes rapidly to avoid a collision. This causes a piece of lumber in the pickup bed to smash through the rear window, causing the driver to lose control and run off the road, striking a tree.
2. A tractor trailer rounds a sharp curve, causing cargo in its trailer to shift precipitating an overturn.
3. A pickup truck brakes rapidly to avoid a collision. This causes a piece of lumber in the pickup bed to slide against the dashboard through an open pass-through (no damage), startling the driver and causing him to lose control and run off the road, striking a tree.

**Codes 54 & 60**

In accidents involving a cargo loss by a motor vehicle in-transport, that strikes another motor vehicle, remember that a vehicle’s load is considered part of the vehicle.

**EXAMPLES:**

1. If cargo falls from a pickup truck (in-transport) and strikes another car in-transport, this is treated as a two-vehicle accident. Therefore, the proper Sequence of Events for the pickup is code “60 – Cargo/Equipment Loss or Shift” followed by code “54 – Motor Vehicle In-Transport Strikes or is Struck by Cargo, Persons or Objects Set-in-Motion from/by Another Motor Vehicle In-Transport.” For the car, you would use code “54 – Motor Vehicle In-Transport Strikes or is Struck by Cargo, Persons or Objects Set-in-Motion from/by Another Motor Vehicle In-Transport.”
2. If cargo falls from a truck (in-transport) and strikes another vehicle NOT in-transport (parked/stopped off roadway/working motor vehicles, motor vehicles in motion outside the trafficway), this is also treated as a two-vehicle accident; however in this example, the proper Sequence of Events codes for the “in-transport” vehicle that lost its load will NOT include “54.” Instead, use code “60” followed by one of the “Collision Involving Motor Vehicles Not In-Transport” codes “14, 45 or 55.”

**Code 62 (Separation of Units)** is used when a trailing unit separates from its power unit or another trailing unit(s). This applies to truck tractors with trailer(s), single-unit trucks with a trailer and other vehicles pulling a trailer (e.g., car pulling a boat or motor home).

**Code 63 & 64 (Ran off Road – Right and Ran off Road – Left)** is used if driver loses control of vehicle and runs off roadway (travel lanes). Identification of running off road can be determined from diagram. These codes can be used anytime in the event sequence before or after any harmful events.

**Coding Guideline for Running Off Road on Divided Highways**

On a divided highway, a vehicle can run off the roadway by leaving the roadway and entering the median. When this occurs, the proper “Ran Off Road” code is always code “64 – Ran Off Road – Left.” Code “64” will also apply in situations

where the vehicle traverses the median and continues across the opposing roadway.

**Code 65 (Cross Median/Centerline)** is used when a vehicle completely crosses the median and enters the shoulder or travel lanes on the opposite side of a divided highway. It also includes crossing over the center line or of a two-way, undivided highway. This also includes unstabilized situations involving vehicles completely crossing over a continuous left-turn lane.

**Code 66 (Downhill Runaway)** refers to any vehicle that loses control due to brake failure on a downhill grade.

**Code 67 (Vehicle Went Airborne).** Officer must indicate by narrative or diagram that the vehicle left the ground (excludes simple rollover) because vehicle drove off cliff a, or was propelled into air after striking another vehicle or after traversing a berm. Officer states, “launched, vaulted or went airborne.” Driving off bridge and landing on road or vehicle below.

**EXAMPLES:**

1. Officer states; “launched, vaulted or went airborne.”
2. Driving off bridge and landing on road or vehicle below.

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**Consistency Checks:**

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	<b>IF</b>	<b>THEN</b>
(1S0P) 1.	SEQUENCE OF EVENTS equals 08-15, 17-43, 45-46, 48-50, 52-55,	VEHICLE ROLE must not equal 0.
(1Z0P) 2.	SEQUENCE OF EVENTS equals 01,	ROLLOVER must not equal 0 for this vehicle, unless BODY TYPE equals 80-83, 88-89, or blank for this vehicle.
(2Z0F) 3.	SEQUENCE OF EVENTS equals 12-14, 45, 54-55,	NUMBER OF VEHICLE FORMS SUBMITTED must be greater than 01.
(4Z0P) 4.	SEQUENCE OF EVENTS equals 02,	FIRE OCCURRENCE for this vehicle must equal 1 or blank.






	<b>IF</b>	<b>THEN</b>
(9B2P)	5. SEQUENCE OF EVENTS equals 01-54, 60-67, 99,	UNIT TYPE must equal 1.
(A230)	6. SEQUENCE OF EVENTS equals 10,	ROADWAY FUNCTION CLASS should not equal 01, 11.
(A381)	7. HIT-AND-RUN equals 4,	FIRST HARMFUL EVENT should equal 01-07, 16, 44, 47, 51, 60, or SEQUENCE OF EVENTS for at least one vehicle should equal 01-07, 16, 44, 47, 51, 60.
(A450)	8. SEQUENCE OF EVENTS equals 10,	RELATION TO JUNCTION should equal 06.
(A460)	9. SEQUENCE OF EVENTS equals 13,	RELATION TO JUNCTION should not equal 02-06, 08, 10-13.
(A520)	10. SEQUENCE OF EVENTS equals 10,	TRAFFIC CONTROL DEVICE should not equal 01-09, 20-50, 98.
(AL1P)	11. SEQUENCE OF EVENTS equals 62,	VEHICLE TRAILING must not equal 0.
(AL2P)	12. SEQUENCE OF EVENTS equals 45,	CONSTRUCTION/MAINTENANCE ZONE <i>should</i> equal 1-4.
(AL8P)	13. SEQUENCE OF EVENTS equals 51,	JACKKNIFE must equal 2-3.
(V750)	14. UNDERRIDE/OVERRIDE equals 1-3,	FIRST HARMFUL EVENT or SEQUENCE OF EVENTS (for this vehicle) should equal 12-13.
(V760)	15. UNDERRIDE/OVERRIDE equals 4-6,	FIRST HARMFUL EVENT or SEQUENCE OF EVENTS (for this vehicle) should equal 14, 45, 55.
(V770)	16. UNDERRIDE/OVERRIDE equals 7,	FIRST HARMFUL EVENT or SEQUENCE OF EVENTS (for this vehicle) should equal 12-13.
(V780)	17. UNDERRIDE/OVERRIDE equals 8,	FIRST HARMFUL EVENT or SEQUENCE OF EVENTS (for this vehicle) should equal 14, 45, 55.

	<b>IF</b>	<b>THEN</b>
(V990) 18.	SEQUENCE OF EVENTS equals 61,	RELATED FACTORS-VEHICLE LEVEL should not all equal 00.

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**Special Processing Rules:**


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	<b>IF</b>	<b>THEN</b>
	(5Z0F) 1. SEQUENCE OF EVENTS equals 08,	at least one person must have PERSON TYPE equal to 05, <b>08</b> .
	(6Z0F) 2. SEQUENCE OF EVENTS equals 09,	at least one person must have PERSON TYPE equal to 06-07.
	(7Z0F) 3. SEQUENCE OF EVENTS equals 05-06, 47,	at least one occupant of this vehicle (PERSON TYPES 01-03, 09) must have INJURY SEVERITY equal to 1-5, or blank.
	(8A1P) 4. <i>any SEQUENCE OF EVENTS equals 00,</i>	<i>all remaining SEQUENCE OF EVENTS must equal 00.</i>
	(8L8P) 5. IMPACT POINT INITIAL or IMPACT POINT PRINCIPAL equals 18,	at least one SEQUENCE OF EVENTS should equal 54.
	(8Z0F) 5. SEQUENCE OF EVENTS equals 15,	at least one Person Level form must have a PERSON TYPE code of 08.
	(9B9P) 6. any SEQUENCE OF EVENTS equals 55,	there must be at least one other vehicle with UNIT TYPE equal to 2-4.
	(AL3P) 7. SEQUENCE OF EVENTS equals 02,	at least one vehicle must have FIRE OCCURRENCE equal to 1, or blank.
	(AL4P) 8. MOST HARMFUL EVENT equals 01, and BODY TYPE does not equal 80-83, 88-89,	at least one SEQUENCE OF EVENTS must equal 01, and ROLLOVER must equal 1-2.
	(AL5P) 9. <i>UNIT TYPE equals 1,</i>	at least one event in the SEQUENCE OF EVENTS must equal the MOST HARMFUL EVENT.



	<b>IF</b>	<b>THEN</b>
(AL6P)	10. MOST HARMFUL EVENT equals ____, <i>and UNIT TYPE equals 1,</i>	at least one event in the SEQUENCE OF EVENTS must equal ____.
(AL7P)	11. FIRST HARMFUL EVENT equals __,	at least one SEQUENCE OF EVENTS must equal __ for at least one vehicle.
(AM1P)	12. FIRST HARMFUL EVENT equals 54, or SEQUENCE OF EVENTS equals 54 for any vehicle,	one RELATED FACTORS-ACCIDENT LEVEL must equal 14.
(AZ0Q)	13. HIT AND RUN equals 3,	FIRST HARMFUL EVENT should equal 10-11, 14, 17-43, 45-46, 48-50, 52-53, 55, or SEQUENCE OF EVENTS for at least one vehicle should equal 10-11, 14, 17-43, 45-46, 48-50, 52-53, 55.
(V989)	14. SEQUENCE OF EVENTS equals 65,	at least one RELATED FACTORS-DRIVER LEVEL should equal 27-28.
(VH70)	15. UNIT TYPE equals 2-4,	elements V16-V20, V25, V33 should all be left blank.

<b>MOST HARMFUL EVENT</b>
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**Format: 2 numeric**

**Element Values:**

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**Non-Collision**

- 01 Overturn/Rollover
- 02 Fire/Explosion\*
- 03 Immersion
- 04 Gas Inhalation\*
- 05 Fell/Jumped from Vehicle
- 06 Injured in Vehicle (Other Than Cargo/Equipment Loss or Shift)
- 16 Thrown or Falling Object
- 44 Pavement Surface Irregularity (Pothole, Grooved, Grates)
- 47 Vehicle Occupant Struck or Run Over by Own Vehicle
- 51 Jackknife (Causing Injury or Damage)
- 60 Cargo/Equipment Loss or Shift (Causing Injury or Damage)
- 07 Other Non-Collision

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**Collision with Motor Vehicle**

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**Collision Involving Motor Vehicles In-Transport**

- 12 Motor Vehicle In-Transport on Same Roadway
- 13 Motor Vehicle In-Transport on Different Roadway
- 54 Motor Vehicle In-Transport Strikes or is Struck by Cargo, Persons or Objects Set-in-Motion from/by Another Motor Vehicle In-Transport

**Collision Involving Motor Vehicles NOT In-Transport**

- 14 Parked Motor Vehicle or Motor Vehicle Stopped Off Roadway
- 45 Working Motor Vehicle (Construction, Maintenance or Utility Vehicle Only)
- 55 Other Not In-Transport Motor Vehicle

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**Collision with Object Not Fixed**

- 08 Pedestrian
- 15 Non-Motorist on Personal Conveyance
- 09 Pedal Cycle
- 10 Railway Train
- 11 Live Animal
- 49 Ridden Animal or Animal-Drawn Conveyance
- 18 Other Object (Not Fixed)

**\*These values are unlikely occurrences and will raise an error flag.**

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**Collision with Fixed Object**


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- 17 Boulder
- 19 Building
- 20 Impact Attenuator/Crash Cushion\*
- 21 Bridge Pier or Abutment
- 22 Bridge Parapet End
- 23 Bridge Rail
- 50 Bridge Overhead Structure
- 24 Guardrail Face
- 52 Guardrail End
- 25 Concrete Traffic Barrier
- 26 Other Traffic Barrier
- 27 Highway/Traffic Sign Post/Sign
- 28 Overhead Sign Support/Sign
- 46 Traffic Signal Support/Signal
- 29 Luminaire/Light Support
- 30 Utility Pole
- 31 Other Post, Other Pole, or Other Supports
- 32 Culvert
- 33 Curb
- 34 Ditch
- 35 Embankment – Earth
- 36 Embankment – Rock, Stone, or Concrete
- 37 Embankment – Material Type Unknown
- 38 Fence
- 39 Wall
- 40 Fire Hydrant
- 41 Shrubbery
- 42 Tree (Standing Tree Only)
- 48 Snow Bank
- 53 Mail Box
- 43 Other Fixed Object
  
- 99 Unknown

**\*These values are unlikely occurrences and will raise an error flag.**

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**Remarks:**


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Must be the major event **FOR THIS VEHICLE**, even if different from the FIRST HARMFUL EVENT.

This element is used for instances when the First Harmful Event is minor, for a particular vehicle, compared to some subsequent event. Otherwise, Most Harmful Event and First Harmful Event are coded the same for a given vehicle.

**Code for each vehicle. May be different for each vehicle.****Code as follows:****(A) FATALITIES take precedence over INJURIES.**

1. If this vehicle is involved in more than one event which causes fatality to its own occupants or to non-motorists, choose the event which causes the greatest number of fatalities to occupants of this vehicle or to non-motorists (not occupants of other vehicles).
2. If this vehicle is involved in more than one event that causes fatality to its own occupants or to non-motorists; and if there are an equal number of fatalities in each such event, choose the fatal event that is worst with respect to other injuries and property damage.
3. At last resort, choose the fatal event that occurred first, time-wise.

**(B) INJURIES take precedence over PROPERTY DAMAGE.**

1. If the vehicle is not involved in events that cause fatality to its occupants or to non-motorist, choose the event that produces the worst injury.
2. If in doubt, choose the event with the greatest number of injuries.
3. If in doubt, choose the event that occurred first, time-wise.

**(C) If only PROPERTY DAMAGE results for this vehicle:**

1. Choose the event causing the most damage.
2. If in doubt, choose the event that happened first, time-wise.

**Code 01 (Overturn/Rollover)** is used when a vehicle rotates 90° or more, side-to-side or end-to-end, producing the most damage or the most serious injury(ies). For motorcycles, laying the motorcycle down on its side is sufficient to code “Overturn” as a harmful event if damage or injury is produced, even though element “V19 – Rollover” is not applicable to motorcycles.

**Code 04 (Gas Inhalation\*)** includes injury or death from carbon monoxide fumes leaking from a motor vehicle in-transport.

**Code 05 (Fell/Jumped from Vehicle)** is used when falling or jumping (not suicide) from the vehicle is the major event causing damage or injury. For example, a passenger of a motor vehicle in-transport leans against the car door, it opens and the passenger falls out and is injured by the fall *or a person riding on a vehicle’s exterior (hood, roof, running board, etc.) falls or jumps.*



**Code 06 (Injured in Vehicle, Other than Cargo/Equipment Loss or Shift).** Use where an occupant is injured during an unstabilized situation without a collision.



Example: Driver slams on brakes, causing an unrestrained passenger to be injured; driver makes a sharp turn causing driver to strike head on side window, knocking driver unconscious.

**Code 07 (Other Non-Collision).** Examples: driving off a cliff where damage is not the result of an overturn or collision with an object; a vehicle being towed by a chain, slides forward striking the towing vehicle causing injury or damage.

**Code 11 (Live Animal)** is used for collisions with live animals (domesticated or wild) that are not themselves being used as transportation or to draw a wagon, cart or other transport device (see ANSI D16.1). See code “49” for ridden animals and animals drawing transport devices. See Related Factors-Driver Level code “83 – Live Animal in Road” to determine if it applies. See code “18 – Other Object Not Fixed” for an animal carcass lying in the roadway.

**Code 12 (Motor Vehicle In-Transport on Same Roadway).** Use this code when one motor vehicle in-transport collides with another motor vehicle in-transport on an undivided highway or the same side of a divided highway.

**Code 13 (Motor Vehicle In-Transport on Other Roadway)** differs from Code “12 – Motor Vehicle In-Transport” in that it applies to events in which this motor vehicle in-transport leaves one roadway and enters a different roadway, having a collision with a motor vehicle in-transport on that roadway. For example, one motor vehicle in-transport travels across the median of a divided highway, enters oncoming traffic and is struck. Another example: when a motor vehicle in-transport traveling on an overpass leaves that trafficway and strikes or is struck by a motor vehicle in-transport traveling on a trafficway below. Code 13, is only used for the motor vehicle crossing over onto the other trafficway.

Code “13” should NOT be used in an at intersection accident (where the First Harmful Event occurs in the intersection).

**Code 14 (Parked Motor Vehicle or Motor Vehicle Stopped Off the Roadway)** is used when the most injury- or damage-producing event for this vehicle is a collision with a parked/stopped off roadway motor vehicle (“not in-transport”). “Parked” motor vehicles are those vehicles parked in designated parking areas (curbside where parking is allowed, marked parking spaces in parking lots, private driveways, and other private property). Motor vehicles “Stopped off the Roadway” are those stopped on the shoulder, median or roadside. This code includes any motor vehicle that is not in-motion (stopped) outside the trafficway boundaries.

**Code 15 (Non-Motorist on Personal Conveyance).** A personal conveyance is (1) a human-powered, non-motorized device not propelled by pedaling, (2) such devices even when motorized. Includes rideable toys (roller skates, inline skates, skateboards, skates, baby carriages, scooters, toy wagons), motorized rideable toys (motorized skateboard, motorized scooter, motorized toy car), devices for personal mobility assistance (Segway-style devices, motorized and non-motorized wheelchairs, handicapped scooters).

Exclusions: Golf cart, low-speed vehicle (LSV), go-cart, mini bike are excluded because they are motor vehicles (see Collision with Motor Vehicle Codes).

**Code 16 (Thrown or Falling Object)** is a non-collision event and, unless there is another collision during the accident, IMPACT POINTS (V20) for the vehicle involved must be coded "00." Examples: Falling tree/rock, dropping/throwing something off bridge, throwing a snowball. However, it does not have to come from above. Excludes Cataclysms.

**Code 17 (Boulder)** is a rock of sufficient mass that when struck by a motor vehicle moves very little and remains basically intact. It may be considered as a fixed object.

**Code 18 (Other Object, Not Fixed)** e.g., dead body, animal carcass, or fallen tree already laying in roadway, prior to the unstabilized situation in this accident; construction cones or barrels on road (temporary).

See Code "45 – Working Motor Vehicle (Construction, Maintenance or Utility Vehicle Only) for transport devices used as equipment (i.e., cherry picker at work, paint striper at work, etc.).

**Code 20 \* (Impact Attenuator)** is a device for controlling the absorption of energy released during vehicle collision ("Crash Cushion"). Its most common application involves the protection of fixed roadside objects such as bridge piers, elevated gores at exit ramps, etc. Examples include barrels filled with water or sand, and plastic collapsible structures.

**Code 21 (Bridge Pier or Abutment)** refers to support structures. They are most likely to be struck by vehicles passing under bridges.

1. **Bridge Pier** - a square or round column of stone, concrete, brick, steel or wood for supporting a bridge between abutments.
2. **Bridge Abutment** - wall supporting the ends of a bridge generally retaining or supporting the embankment under bridge ends and composed of stone, concrete, brick or wood.

**Code 22 (Bridge Parapet End)** and **Code 23 (Bridge Rail)** are components of the upper portion of bridges.

**Code 22 (Bridge Parapet End)** the end of a low wall which runs along the outer most edge of the roadway or sidewalk on the bridge and usually composed of brick, stone or concrete. Balustrade is often used synonymously with parapet.

**Code 23 (Bridge Rail)** a wooden, brick, stone, concrete or metal fence-like wall which runs along the outermost edge of the roadway or sidewalk on the bridge or a rail constructed along the top of a parapet.

- a. Bridges do not need to support another roadway. It may be an overpass for a train or even for a viaduct (water conduit).
- b. See the figure on bridge components in (A17) First Harmful Event for a diagram of the three bridge codes “21, 22 and 23.”

Barriers as in codes “24, 25 and 26” refer to a physical structure such as a guardrail, a concrete safety barrier or a rock wall which has the primary function of preventing cross-median travel by deflecting and redirecting vehicles along the roadway on which they were traveling. Therefore; trees, curbing, rumble strips and drain depressions are not barriers.

**Code 50 (Bridge Overhead Structure)** is used when striking the bottom of a bridge while traveling on a trafficway underneath it.

**Code 24 (Guardrail Face)** is a low barrier running along the edge of a road shoulder either on the right or the left and which has the primary longitudinal structure composed of metal (plates, cable, mesh, box beam, etc.).

**Code 52 (Guardrail End)** is coded if a vehicle strikes the end of a guardrail. Guardrails can have a separate flat or rounded piece of metal attached to the end of an expanse of guardrail face.

A guardrail is differentiated from Code “25 – Concrete Traffic Barrier” by the material making up the greatest part of the longitudinal portion of the structure. In the case of guardrails, this is metal whereas in concrete barriers this is concrete (including concrete rails).

Guardrails, which serve as bridge rails, should be coded “23 – Bridge Rail.”

**Code 25 (Concrete Traffic Barrier).** Refers to the longitudinal traffic barriers constructed of concrete and located on the outside of the road surface, in a median, or in gore areas. This includes all temporary concrete barriers regardless of location (i.e., temporary Jersey Barrier on a bridge being used to control traffic during bridge repair/construction). Concrete walls (vertical side surfaces) do not apply here; see code “39 – Wall.”

**Code 26 (Other Traffic Barriers)** is used for all other longitudinal barriers such as wood or rock and unknown barrier composition type.

**Code 27 (Highway/Traffic Sign Post/Sign)** is used when the post supporting a traffic sign, or the sign itself, is hit by a motor vehicle in-transport. Includes mile markers. See Code “46 – Traffic Signal Supports/Signal.”

**Code 28 (Overhead Sign Support/Sign)** is used when the sign supported is above the highway. The difference between codes “27 and 28” is the location of the sign (overhead or the side of the road).

**Code 29 (Luminarie/Light Support)** refers to supports for highway lighting systems, not including other private lighting systems (e.g., parking lot lights). Support does not include other fixed objects to which lighting is affixed (e.g., telephone poles).

**Code 30 (Utility Pole)** Electrical, Telephone, Cable, & other utility pole-type supports.

**Code 31 (Other Post, Other Pole, or Other Supports)** is used for posts other than highway signs. (E.g., reflectors on poles along side of roadway, parking meters, flag poles, etc.). For mail box posts, use code “53 – Mail Box.”

**Code 32 (Culvert)** is any structure entirely under the roadway, driveway or entranceway and less than 20 feet in span measured along the centerline of the roadway.

**Code 33 (Curb)** is a concrete or asphalt structure up to 12 inches in height that borders the roadway. It provides drainage control and pavement edge delineation. The face of the curb may be sloped or vertical. Be careful that the PAR provides some indication that damage has occurred when a vehicle strikes a curb.

**Codes 35-37 (Embankments)** is a raised structure to hold back water, to carry a roadway or the result of excavation or washout (including erosion) which may be faced with earth (Code “35”) or rock, stone or concrete (Code “36”). An embankment can usually be differentiated from a wall by its incline whereas a wall is usually vertical. However, there are exceptions to this; such as a retaining wall that may be inclined or a vertical embankment that is caused by a natural event such as a washout.

In accidents involving a field approach or crossing, if in doubt about when to use codes “32-34” (Culvert/Ditch) or codes “35-37” (Embankments), use the following criteria:

- a. Use code “32, 34” if the driver would not have been able to recover from the ditch even if there had been no field approach (crossing).
- b. Use code “35, 36, 37” if the driver would have been able to recover from the ditch, but struck the field approach (crossing) prior to doing so.
- c. Use code “35, 36, 37” if it is not known whether or not the driver would have been able to recover from the ditch and a field approach (crossing) is involved.

**Code 39 (Wall)** is a primarily vertical (+ 15 from vertical) structure composed of concrete, metal, timber, or stone which is not part of a building or a fence but typically is used for retaining earth, abating noise, and separating areas (but not for containment as in the primary function of a fence). Also included as a wall are headwalls (or endwalls) that are sometimes provided on culvert ends principally to protect the sides of the embankment around the culvert opening against erosion. This does not include wingwalls, which are attached to ends of bridge abutments and extend back at an angle from the roadway. Wingwalls should be coded as code “21.”

**Code 42 (Tree [Standing Trees Only])** is used when a vehicle strikes a standing tree. If a vehicle strikes a tree lying in the roadway, use code “18 – Other Object (Not Fixed).” If a tree falls on a vehicle as it is passing by, use code “16 – Thrown or Falling Object.”

**Code 43 (Other Fixed Object).** This is used when the object is fixed (considered a permanent structure) and is not described by any of the other fixed object codes.

**Code 45 (Working Motor Vehicle [Construction, Maintenance or Utility Vehicle Only]).** Use this code when this motor vehicle strikes a construction, maintenance or utility vehicle in the process of working and not “in-transport.” (Examples: cherry picker working on the telephone lines, a paint striper painting lines on the road, a tractor mowing grass on trafficway, a county/state snow plow plowing snow, a highway dump truck dumping asphalt for a new travel lane, etc.)

**NOTE:** Before 2004, this code was called “Transport Device Used as Equipment.” It included other working activities in addition to construction, maintenance and utility work on trafficways. From 2004 forward, code “45” excludes working activities other than highway construction, maintenance or utility vehicles (e.g., garbage truck picking up trash, mail/delivery trucks while making deliveries, personal vehicles plowing snow, etc. These are considered motor vehicles “In-transport”). Use Related Factors-Vehicle Level code “42 – Other Working Vehicle (Not Construction, Maintenance, Utility, Police, Fire, or EMS Vehicle)” to identify these vehicles.

A question may arise when a police, fire or emergency medical vehicle is struck on the roadway while at the scene of an accident, at a traffic stop, as traffic control, or at a construction/ maintenance site. The question becomes, “has its function changed from being a motor vehicle in-transport to a working vehicle?” The answer is “no.” Treat these situations as a motor vehicle in-transport striking another motor vehicle in-transport (Use codes “12 or 13”). Use Related Factors – Vehicle Level code “41 – Police, Fire, or EMS Vehicle Working at the Scene of an Emergency or Performing Other Traffic Control Activities” to identify that this vehicle was struck while performing these work activities.

Taxis/limousines and commercial buses, etc., are always considered to be “in-transport” because their primary work function is to transport persons from one place to another. (See code “12, 13 or 14”).

**Code 47 (Vehicle Occupant Struck or Run Over by Own Vehicle)** Use when occupant falls or comes out of vehicle and is struck or run over by that vehicle. Does not apply to occupants ejected during overturns.

**Code 48 (Snow Bank)** Use when snow fall and/or road plowing creates essentially fixed barriers of snow/ice which are not snow-covered earth or rock embankments.

**Code 49 (Ridden Animal or Animal-Drawn Conveyance)** is used for collisions with animals being used as transportation. This includes ridden animals and animals (or teams of animals) drawing a transport device (e.g., a horse drawing a sleigh, a team of horses drawing a stage coach, etc.).

**Code 51 (Jackknife [Causing Injury or Damage])** applies to a condition that occurs to an articulated vehicle, (any vehicle with a trailing unit(s) connected by a hitch; e.g., truck tractor or single-unit truck with one or more trailers, articulated bus, car pulling a boat on a trailer, etc. ) while in motion. The condition reflects a loss of control of the vehicle by the driver in which the trailer(s) yaws from its normal straight-line path behind the power unit, striking the power unit, causing damage to the power unit or trailer.

**Code 54 (Motor Vehicle In-Transport Strikes or is Struck by Cargo, Persons or Objects Set-in-Motion From/by Another Motor Vehicle In-Transport)** is used when this vehicle's most severe injury- or damage-producing event is striking another motor vehicle in-transport by setting something in motion, or being struck by something set-in-motion by another motor vehicle in-transport. Beginning in 2005, in these circumstances, both vehicles should have code "54" in their Sequence of Events.

In accidents involving harmful events caused by objects set-in-motion by a Motor Vehicle in-transport, remember that a vehicle's load is considered part of the vehicle.

**EXAMPLES:**

- 1) **Code "54" applies when:** cargo falls from a truck (in-transport) and strikes another vehicle in-transport, this is treated as a two-vehicle accident. Therefore, the proper Most Harmful Event code is "54 – Motor Vehicle In-Transport Strikes or is Struck by Cargo, Persons or Objects Set-in-Motion from/by Another Motor Vehicle In-Transport." Remember when this happens to also use Sequence of Events code "54 – Motor Vehicle In-Transport Strikes or is Struck by Cargo, Persons or Objects Set-in-Motion from/by Another Motor Vehicle In-Transport" in the sequence on both vehicles.
- 2) **Code "54" does NOT apply when:** cargo falls from a truck (in-transport) and strikes another vehicle NOT in-transport, this is also treated as a two-vehicle accident; however in this example, the proper Most Harmful Event code for the "in-transport" vehicle that lost its load will NOT be "54." Instead, choose one of the "Collision Involving Motor Vehicles Not In-Transport" codes "14, 45 or 55."

If it was the Most Harmful Event for the “not in-transport” vehicle which was struck by the load, it would be coded “12 or 13.”



**Code 55 (Other Not In-Transport Motor Vehicle)** is used when the most injury- or damage-producing event for this vehicle involves a motor vehicle in motion outside the trafficway (not in-transport).

**Code 60 (Cargo/Equipment Loss or Shift, causing injury or damage)** refers specifically to the loss or shift of items carried on or in a motor vehicle or its trailing unit, and not to the vehicle or trailing unit, itself. Code “60” is only used as the Most Harmful Event in accidents where the loss or shift causes damage to this vehicle, its cargo, or injury to its occupants and it is the most damage- or injury-producing event for this vehicle. Code “60” should never be used to refer to a “collision” event.

**EXAMPLE:**

A pickup truck brakes rapidly to avoid a collision. This causes a piece of lumber in the pickup bed to smash through the rear window, causing the driver to lose control and run off the road, striking a tree.

**Code 99 (Unknown).** This is used when it is not known what the Most Harmful Event is. For example, if a series of harmful events occurred and it is unclear which was first or most severe.

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**Consistency Checks:**

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	<b>IF</b>	<b>THEN</b>
(VH02) 1.	IMPACT POINT-PRINCIPAL equals 18,	MOST HARMFUL EVENT should equal 54.
(VH04) 2.	MOST HARMFUL EVENT equals 54,	IMPACT POINT-PRINCIPAL must not equal 00.
(VH05) 3.	MOST HARMFUL EVENT equals 54,	IMPACT POINT-PRINCIPAL should equal 18.

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**Special Processing Rules:**

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	<b>IF</b>	<b>THEN</b>
(AL4P) 1.	MOST HARMFUL EVENT equals 01, and BODY TYPE does not equal 80-83, 88-89,	at least one SEQUENCE OF EVENTS must equal 01, and ROLLOVER must equal 1-2.

**IF**

**THEN**



(AL5P) 2. *UNIT TYPE equals 1,*

at least one event in the SEQUENCE OF EVENTS must equal the MOST HARMFUL EVENT.



(AL6P) 3. MOST HARMFUL EVENT equals \_\_, *and UNIT TYPE equals 1,*

at least one event in the SEQUENCE OF EVENTS must equal \_\_.



<b>RELATED FACTORS-VEHICLE LEVEL</b>
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**Format: 2 numeric occurring 2 times**

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**Element Values**

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<b>Related Factors</b>	<b>Examples</b>
<b>Blanks</b>	
<b>00 None</b>	
<b><u>Pre-existing Vehicle Defects or Conditions Noted</u></b>	
<b>01</b>   Tires	Excludes improper tire pressure, which is due to driver irresponsibility. Defective tires, tread separation, sidewall failure, excessively worn or bald tires. Tires improperly sized for this vehicle. Excludes: Tire damage produced in the crash (hitting pothole, curb, etc.). Dirt Bikes – Tires not suited for asphalt driving.
<b>02</b>   Brake System	Excludes locked wheels.
<b>03</b>   Steering System	Includes tie rod, kingpin, ball joint, etc.
<b>04</b>   Suspension	Includes springs, shock absorbers, MacPherson struts, axle bearing, control arms, etc. Modification to standard suspension (Suspension Lift Kit).
<b>05</b>   Power Train	Includes universal joint drive shaft transmission, engine clutch, gas pedal, motorcycle chain, gears, etc.
<b>06</b>   Exhaust System	Includes “exhaust system leaking into vehicle.”
<b>07</b>   Headlights	Defective/faulty/under-maintained as opposed to failure to use or misuse.  Care must be used to distinguish defective headlight from Related Factors-Driver Level “23 – Failure to Dim Lights or Have Lights On When Required.”

Related Factors	Example
<b>08</b>	Signal Lights Defective as opposed to failure to use or misuse. Care must be used to distinguish defective signal light from Related Factors-Driver Level “42 – Failure to Signal Intentions.”
<b>09</b>	Other Lights Includes taillights, fog lights, parking lights.
<b>10</b>	Horn Defective as opposed to failure to use or misuse. Care must be used to distinguish defective horn from Related Factors-Driver Level “42 – Failure to Signal Intentions” (failure to sound horn at curve on mountain road).
<b>11</b>	Mirrors Includes missing mirrors.
<b>12</b>	Wipers Defective/faulty/under-maintained as opposed to failure to use. Can be coded in conjunction with Related Factors-Driver Level “75 – Obstruction of View Due to Wiper Defect.”
<b>13</b>	Driver Seating and Control Driver chair not fastened properly, cannot be adjusted properly so as interferes with control of the car. Seating removed, driver sitting on can, crate, etc.
<b>14</b>	Body, Doors, Hood, Other All exterior not including cited. Includes trunk, hood hatch, bumpers, motorcycle kick stand.
<b>15</b>	Trailer Hitch Excludes improper towing (Related Factors-Driver Level “22 – Towing or Pushing Improperly”). Care must be used to distinguish improper towing from defective trailer hitch. Improper towing denotes towing without a hitch, towing by cable, rope, chain, etc. Defective trailer hitch denotes improperly adjusted trailer hitch, lack of safety chain, 5 <sup>th</sup> wheel hitch, etc.
<b>16</b>	Wheels Includes hub caps, multiple-piece rings.
<b>17</b>	Air Bag Air bag, as designed, failed to deploy. Air bag deployed inappropriately.

Related Factors	Examples
19 Safety Belts	Excludes: Improper use. Failure described as webbing excessively worn, came unlatched, altered. Seatbelt failure.
18 Other Vehicle Defects	Includes faulty dash panel lights/control display (speedometer, etc.) and other electrical/electronic controls. Defective battery. Backup warning devices. Windows/windshield and window tinting.
31 <u>Special Vehicle Flags:</u> Hit-and-Run Vehicle	
32 Vehicle Registration for Handicapped	Vehicle registered and/or specially equipped for the handicapped. This can be derived from vehicle registration. Excludes placards which can be moved from one vehicle to the other.
33 Vehicle Being Pushed by Non-Motorist	This code supports Related Factors-Accident Level “17 – Vehicle Set-in-Motion by Non-Driver.”
35 Reconstructed Vehicle	Home-made vehicle from vehicle components A vehicle reconstructed by the owner; example: a two-wheel motorcycle converted to a three-wheel motorcycle. May have standard VIN or the State may issue a number in place of the VIN for their registration.
36 Electric/Alternative Fuel Vehicle	Vehicles fueled by rechargeable batteries, solar fuel, fuel cells, or any other fuel source (or combination of fuel sources) other than gasoline or diesel fuel. Includes vehicles fueled by alternative fuels in conjunction with gasoline or diesel fuel (e.g., Hybrid).
37 Transporting Children To/From Head Start/Day Care	Not intended for children transported to daycare by family/friends in personal vehicles. Applies to children transported to Day Care/Head Start in vehicles arranged, operated or owned by Head Start or Day Care Program.

Related Factors	Examples
<b>39</b> Highway Construction, Maintenance or Utility Vehicle, In-Transport (Inside or Outside Work Zone)	<p>Do not use this code when the vehicle is working. Only use while the vehicle is “in-transport.” For example, while moving from job site to job site. Private construction excluded unless you know it is performing state or local contracted highway construction, maintenance or utility work. Refers to readily identifiable (lights, markings) vehicle in-transport at the time of the accident, which is owned by any local, county, state or federal agency.</p>
<b>40</b> Highway Incident Response Vehicle	<p>State government-owned vehicles, whose function is to drive the major highways to assist motorists with flat tires, provide gas, etc. Could be called: DOT Help, Good Samaritans, Courtesy Patrol, Motorist Assist Vehicle, etc.</p>
<b>41</b> Police, Fire, or EMS Vehicle Working at the Scene of an Emergency or Performing Other Traffic Control Activities	<p>Police car, fire truck or ambulance at the scene of an accident.          Fire truck at the scene of a fire.          Police car leading or trailing a convoy or funeral.          Police car blocking the entrance to a parade route.          Police car at a check point.</p>
<b>42</b> Other Working Vehicle (Not Construction, Maintenance, Utility, Police, Fire, or EMS Vehicle)	<p>Garbage truck picking up trash.          Personal pickup with a snow blade plowing.          UPS or postal vehicle stopped in the roadway while making a delivery.</p>
<b>43</b> Hazardous Materials/Cargo Released From This Vehicle	<p>Gasoline truck spills its gasoline cargo on the highway. Fuel or oil carried by the vehicle for its own use is NOT considered hazardous materials cargo and would not apply to this code.</p>
<b>99</b> Unknown	

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**Remarks:**

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Codes “01-19” - These are preexisting conditions not caused by damage in the crash. Use table above for examples or inclusions.

Care must be used to distinguish vehicle conditions from Related Factors-Driver Level. Driver irresponsibility will be explicitly stated in police report for coding as a Related Factors-Driver Level. Vehicle conditions include manufacturer defects, driver’s changes that are defective, and maintenance conditions. Related Factors-Driver Level “24-Operating Without Required Equipment” can be coded in conjunction with vehicle level conditions.

**Factors 01-19** refer to the condition of vehicle components as indicated in the police accident report (PAR). The report may indicate that a component is inadequate, inoperative, faulty, damaged or defective. The condition may be due to owner/user neglect, poor or sub-standard maintenance, tampering or defective manufacturing.

The vehicle condition(s) noted only indicate the existence of the condition(s). They may or may not have played a role in the accident.

**Factors 31-43** are flags used to identify this vehicle as one with special circumstances. They do not necessarily imply that this circumstance caused the accident.

**Code 99** is used when “unknown” is reported for the vehicle condition in the police accident report itself and none of the special circumstances exist.

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**Consistency Checks:**

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	<b>IF</b>	<b>THEN</b>
(1G0P) 1.	one RELATED FACTORS-VEHICLE LEVEL equals 99,	both factors must equal 99.
(2G0P) 2.	either RELATED FACTORS-VEHICLE LEVEL equals blanks,	the other factor must also equal blanks.
(3G0P) 3.	the first RELATED FACTORS-VEHICLE LEVEL equals 00,	the other factor must also equal 00.
(4G0P) 4.	A RELATED FACTORS-VEHICLE LEVEL between 01 and 43 can be used only once per vehicle form.	
(6G0P) 5.	RELATED FACTORS-VEHICLE LEVEL equals 32,	REGISTRATION STATE must not equal 00, 92.

	<b>IF</b>	<b>THEN</b>
(8G0P)	6. any RELATED FACTORS-DRIVER LEVEL equals 90,	one RELATED FACTORS-VEHICLE LEVEL must equal 31.
(9C1P)	7. UNIT TYPE equals 4,	RELATED FACTORS-VEHICLE LEVEL must not equal 39.
(9C2P)	8. RELATED FACTORS-VEHICLE LEVEL equals 43,	HAZARDOUS CARGO must equal 1-3.
(AS0P)	9. RELATED FACTORS-VEHICLE LEVEL equals 32,	REGISTERED VEHICLE OWNER must not equal 0.
(D510)	10. VIOLATIONS CHARGED equals 07-08,	one RELATED FACTORS-VEHICLE LEVEL should equal 31.
(V030)	11. either RELATED FACTORS-VEHICLE LEVEL equals 12, 15, 17, 19,	BODY TYPE should not equal 80-83, 88-89.
(V031)	12. RELATED FACTORS-VEHICLE LEVEL equals 39,	BODY TYPE should not equal 01, 12-13, 32-33, 42, 50-52, 58-59, 65, 73, 80-83, 88-92.
(V032)	13. RELATED FACTORS-VEHICLE LEVEL equals 40,	BODY TYPE should not equal 01, 12-13, 32-33, 42, 50-52, 58-59, 60-67, 71-73, 78, 80-83, 88-93.
(V040)	14. either RELATED FACTORS-VEHICLE LEVEL equals 15, 17, 19,	BODY TYPE should not equal 91.
(V110)	15. either RELATED FACTORS-VEHICLE LEVEL equals 15,	VEHICLE TRAILING should not equal 0.
(V590)	16. RELATED FACTORS-VEHICLE LEVEL equals 32,	REGISTERED VEHICLE OWNER should equal 1-3.
(V591)	17. RELATED FACTORS-VEHICLE LEVEL equals 31,	TRAVEL SPEED should not equal 00.
(V592)	18. RELATED FACTORS-VEHICLE LEVEL equals 37,	REGISTRATION STATE should not equal 00, 92.

	<b>IF</b>	<b>THEN</b>
(V593)	19. RELATED FACTORS-VEHICLE LEVEL equals 37,	REGISTERED VEHICLE OWNER should not equal 0.
(V990)	20. SEQUENCE OF EVENTS equals 61,	RELATED FACTORS-VEHICLE LEVEL should not all equal 00.

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**Special Processing Rules:**


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	<b>IF</b>	<b>THEN</b>
(630P)	1. HIT-AND-RUN equals 1-4,	there must be at least one vehicle with one RELATED FACTORS-VEHICLE LEVEL equal to 31.
(7G0P)	2. RELATED FACTORS-VEHICLE LEVEL equals 31,	HIT-AND-RUN must not equal 0.

**FIRE OCCURRENCE**

**Format: 2 numeric**

**Element Values:**

- Blank
- 0 No Fire
- 1 Fire Occurred in Vehicle During Accident

**Remarks:**

If it cannot be determined that a fire occurred in the vehicle during the accident, code “0-No Fire.”

If the Most Harmful Event for the vehicle is “02-Fire/Explosion,” or a fire in the vehicle is produced by damage in the accident, use “1-Fire Occurred.” The involved vehicles may be at rest for a reasonable period of time.

If the vehicles are at rest long enough to raise a question about the fire’s relationship to the accident’s damage-producing events, do not use code “1.”

Fires that begin in a vehicle before the first impact may be counted. If damage is produced, “Fire/Explosion” would be the First Harmful Event.

<u><b>Coding Examples for Fire Occurrence</b></u>		
<u><b>Example</b></u>		<u><b>Code</b></u>
1. Car strikes tank truck in rear, explodes into fire.		“1-Fire” (for car)
2. Inside of vehicle catches fire, causing driver to strike another vehicle.		“1-Fire” (for 1st Veh.)
3. Inside of vehicle catches fire, causing driver to stop vehicle in roadway and all occupants exit vehicle. Two minutes later, a second car rear-ends the stopped car and its driver is killed from collision.		“0-No Fire” (for both)
4. Two vehicles collide; a tank ruptures. Vehicles are stopped momentarily when fire ignites, causing fire damage to both vehicles.		“1-Fire” (for both)



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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(4Z0P) 1.	SEQUENCE OF EVENTS equals 02,	FIRE OCCURRENCE for this vehicle must equal 1 or blank.

---

**Special Processing Rules:**


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	<b>IF</b>	<b>THEN</b>
(540F) 1.	FIRST HARMFUL EVENT equals 02,	at least one vehicle must have FIRE OCCURRENCE equal to 1 or blank.
(AL3P) 2.	SEQUENCE OF EVENTS equals 02,	at least one vehicle must have FIRE OCCURRENCE equal to 1, or blank.

<b>VEHICLE NUMBER</b>
-----------------------

**DRIVER LEVEL****Format: 2 numeric**

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| Must be coded on an original submission

| System-Generated (MDE System Only)

**Element Values:**

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| 00-99

**Remarks:**

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| See Vehicle Number – Vehicle Level for assignment numbers.

| FOR DRIVERLESS, PARKED/STOPPED OFF ROADWAY/WORKING MOTOR VEHICLES AND MOTOR VEHICLES IN MOTION OUTSIDE THE TRAFFICWAY, ONLY CODE DRIVER PRESENCE (D4) AND RELATED FACTORS-DRIVER LEVEL (D22).

**Case Structure Integrity Rules:**

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| (CS12) 1. There must be exactly one Driver Level form corresponding to each Vehicle Level form.

<b>DRIVER PRESENCE</b>
------------------------

**Format: 1 numeric**

| Must be coded on original case submissions

**Element Values:**

- |   |  |
|---|--|
| 1 | Driver-Operated Vehicle  |
| 2 | Driverless   |
| 3 | Driver Left Scene  |
| 4 | Motor Vehicle Not In-Transport (Parked/Stopped Off Roadway/Working/In Motion Outside Trafficway) |
| 9 | Unknown  |

**Remarks:**

**Code 1 (Driver-Operated Vehicle)** if a person is physically operating the vehicle. Do not code "1" just because a person (child) was sitting in the driver's seat.

**If coded "2" or "9,"** all other elements on the Driver Level must be left blank except Related Factors-Driver Level that can be coded. A Person Level form with Person Type equal "01" must not be submitted for that vehicle.

**Code 3 (Driver Left Scene)** only if the driver fled leaving the vehicle at the scene of the accident.

**Code 4 (Motor Vehicle Not In-Transport [Parked/Stopped Off Roadway/Working/In Motion Outside Trafficway]).** Use when Unit Type (V5) for this vehicle is not a motor vehicle in-transport (Unit Type codes "2, 3, 4"). Use this code regardless of the presence of an occupant in the driver's seat. All other elements on the Driver Level must be left blank, except Related Factors-Driver Level which should all be coded "00."

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(1H0F) 1.	DRIVER PRESENCE equals 2, 4, 9,	PREVIOUS SPEEDING CONVICTIONS must be blank.
(1H1F) 2.	DRIVER PRESENCE equals 2, 4, 9,	LICENSE STATE must be blank.

	<b>IF</b>	<b>THEN</b>
(1H2F)	3. DRIVER PRESENCE equals 2, 4, 9,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE must be blank.
(1H3F)	4. DRIVER PRESENCE equals 2, 4, 9,	NON-CDL LICENSE STATUS and COMMERCIAL MOTOR VEHICLE LICENSE STATUS must be blank.
(1H4F)	5. DRIVER PRESENCE equals 2, 4, 9,	COMPLIANCE WITH LICENSE RESTRICTIONS must be blank.
(1H6F)	6. DRIVER PRESENCE equals 2, 4, 9,	VIOLATIONS CHARGED must be blank.
(1H7F)	7. DRIVER PRESENCE equals 2, 4, 9,	PREVIOUS RECORDED ACCIDENTS must be blank.
(1H8F)	8. DRIVER PRESENCE equals 2, 4, 9,	PREVIOUS RECORDED SUS- PENSIONS must be blank.
(1H9F)	9. DRIVER PRESENCE equals 2, 4, 9,	PREVIOUS DWI CONVICTIONS must be blank.
(1HAF)	10. DRIVER PRESENCE equals 2, 4, 9,	PREVIOUS OTHER HARMFUL MV CONVICTIONS must be blank.
(1HBF)	11. DRIVER PRESENCE equals 2, 4, 9,	DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION must be blank.
(1HCF)	12. DRIVER PRESENCE equals 2, 4, 9,	DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must be blank.
(1HDF)	13. DRIVER PRESENCE equals 2, 4, 9,	DRIVER HEIGHT (feet and inches) must equal blank.
(1HEF)	14. DRIVER PRESENCE equals 2, 4, 9,	DRIVER WEIGHT must equal blank.
(2F0F)	15. NUMBER OF OCCUPANTS equals 00,	DRIVER PRESENCE must equal 2, 4.

	<b>IF</b>	<b>THEN</b>
(2H0F)	16. DRIVER PRESENCE equals 2, 9,	RELATED FACTORS-DRIVER LEVEL must not equal 01-08, 09, 11-13, 15-16, 19, 46, 52-53, 58-59, 61-88, 90, 93-98.
(5L0P)	17. any RELATED FACTORS-DRIVER LEVEL equals 20,	DRIVER PRESENCE must not equal 1, 3, 9.
(6H0P)	18. DRIVER PRESENCE equals 2, 4, 9,	DRIVER ZIP CODE must be blank.
(7B0F)	19. JACKKNIFE equals 2-3,	DRIVER PRESENCE must equal 1.
(9A3P)	20. UNIT TYPE equals 2-4,	DRIVER PRESENCE must equal 4.
(9A4P)	21. DRIVER PRESENCE equals 4,	UNIT TYPE must equal 2-4.
(9C3P)	22. DRIVER PRESENCE equals 4,	RELATED FACTORS-DRIVER LEVEL must equal 00.
(BJ0P)	23. DRIVER PRESENCE equals 2, 4, 9,	COMPLIANCE WITH LICENSE ENDORSEMENTS must be blank.
(BN0P)	24. DRIVER PRESENCE equals 2, 4, 9,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS must be blank.
(BZ0P)	25. RELATED FACTORS-DRIVER LEVEL equals 93-98,	DRIVER PRESENCE must equal 1, 3-4.
(D330)	26. DRIVER PRESENCE equals 2, 4, and REGISTRATION STATE is NOT equal to 00, 92, 99,	REGISTERED VEHICLE OWNER should equal 3-6.
(V120)	27. DRIVER PRESENCE equals 2, 4,	VEHICLE ROLE should not equal 0, 9.

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**Special Processing Rules:**


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	<b>IF</b>	<b>THEN</b>
(3H0F) 1.	DRIVER PRESENCE equals 1,	there must be one and only one Person Level form for that vehicle with PERSON TYPE equal to 01, or there must be no Person Level form for that vehicle with PERSON TYPE equal to 01 and at least two Person Level forms for that vehicle with PERSON TYPE equal to 09.
(4H0F) 2.	DRIVER PRESENCE equals 2, 4, 9,	there must not be a Person Level form for that vehicle with PERSON TYPE equal to 01.
(A080) 3.	DRIVER PRESENCE equals 2, and FIRST HARMFUL EVENT equals 12-13, and NUMBER OF VEHICLE FORMS SUBMITTED equals 02,	one RELATED FACTORS-DRIVER LEVEL should equal 20.
(CB0P) 4.	REGISTERED VEHICLE OWNER equals 6,	DRIVER PRESENCE must equal 2, 4.
(FD0F) 5.	DRIVER PRESENCE is blank, case status if flawed.	

<b>LICENSE STATE</b>
----------------------

**Format: 2 numeric**

**Element Values:**

Blanks

01	Alabama	33	New Hampshire
02	Alaska	34	New Jersey
03	American Samoa	35	New Mexico
04	Arizona	36	New York
05	Arkansas	37	North Carolina
06	California	38	North Dakota
08	Colorado	39	Ohio
09	Connecticut	40	Oklahoma
10	Delaware	41	Oregon
11	District of Columbia	42	Pennsylvania
12	Florida	43	Puerto Rico
13	Georgia	44	Rhode Island
14	Guam	45	South Carolina
15	Hawaii	46	South Dakota
16	Idaho	47	Tennessee
17	Illinois	48	Texas
18	Indiana	49	Utah
19	Iowa	50	Vermont
20	Kansas	51	Virginia
21	Kentucky	52	Virgin Islands
22	Louisiana	53	Washington
23	Maine	54	West Virginia
24	Maryland	55	Wisconsin
25	Massachusetts	56	Wyoming
26	Michigan		
27	Minnesota		
28	Mississippi	94	Military
29	Missouri	95	Canada
30	Montana	96	Mexico
31	Nebraska	97	Other Foreign Country
32	Nevada	99	Unknown

**Remarks:**

If no license is required or driver is not licensed, code the residence State of the driver.

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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(1H1F)	1. DRIVER PRESENCE equals 2, 4, 9,	LICENSE STATE must be blank.
(1I0P)	2. LICENSE STATE equals 99,	NON-CDL LICENSE STATUS must not equal 0-4, 6, and COMMERCIAL MOTOR VEHICLE LICENSE STATUS must not equal 0-8.
(1K0P)	3. LICENSE STATE equals 99,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE must not equal 0-3.
(2I0P)	4. LICENSE STATE equals 99,	COMPLIANCE WITH LICENSE RESTRICTIONS must not equal 0-3.
(3I1P-3I5P)	5. LICENSE STATE equals 99,	all driver history counters (PREVIOUS RECORDED ACCIDENTS through PREVIOUS OTHER HARMFUL MV CONVICTIONS) must equal 99.
(BI0P)	6. LICENSE STATE equals 99,	COMPLIANCE WITH LICENSE ENDORSEMENTS must not equal 1-2.
(CJ00)	7. PREVIOUS RECORDED ACCIDENTS equals 98,	LICENSE STATE should equal 09, 13, 35.
(D010-D050)	8. LICENSE STATE equals 96-97,	all driver history counters (PREVIOUS RECORDED ACCIDENTS through PREVIOUS OTHER HARMFUL MV CONVICTIONS) should equal 99.
(D170)	9. LICENSE STATE does not equal 99,	DRIVER ZIP CODE should not equal 99999.



	<b>IF</b>	<b>THEN</b>
(D320)	10. LICENSE STATE does not equal 94-97, 99,	DRIVER ZIP CODE should be a valid zip code for the LICENSE STATE.
(D480)	11. LICENSE STATE equals 09, 13, 30, 35,	PREVIOUS RECORDED ACCIDENTS should equal 98.
(D710)	12. LICENSE STATE equals 02, 04, 09, 15, 20-21, 30, 38, 40, 56,	NON-CDL LICENSE TYPE should not equal 2.

<b>DRIVER ZIP CODE</b>
------------------------

**Format: 5 numeric**

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**Element Values:**

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Blanks	
00000	Not a resident of U.S. or Territories
nnnnn	Five Numeric
	Actual Values
99999	Unknown

**Remarks:**

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Code only the first five digits of nine-digit zip codes.

Use the following guidelines to resolve discrepancies between the PAR and Driver License File:

If the street address is the same on both sources but the zip codes differ, use the zip code from the License File. If you have access to a Zip Code Directory, confirm the address with that.

If the street addresses on the two sources differ, then use the zip code for the address reported on the PAR.

If you have both a residence address and a different mailing address (i.e., a P.O. Box) use the zip code for the residence address.

If the PAR indicates an address in-state and a driver's license from another state is recorded (with a different residence address), attempt to determine the most current address for the driver. If the most current address cannot be determined, use the zip code that corresponds to the address from the driver's license state.

**Consistency Checks:**

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	<b>IF</b>	<b>THEN</b>
(6H0P) 1.	DRIVER PRESENCE equals 2, 4, 9,	DRIVER ZIP CODE must be blank.
(BY0P) 2.	DRIVER ZIP CODE must be a valid code, blanks, 00000 or 99999.	

	<b>IF</b>	<b>THEN</b>
(D160)	3. NON-CDL LICENSE STATUS does not equal 9, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS does not equal 9,	DRIVER ZIP CODE should not equal 99999.
(D170)	4. LICENSE STATE does not equal 99,	DRIVER ZIP CODE should not equal 99999.
(D320)	5. LICENSE STATE does not equal 94-97, 99,	DRIVER ZIP CODE should be a valid zip code for the LICENSE STATE.

<b>NON-CDL LICENSE TYPE/STATUS</b>
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**Format: 2 sets, 1 numeric**

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**Element Values:**

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Blanks - Driver Not Present

**License Type**

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- 0 Not Licensed
- 1 Full Driver License

**Graduated Driver Licenses**

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- 2 Intermediate Driver License
- 7 Learner's Permit
- 8 Temporary License
- 9 Unknown License Type

**License Status**

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- 0 Not Licensed
- 1 Suspended
- 2 Revoked
- 3 Expired
- 4 Canceled or Denied
- 6 Valid
- 9 Unknown License Status

**Source:**

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Official driver record and police report. Official driver records take precedence over police-reported information.

**Remarks:**

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Prior to 1993, this element was Driver License Status and included codes "5 - Valid-Single Class" and "6 - Valid-Multiple Class."

Starting in 2004, this element was modified to capture both non-CDL license type and status to accommodate graduated driver license (GDL) programs.

This element is used to establish the driver's license type and status for all license classes except the commercial driver's license (CDL). It also captures the type and status of the NON-CDL driving privilege for drivers with CDLs.

The NON-CDL License Type/Status is coded for all drivers, including drivers with a CDL.

Use the "Type" field to record whether the driver has a full driver's license, intermediate driver's license, learner's permit, temporary license, or is not licensed. Use the "Status" field to record if the license is valid, suspended, revoked, expired, canceled or denied.

When involved drivers are in the military, the analyst should be cautious because some States automatically (without driver application) renew drivers' licenses or extend the license until the individual is discharged. Each state analyst should be familiar with their state's policy on military personnel and code these license variables accordingly. In addition, when out-of-state driver requests are made the analyst requesting the data should note that the driver is in the military.

**Code 0 (Not Licensed) (for both Type and Status).** Code "0" should be used only when it has been reasonably established that the driver is not registered (anywhere). Takes precedence over all other NON-CDL License Type/Status Codes. Drivers who have a license but fail to have their license with them at the time of the accident should be coded according to the type (class) of license they possess and the validity of the license. If the police report indicates that the driver has "no license," the analyst should first determine whether this means that the person was not in possession of his/her license at the time of the accident, or that the driver is not a registered motor vehicle operator. A review of the violations cited section of the police report may yield some clues in this matter. If the person is cited for not possessing his/her license or for not having one, then code this information in variables D21 and D22, Violations Charged and Related Factors – Driver Level. If the analyst is uncertain as to whether or not the person possesses a license, then code "9 – Unknown" should be used.

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#### **NON-CDL LICENSE TYPE REMARKS:**

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**Code 1 (Full Driver License)** is used for unlimited driving privileges (with no GDL restrictions). This is based on your state's eligibility guidelines.

**Code 7 (Learner's Permit)** and **code 2 (Intermediate Driver License)** are the first two stages of a tiered licensing process that allows young drivers to obtain full driver license privileges through safe driving practices. Typical restrictions include minimum age requirements, passing vision/ knowledge tests, and supervision by adult driver over the age of 21. Other requirements may include number of passenger in the vehicle,

occupants must wear seatbelts, zero alcohol tolerance, and no at-fault accidents or convictions for a period of time.

**NOTE:** Beginning in 2004, if Learner's Permit or Intermediate Driver License has expired, code Type as "2" or "7" and Status as "3 – Expired." (Prior to 2004, an expired Learner's Permit was coded as "0 – Not Licensed").

**NOTE:** It is important that you know your state's Graduated Driver License restrictions. GDL program restrictions vary from state-to-state.

**Code 2 (Intermediate Driver License)** is the second stage of obtaining a full license privilege. It is typically for drivers between the ages of 16 and 17, and does not require total supervision during daylight hours (e.g., adult supervision during the hours of midnight to 5 am). An Intermediate Driver License may be suspended or revoked under certain violations. Other conditions may include conviction-free performance, seat-belt use for occupants, and some age restrictions for passengers. If any restriction is violated, this GDL restriction period can be extended.

**NOTE:** Code "2" does not apply for states that do not have a GDL program. However, your state may have a Learner's Permit. Also, your state may not use the name "Intermediate Driver License" and may call it something else.

**Code 7 (Learner's Permit)** is the first stage of obtaining a full license privilege. It is typically for drivers between 14 and 16 years of age, and typically requires total adult supervision, seat-belt use for occupants, and conviction-free performance. If any restriction is violated, this GDL restriction period can be extended.

**Code 8 (Temporary License)** includes any type of non-permanent license issued for a period of time less than that for a permanent license (e.g., temporary license to drive within a resort area; temporary license issued to foreign nationals). Short-term permanent licenses are not temporary (e.g., license issued to elderly drivers requiring frequent re-testing).

Learner's Permit and Intermediate Driver License held by young drivers awaiting a Full Driver's License are not to be coded "8 – Temporary License."

**Code 9 (Unknown License Type)** should be used when the type of the license is unknown. Code "9" is also used when it is unknown whether the driver had a license or not (e.g., hit-and-run).

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#### NON-CDL LICENSE STATUS REMARKS:

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**Code 0 (Not Licensed)** should be used only when it has been reasonably established that the driver is not registered (anywhere). Takes precedence over all other Non-CDL License Status Codes. Drivers who have a license but fail to have their license with them at the time of the accident should be coded according to the type (class) of license

they possess and the validity of the license. If the police report indicates that the driver has “no license,” the analyst should first determine whether this means that the person was not in possession of his/her license at the time of the accident, or that the driver is not a registered motor vehicle operator. A review of the violations cited section of the police report may yield some clues in this matter. If the person is cited for not possessing his/her license or for not having one, then code this information in variables D21 and D22, Violations Charged and Related Factors-Driver Level. If the analyst is uncertain as to whether or not the person possesses a license, then code “9-Unknown” should be used.

**Codes 1 (Suspended), 2 (Revoked) or 3 (Expired)** are used if a Full Driver’s License\* is suspended, revoked, or expired. An Intermediate Driver License may be suspended (code 1) or revoked (code 2) under certain violations. If Learner’s Permit or Intermediate Driver License has expired, code “3 – Expired.”

Examples: If a Full Driver License is revoked or suspended but limited driving is permitted (e.g., to and from work), use the following criteria:

- a. If the accident occurs during permitted times of driving, code Non-CDL License Type as “1 – Full License” and Status “6 – Valid,” code Compliance With License Restrictions as code “1 – Restrictions Complied With,” and code Related Factors-Driver Level as “19.”
- b. If the accident occurs during invalid times for driving, code Non-CDL License Type as “1 – Full License” and Status “1 – Suspended” or “2 - Revoked,” code Compliance With License Restrictions as “2 – Restriction Not Complied With,” and do not use Related Factors-Driver Level code “19.”

**Code 1 (Suspended)** takes precedence over all other License Status codes, except “Not Licensed.”

**Code 4 (Canceled or Denied)** is used whenever the driver’s official driver record indicates the driver’s license\* (1) was canceled; or (2) the driver’s request for license, or an extension of one, was denied.

**Code 6 (Valid)** refers to any license held by the driver that is valid for a class of vehicle\*. If the driver is in violation of some aspect of his/her license (e.g., one of the restrictions) do not consider the license as being not valid. Record the restriction on element D9 (Compliance with License Restrictions) if applicable. If the police cite the driver for the violation, then the information would be recorded under elements D21 and D22 (Violations Charged and/or Related Factors-Driver Level).

**Code 9 (Unknown License Status)** should be used when the status of the license is unknown. Code “9” is also used when it is unknown whether the driver had a license or not (e.g., hit-and-run).

See reference table for coding elements D7 and D10, following the remarks section of element (D10) License Compliance With Class Of Vehicle.

**\* NON-CDL privilege only**

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**IMPORTANT NOTE:**

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In distinguishing license requirements from restrictions focus upon whether or not all drivers possessing the type of license are mandated to obey the requirement. If they are, then the requirement is not a restriction, but rather part of the definition of the license. Restrictions, on the other hand, are requirements specific to individual drivers.

See the following tables for additional guidance for coding Non-CDL License Type/Status for young drivers with GDL License (Learner's Permit and Intermediate Driver Licenses) and CDL Drivers:



<u>Coding Scenarios for CDL Licenses</u>	<u>D7 Non- CDL Type</u>	<u>D7 Non- CDL Status</u>	<u>D8 CMV Status</u>	<u>D10 Comp w/ Class</u>	<u>D11 Comp. w/ Restriction</u>
1. CDL w/no endorsement valid, driving a CDL vehicle (no endorsement required). Non-CDL License Type/Status is Full License/Valid.	1	6	6	3	0
2. CDL w/hazardous material endorsement, valid driving CDL vehicle w/hazardous cargo. Non-CDL License Type/Status is Full License/Valid.	1	6	6	3	1
3. CDL w/hazardous material endorsement, valid driving non-CDL vehicle. Non-CDL License Type/Status is Full License/Valid.	1	6	6	3	0
4. CDL w/ no endorsements suspended, driving a CDL (double bottom) vehicle. Non-CDL License Type/Status is Full License/Valid.	1	6	1	2	2
5. CDL w/tanker endorsement, disqualified, driving a tanker. Non-CDL License Type/Status is Full License/Suspended.	1	1	5	2	1
6. CDL w/tanker endorsement suspended, driving a non-CDL vehicle. Non-CDL License Type/Status is Full License/Valid.	1	6	1	3	0
7. Non-CDL license driving CDL 24 passenger bus. Non-CDL License Type/Status is Full License/Valid.	1	6	0	2	2
8. Non-CDL license driving 24 passenger bus. Non-CDL License Type/Status is Full License/Suspended.	1	1	0	2	2
9. *CDL w/no endorsements valid, driving CDL vehicle (endorsement requirement unknown). Non-CDL License Type/Status is Full License/Suspended.	1	1	6	8	9
10. *CDL w/no endorsements *CDL w/tanker endorsements valid, driving non-CDL vehicle. Non-CDL License Type/Status is Full License/Suspended.	1	1	6	2	0
11. *CDL w/tanker endorsements valid, driving non-CDL vehicle. Non-CDL License Type/Status is Full License/Suspended.	1	1	6	2	0

\* possible, but unlikely situation

<u>CODING SCENARIOS FOR GDL LICENSING PROGRAM</u>	<u>NON-CDL TYPE</u>	<u>NON-CDL STATUS</u>	<u>COMPLIANCE WITH LICENSE RESTRICTIONS</u>	<u>RELATED FACTORS-DRIVER LEVEL</u>
1. A 16-year-old driver with a valid Intermediate License driving a vehicle during prohibited driving hours without corrective lenses.	2	6	2	73, 74
2. A 15-year-old with a valid Learner's Permit driving alone (adult supervision required).	7	6	2	73
3. A 16-year-old with a valid Intermediate License not complying with seat-belt requirement during permitted daytime driving hours.	2	6	2	73
4. A 17-year-old driver with a valid Intermediate License. The officer reported there was a 19-year-old non-family passenger, in violation of the state's GDL requirements.	2	6	2	73
5. An 18-year-old driver with an expired Learner's Permit driving with no violations of GDL restrictions.	7	3	1	00
6. A 15-year-old with a suspended Learner's Permit is driving without required prescription lenses, and is complying with all GDL restrictions.	7	1	2	74
7. A driver with a suspended Intermediate Driver's License complying with all GDL restrictions.	2	3	1	00
8. A 19-year-old with a valid Intermediate License which was extended due to prior GDL violations is driving a truck greater than 26,000 lbs. requiring a CDL during prohibited hours.	2	6	2	73
9. A driver with a valid Full Driver's License driving without required corrective lenses.	1	6	2	74

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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(1H3F) 1.	DRIVER PRESENCE equals 2, 4, 9,	NON-CDL LICENSE STATUS and COMMERCIAL MOTOR VEHICLE LICENSE STATUS must be blank.
(1I0P) 2.	LICENSE STATE equals 99,	NON-CDL LICENSE STATUS must not equal 0-4, 6, and COMMERCIAL MOTOR VEHICLE LICENSE STATUS must not equal 0-8.
(5I0P) 3.	NON-CDL LICENSE STATUS equals 0,	COMPLIANCE WITH LICENSE RESTRICTIONS must not equal 1-3, 9.
(6I0P) 4.	NON-CDL LICENSE STATUS equals 9, and COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0,	COMPLIANCE WITH LICENSE RESTRICTIONS must not equal 1-3.
(7I0P) 5.	COMPLIANCE WITH LICENSE RESTRICTIONS equals 1, and RELATED FACTORS-DRIVER LEVEL equals 19,	NON-CDL LICENSE STATUS must equal 6.
(7K0P) 6.	VIOLATIONS CHARGED equals 71,	NON-CDL LICENSE STATUS must equal 0, 1-2, or COMMERCIAL STATUS must equal 1-2, 5.
(8I0P) 7.	NON-CDL LICENSE STATUS equals 0-4, 9,	RELATED FACTORS-DRIVER LEVEL must not equal 19.
(8J0P) 8.	NON-CDL LICENSE TYPE equals 0,	NON-CDL LICENSE STATUS must equal 0.
(8J1P) 9.	NON-CDL LICENSE STATUS equals 0,	NON-CDL LICENSE TYPE must equal 0.

	<b>IF</b>	<b>THEN</b>
(D060)	10. NON-CDL LICENSE STATUS equals 1-4, 6, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 1-8, and PERSON TYPE equals 01,	AGE should not be less than 15.
(D100- D140)	11. NON-CDL LICENSE STATUS equals 9,	all driver history counters (PREVIOUS RECORDED ACCIDENTS through PREVIOUS OTHER HARMFUL MV CONVICTIONS) should equal 99.
(D160)	12. NON-CDL LICENSE STATUS does not equal 9, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS does not equal 9,	DRIVER ZIP CODE should not equal 99999.
(D260)	13. NON-CDL LICENSE STATUS equals 9, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 9,	COMPLIANCE WITH LICENSE RESTRICTIONS should not equal 0.
(D340)	14. NON-CDL LICENSE STATUS equals 1-4, 6, 9, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 1-9,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE should not equal 0.
(D350)	15. VIOLATIONS CHARGED equals 71,	NON-CDL LICENSE STATUS should not equal 0, 3, 6, 9.
(D380)	16. NON-CDL LICENSE STATUS equals 9,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE should equal 1, 9.
(D390)	17. NON-CDL LICENSE STATUS equals 0,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE should not equal 2-3, 8-9.
(D400)	18. NON-CDL LICENSE STATUS equals 0-4,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE should not equal 3, 8-9.

	<b>IF</b>	<b>THEN</b>
(D620)	19. NON-CDL LICENSE TYPE equals 7,	AGE (for the driver) should equal 14-16.
(D630)	20. NON-CDL LICENSE TYPE equals 2,	AGE (for the driver) should equal 15-17.
(D640)	21. AGE equals 14-17, and PERSON TYPE equals 01,	NON-CDL LICENSE TYPE should equal 2, 7.
(D650)	22. AGE is greater than 17, and PERSON TYPE equals 01,	NON-CDL LICENSE TYPE should equal 1.
(D680)	23. NON-CDL LICENSE TYPE does not equal 0, 9,	NON-CDL LICENSE STATUS should not equal 0, 9.
(D690)	24. NON-CDL LICENSE TYPE equals 2, 7, and COMPLIANCE WITH LICENSE RESTRICTIONS equals 2,	RELATED FACTORS-DRIVER LEVEL should equal 73-74.
(D700)	25. NON-CDL LICENSE TYPE equals 1, and COMPLIANCE WITH LICENSE RESTRICTIONS equals 2,	RELATED FACTORS-DRIVER LEVEL should equal 74.
(D710)	26. LICENSE STATE equals 02, 04, 09, 15, 20-21, 30, 38, 40, 56,	NON-CDL LICENSE TYPE should not equal 2.
(D730)	27. RELATED FACTORS-DRIVER LEVEL equals 73,	COMPLIANCE WITH LICENSE RESTRICTIONS should equal 2, and NON-CDL LICENSE TYPE should equal 2, 7.

<b>COMMERCIAL MOTOR VEHICLE LICENCE STATUS</b>
--

**Format: 1 numeric**

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**Element Values:**

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Blank
0 No (CDL)
1 Suspended
2 Revoked
3 Expired
4 Canceled or Denied
5 Disqualified
6 Valid
7 Learner's Permit
8 Other - Not Valid
9 Unknown

**Remarks:**

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This element indicates the status for a driver's Commercial Driver's License (CDL).

As of April 1, 1992, all states will require a driver to have a CDL for driving a **commercial motor vehicle in excess of 26,000 pounds**; or for transporting hazardous materials in sufficient amounts to be placarded; or for transporting 16 or more passengers, including the driver.

See the table on the following page for guidance on coding this element and related driver status elements.

**Code 5 (Disqualified)** is used for commercial drivers who have their CDL privilege taken away for violations against the federal regulations. Although similar to suspension, the reasons for "disqualification" of a CDL may differ from state suspension reasons.

**Code 8 (Other - Not Valid)** should be used when a CDL is surrendered or not valid due to the lack of medical clearance.

<b><u>Coding Scenarios for CDL Licenses</u></b>	<b><u>D7 Non- CDL Type</u></b>	<b><u>D7 Non- CDL Status</u></b>	<b><u>D8 CMV Status</u></b>	<b><u>D10 Comp w/ Class</u></b>	<b><u>D11 Comp. w/ Restriction</u></b>
1. CDL w/no endorsement valid, driving a CDL vehicle (no endorsement required). Non-CDL License Type/Status is Full License/Valid.	1	6	6	3	0
2. CDL w/hazardous material endorsement, valid driving CDL vehicle w/hazardous cargo. Non-CDL License Type/Status is Full License/Valid.	1	6	6	3	1
3. CDL w/hazardous material endorsement, valid driving non-CDL vehicle. Non-CDL License Type/Status is Full License/Valid.	1	6	6	3	0
4. CDL w/ no endorsements suspended, driving a CDL (double bottom) vehicle. Non-CDL License Type/Status is Full License/Valid.	1	6	1	2	2
5. CDL w/tanker endorsement, disqualified, driving a tanker. Non-CDL License Type/Status is Full License/Suspended.	1	1	5	2	1
6. CDL w/tanker endorsement suspended, driving a non-CDL vehicle. Non-CDL License Type/Status is Full License/Valid.	1	6	1	3	0
7. Non-CDL license driving CDL 24 passenger bus. Non-CDL License Type/Status is Full License/Valid.	1	6	0	2	2
8. Non-CDL license driving 24 passenger bus. Non-CDL License Type/Status is Full License/Suspended.	1	1	0	2	2
9. *CDL w/no endorsements valid, driving CDL vehicle (endorsement requirement unknown). Non-CDL License Type/Status is Full License/Suspended.	1	1	6	8	9
10. *CDL w/no endorsements *CDL w/tanker endorsements valid, driving non-CDL vehicle. Non-CDL License Type/Status is Full License/Suspended.	1	1	6	2	0
11. *CDL w/tanker endorsements valid, driving non-CDL vehicle. Non-CDL License Type/Status is Full License/Suspended.	1	1	6	2	0

\* possible, but unlikely situation

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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(1H3F) 1.	DRIVER PRESENCE equals 2, 4, 9,	NON-CDL LICENSE STATUS and COMMERCIAL MOTOR VEHICLE LICENSE STATUS must be blank.
(1I0P) 2.	LICENSE STATE equals 99,	NON-CDL LICENSE STATUS must not equal 0-4, 6, and COMMERCIAL MOTOR VEHICLE LICENSE STATUS must not equal 0-8.
(6I0P) 3.	NON-CDL LICENSE STATUS equals 9, and COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0,	COMPLIANCE WITH LICENSE RESTRICTIONS must not equal 1-3.
(7K0P) 4.	VIOLATIONS CHARGED equals 71,	NON-CDL LICENSE STATUS must equal 0, 1-2, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS must equal 1-2, 5.
(BN0P) 5.	DRIVER PRESENCE equals 2, 4, 9,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS must be blank.
(CC0P) 6.	COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0, 9,	COMPLIANCE WITH LICENSE ENDORSEMENTS must not equal 1.
(D060) 7.	NON-CDL LICENSE STATUS equals 1-4, 6, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 1-8, and PERSON TYPE equals 01,	AGE should not be less than 15.
(D160) 8.	NON-CDL LICENSE STATUS does not equal 9, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS does not equal 9,	DRIVER ZIP CODE should not equal 99999.



	<b>IF</b>	<b>THEN</b>
(D260)	9. NON-CDL LICENSE STATUS equals 9, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 9,	COMPLIANCE WITH LICENSE RESTRICTIONS should not equal 0.
(D270)	10. BODY TYPE equals 50-52, 63, 66, 72, or HAZARDOUS CARGO equals 1,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 0.
(D280)	11. VEHICLE CONFIGURATION equals 05-08, 21, or HAZARDOUS CARGO equals 1,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 0.
(D300)	12. HAZARDOUS CARGO equals 1,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 0, 9.
(D340)	13. NON-CDL LICENSE STATUS equals 1-4, 6, 9, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 1-9,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE should not equal 0.
(D420)	14. COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0,	COMPLIANCE WITH LICENSE ENDORSEMENTS should not equal 1-3.
(D430)	15. COMPLIANCE WITH LICENSE ENDORSEMENTS equals 1-3,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 0.
(D440)	16. COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0,	BODY TYPE should not equal 50-52, 63, 66, 72, and HAZARDOUS CARGO should not equal 1.
(D450)	17. COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0,	VEHICLE CONFIGURATION should not equal 05-08, 21, and HAZARDOUS CARGO should not equal 1.

	<b>IF</b>	<b>THEN</b>
(D460)	18. COMMERCIAL MOTOR VEHICLE LICENSE STATUS, equals 9,	COMPLIANCE WITH LICENSE ENDORSEMENTS should equal 0, 3, 9.
(V090)	19. HAZARDOUS CARGO equals 1-3,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS should equal 6, 9.
(V100)	20. HAZARDOUS CARGO equals 1-3, and RELATED FACTORS-DRIVER LEVEL does not equal 19,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 1-2, 5.

## COMPLIANCE WITH LICENSE ENDORSEMENTS

**Format: 1 numeric**

**Element Values:**

Blank

- 0 No Endorsements Required for the vehicle
- 1 Endorsement(s) Required, complied with
- 2 Endorsement(s) Required, not complied with
- 3 Endorsement(s) Required, compliance unknown
- 9 Unknown, if required

**Remarks:**

This element indicates whether the vehicle driven at the time of the accident requires endorsement(s) on a Commercial Driver's License (CDL) and whether this driver is complying with the CDL endorsements. These endorsements include: double/triple bottoms, passenger vehicles with 16 passengers, tank, hazardous materials, combined tank/hazardous materials, and others. This element is to be coded independently from CDL Status. The driver is not automatically failing to comply with a CDL endorsement by not having a valid CDL.

**Code 0 (No Endorsements Required for the vehicle).** This vehicle requires no special endorsement on a CDL or requires no CDL to operate.

**Code 1 (Endorsement(s) Required, complied with).** The Vehicle Requires a CDL and requires a particular endorsement or set of endorsements, and the driver has a CDL and is in compliance with the specific endorsements. (Note: The status of the CDL is not used in determining if the driver has complied with the endorsement.)

**Code 2 (Endorsement(s) Required, not complied with).** The Vehicle Requires a CDL and particular endorsement(s) on the CDL, but the driver does not have a CDL or does not have the particular endorsement(s) required for the vehicle driven. The driver may have some other endorsement(s). (Note: The status of the CDL is not used in determining if the driver has complied with the endorsement.)

**Code 3 (Endorsement(s) Required, compliance unknown).** The vehicle requires a CDL and particular endorsement(s) on the CDL, but it is not known whether the driver was in compliance with the particular endorsement(s) or it is not known whether the driver had a CDL.

**Code 9 (Unknown, if required).** It is unknown whether a driver is required to have an endorsement on a CDL to operate the accident vehicle. The driver may or may not have a CDL.

The following table provides guidance for coding this element for the type of license and vehicle driven in the accident:

<u>DRIVER LICENSE</u>	<u>VEHICLE DRIVEN IN ACCIDENT</u>	<u>D9</u>
NON-CDL	AUTOMOBILE	0
	NON-CDL TRUCK/BUS	0
	CDL, NOT REQUIRING ENDORSEMENT	0
	CDL, REQUIRING ENDORSEMENT	2
	CDL, UNKNOWN IF REQUIRED	9
CDL W/NO ENDORSEMENT	AUTOMOBILE	0
	NON-CDL TRUCK/BUS	0
	CDL, NOT REQUIRING ENDORSEMENT	0
	CDL, REQUIRING ENDORSEMENT	2
	CDL, UNKNOWN IF REQUIRED	9
CDL W/ ENDORSEMENT	AUTOMOBILE	0
	NON-CDL TRUCK/BUS	0
	CDL, NOT REQUIRING ENDORSEMENT	0
	CDL, MATCHING ENDORSEMENT	1
	CDL, W/DIFFERENT ENDORSEMENT	2
	CDL, UNKNOWN IF REQUIRED	9
CDL, ENDORSEMENT UNKNOWN	AUTOMOBILE	0
	NON-CDL TRUCK/BUS	0
	CDL, NOT REQUIRING ENDORSEMENT	0
	CDL, REQUIRING ENDORSEMENT	3
	CDL, UNKNOWN IF REQUIRED	9
CDL UNKNOWN	AUTOMOBILE	0
	NON-CDL TRUCK/BUS	0
	CDL, NOT REQUIRING ENDORSEMENT	0
	CDL, REQUIRING ENDORSEMENT	3
	CDL, UNKNOWN IF REQUIRED	9
NOT LICENSED	AUTOMOBILE	0
	NON-CDL TRUCK/BUS	0
	CDL, NOT REQUIRING ENDORSEMENT	0
	CDL, REQUIRING ENDORSEMENT	2
	CDL, UNKNOWN IF REQUIRED	9

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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(BI0P)	1. LICENSE STATE equals 99,	COMPLIANCE WITH LICENSE ENDORSEMENTS must not equal 1-2.
(BJ0P)	2. DRIVER PRESENCE equals 2, 4, 9,	COMPLIANCE WITH LICENSE ENDORSEMENTS must be blank.
(BK0P)	3. LICENSE COMPLIANCE WITH CLASS OF VEHICLE equals 1,	COMPLIANCE WITH LICENSE ENDORSEMENTS must not equal 1-3, 9.
(BL0P)	4. COMPLIANCE WITH LICENSE ENDORSEMENTS equals 1, and any RELATED FACTORS-DRIVER LEVEL equals 19,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE must equal 3.
(CC0P)	5. COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0, 9,	COMPLIANCE WITH LICENSE ENDORSEMENTS must not equal 1.
(CG0P)	6. LICENSE COMPLIANCE WITH CLASS OF VEHICLE equals 0,	COMPLIANCE WITH LICENSE ENDORSEMENTS must not equal 1, 3.
(D310)	7. HAZARDOUS CARGO equals 1,	COMPLIANCE WITH LICENSE ENDORSEMENTS should equal 1-3.
(D410)	8. LICENSE COMPLIANCE WITH CLASS OF VEHICLE equals 0,	COMPLIANCE WITH LICENSE ENDORSEMENTS should not equal 1-3, 9.
(D420)	9. COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0,	COMPLIANCE WITH LICENSE ENDORSEMENTS should not equal 1-3.
(D430)	10. COMPLIANCE WITH LICENSE ENDORSEMENTS equals 1-3,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 0.
(D460)	11. COMMERCIAL MOTOR VEHICLE LICENSE STATUS, equals 9,	COMPLIANCE WITH LICENSE ENDORSEMENTS should equal 0, 3, 9.

<b>LICENSE COMPLIANCE WITH CLASS OF VEHICLE</b>
---

**Format: 1 numeric**

---

**Element Values:**

---

- |  |
|--|
| <ul style="list-style-type: none"> <li>Blank – Driver not present</li> <li>0 Not licensed</li> <li>1 No license required for this class vehicle</li> <li>2 No valid license for this class vehicle</li> <li>3 Valid license for this class vehicle</li> <li>8 Unknown if CDL and/or CDL endorsement required for this vehicle.</li> <li>9 Unknown</li> </ul> |
|--|
- 

**Source:**

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<p>Official driver record and police report. Official driver records take precedence over police reported information.</p>
--

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**Remarks:**

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<p>This element refers to the type of license possessed or not possessed by the driver for the class of vehicle being driven at the time of the accident. This element is coded according to the driver's Non-CDL License Status when driving a vehicle not requiring a CDL and to the driver's Commercial Motor Vehicle License Status when driving a vehicle requiring a CDL.</p>
---

<p>Also see Remarks for D7 on military personnel.</p>
---

<p><b>Code 0 (Not licensed)</b> should be used only when it has been reasonably established that the driver is not registered (anywhere) and where D7 equals "0." Drivers who have a license but fail to have their license with them at the time of the accident should be coded according to the type of license they possess and the class of vehicle they were driving. Code "0" should not be used in this instance. If the police report indicates that the driver has "no license," the analyst must first determine whether this means the person was not in possession of his/her license at the time of the accident or that the driver is not a registered motor vehicle operator. A review of the violations cited section of the police report might yield some clues in this matter. If the person is cited for not possessing his/her license or for not having one, then code this information in variables D21 and D22 (Violations Charged and Related Factors-Driver Level). If the analyst is uncertain as to whether or not the person possesses a license, then code "9 – Unknown" should be used.</p>
---

**Code 1 (No license required for this class vehicle)** means that a license was not required for the vehicle being driven (e.g., mopeds in some states).

**Code 2 (No valid license for this class vehicle)** may be used for suspended, revoked, canceled or expired driving privileges. It also refers to drivers with a valid license but not for the class of vehicle driven at the time of the accident. As an example, the driver has an “operator’s license” when a “public passenger” type license is required. For this driver, “2” should be coded. Another common situation occurs when a separate license is required for a motorcycle. If the driver possesses a valid license for a passenger car but not for the motorcycle, then code “2” should be used if the driver was involved in this accident while driving a motorcycle.

A license (or a portion of the license applicable to the class vehicle driven) that is not in effect because of some action taken by the State, such as suspended, revoked, etc., is not to be coded as valid. Similarly, learner’s permits that are not used under the proper conditions (for example, a required licensed driver for the class of vehicle driven is not present to accompany the driver involved) are not to be coded as valid either.

Code “2” should be used for suspended, revoked, disqualified, canceled or expired CDL licenses when the vehicle requires a CDL (see table for Commercial Motor Vehicle License Status).

**Code 3 (Valid license for this class vehicle)** refers to the class of vehicle being driven. As an example, the driver has a “motorcycle” driver’s license only and was driving a motorcycle at the time of the accident; code “3” should be used. On the other hand, a driver might possess a multiple-class license allowing him or her to drive a passenger car as well as a motorcycle. If the vehicle being driven at the time of the accident is a passenger car, also code this element “3.” If the vehicle driver requires a CDL and the CDL status is valid, use code “3.”

**Code 8 (Unknown if CDL and/or CDL endorsement required for the vehicle)** should be used if it cannot be determined if the vehicle driven requires a CDL or CDL endorsement. There should be sufficient cause to suspect the need for a CDL or CDL endorsement to use this code, such as the vehicle’s size (26,000 lbs.), configuration (tractor/trailer, combinations, tankers, etc.), or possibly hauling hazardous cargo.

**Code 9 (Unknown)** should be used when the driver has a license but the type or validity are uncertain or if it is unknown whether the driver had a license or not (e.g., hit-and-run).

A cross-reference table for coding variables D7 and D10 follows. Consult this table only when the driver is operating a vehicle that does not require a CDL.

**Cross Reference Table for D7 and D10**

<b>D7</b>	<b>D10</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>8</b>	<b>9</b>
0		Y	Y	N	N	N	N
1		N	Y	Y	N	N	N
2		N	Y	Y	N	N	N
3		N	Y	Y	N	N	N
4		N	Y	Y	N	N	N
6		N	Y	Y	Y	N	Y
7		N	Y	Y	Y	N	Y
8		N	Y	Y	Y	N	Y
9		N	Y	N	N	N	Y

Y = Valid Combination  
 N = Invalid Combination

REMINDER: D7 = Applies to any license entry in the driver's record (except CDL)  
 D10 = Applies to this vehicle only

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(1H2F) 1.	DRIVER PRESENCE equals 2, 4, 9,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE must be blank.
(1K0P) 2.	LICENSE STATE equals 99,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE must not equal 0-3.
(6L0P) 3.	COMPLIANCE WITH LICENSE RESTRICTIONS equals 1, and RELATED FACTORS-DRIVER LEVEL equals 19,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE must equal 3.
(8L0P) 4.	LICENSE COMPLIANCE WITH CLASS OF VEHICLE equals 0-2, 9,	RELATED FACTORS-DRIVER LEVEL must not equal 19.
(9J0P) 5.	LICENSE COMPLIANCE WITH CLASS OF VEHICLE equals 0-1,	COMPLIANCE WITH LICENSE RESTRICTIONS must not equal 1-3, 9.



	<b>IF</b>	<b>THEN</b>
(BK0P)	6. LICENSE COMPLIANCE WITH CLASS OF VEHICLE equals 1,	COMPLIANCE WITH LICENSE ENDORSEMENTS must not equal 1-3, 9.
(BL0P)	7. COMPLIANCE WITH LICENSE ENDORSEMENTS equals 1, and any RELATED FACTORS-DRIVER LEVEL equals 19,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE must equal 3.
(CG0P)	8. LICENSE COMPLIANCE WITH CLASS OF VEHICLE equals 0,	COMPLIANCE WITH LICENSE ENDORSEMENTS must not equal 1, 3.
(D340)	9. NON-CDL LICENSE STATUS equals 1-4, 6, 9, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 1-9,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE should not equal 0.
(D380)	10. NON-CDL LICENSE STATUS equals 9,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE should equal 1, 9.
(D390)	11. NON-CDL LICENSE STATUS equals 0,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE should not equal 2-3, 8-9.
(D400)	12. NON-CDL LICENSE STATUS equals 0-4,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE should not equal 3, 8-9.
(D410)	13. LICENSE COMPLIANCE WITH CLASS OF VEHICLE equals 0,	COMPLIANCE WITH LICENSE ENDORSEMENTS should not equal 1-3, 9.

## COMPLIANCE WITH LICENSE RESTRICTIONS

**Format: 1 numeric**

---

**Element Values:**

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Blank	
0	No Restrictions or Not Applicable
1	Restrictions Complied With
2	Restrictions Not Complied With
3	Restrictions, Compliance Unknown
9	Unknown

**Remarks:**

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Refers to both physical restrictions (corrective lenses, automatic transmission, etc.) and imposed restrictions (limited driving). Starting in 2004, it also refers to any limitations imposed on Learner's Permits and Intermediate Licenses in states with Graduated Driver Licensing (GDL) programs. (e.g., driving during prohibited periods [midnight to 5 AM]; driving without adult supervision, etc.). (See "Coding Scenarios for GDL Licensing Program" table on next page.)

Code all applicable restrictions regardless of license status.

Examples: If a Full Driver License is revoked or suspended but limited driving is permitted (e.g., to and from work), use the following criteria:

- a. If the accident occurs during permitted times of driving, code Non-CDL License Type as "1 – Full License" and Status "6 – Valid," code Compliance With License Restrictions as code "1 – Restrictions Complied With," and code Related Factors-Driver Level as "19."
- b. If the accident occurs during invalid times for driving, code Non-CDL License Type as "1 – Full License" and Status "1 – Suspended" or "2 – Revoked," code Compliance With License Restrictions as "2 – Restrictions Not Complied With," and do not use Related Factors-Driver Level code "19."

If due to a CDL, a driver has more than one license restriction, code compliance for the most appropriate restrictions for the vehicle being driven.

<b><u>CODING SCENARIOS FOR GDL LICENSING PROGRAM</u></b>	<b><u>NON- CDL TYPE</u></b>	<b><u>NON- CDL STATUS</u></b>	<b><u>COMPLIANCE WITH LICENSE RESTRICTIONS</u></b>	<b><u>RELATED FACTORS- DRIVER LEVEL</u></b>
1. A 16-year-old driver with a valid Intermediate License driving a vehicle during prohibited driving hours without corrective lenses.	2	6	2	73, 74
2. A 15-year-old with a valid Learner's Permit driving alone (adult supervision required).	7	6	2	73
3. A 16-year-old with a valid Intermediate License not complying with seat-belt requirement during permitted daytime driving hours.	2	6	2	73
4. A 17-year-old driver with a valid Intermediate License. The officer reported there was a 19-year-old non-family passenger, in violation of the state's GDL requirements.	2	6	2	73
5. An 18-year-old driver with an expired Learner's Permit driving with no violations of GDL restrictions.	7	3	1	00
6. A 15-year-old with a suspended Learner's Permit is driving without required prescription lenses, and is complying with all GDL restrictions.	7	1	2	74
7. A driver with a suspended Intermediate Driver's License complying with all GDL restrictions.	2	3	1	00
8. A 19-year-old with a valid Intermediate License which was extended due to prior GDL violations is driving a truck greater than 26,000 lbs. Requiring a CDL during prohibited hours.	2	6	2	73
9. A driver with a valid Full Driver's License driving without required corrective lenses.	1	6	2	74

---

**Consistency Checks:**


---

	<b>IF</b>	<b>THEN</b>
(1H4F)	1. DRIVER PRESENCE equals 2, 4, 9,	COMPLIANCE WITH LICENSE RESTRICTIONS must be blank.
(2I0P)	2. LICENSE STATE equals 99,	COMPLIANCE WITH LICENSE RESTRICTIONS must not equal 0-3.
(5I0P)	3. NON-CDL LICENSE STATUS equals 0,	COMPLIANCE WITH LICENSE RESTRICTIONS must not equal 1-3, 9.
(6I0P)	4. NON-CDL STATUS equals 9, and COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0,	COMPLIANCE WITH LICENSE RESTRICTIONS must not equal 1-3.
(6L0P)	5. COMPLIANCE WITH LICENSE RESTRICTIONS equals 1, and RELATED FACTORS-DRIVER LEVEL equals 19,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE must equal 3.
(7I0P)	6. COMPLIANCE WITH LICENSE RESTRICTIONS equals 1, and RELATED FACTORS-DRIVER LEVEL equals 19,	NON-CDL LICENSE STATUS must equal 6.
(8J2P)	7. RELATED FACTORS-DRIVER LEVEL equals 73-74,	COMPLIANCE WITH LICENSE RESTRICTIONS must equal 2.
(9J0P)	8. LICENSE COMPLIANCE WITH CLASS OF VEHICLE equals 0-1,	COMPLIANCE WITH LICENSE RESTRICTIONS must not equal 1-3, 9.
(D260)	9. NON-CDL LICENSE STATUS equals 9, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 9,	COMPLIANCE WITH LICENSE RESTRICTIONS should not equal 0.

	<b>IF</b>	<b>THEN</b>
(D690)	10. NON-CDL LICENSE TYPE equals 2, 7, and COMPLIANCE WITH LICENSE RESTRICTIONS equals 2,	RELATED FACTORS-DRIVER LEVEL should equal 73-74.
(D700)	11. NON-CDL LICENSE TYPE equals 1, and COMPLIANCE WITH LICENSE RESTRICTIONS equals 2,	RELATED FACTORS-DRIVER LEVEL should equal 74.
(D730)	12. RELATED FACTORS-DRIVER LEVEL equals 73,	COMPLIANCE WITH LICENSE RESTRICTIONS should equal 2, and NON-CDL LICENSE TYPE should equal 2, 7.

<b>DRIVER HEIGHT</b>
----------------------

**Format: 1 set 1 numeric, 1 set 2 numeric**

---

**Element Values:**

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<b>FEET:</b>	
Blank	
0	See Inches
2-8	Actual Feet
9	Unknown
<b>INCHES:</b>	
Blanks	
00-11, 24-96	Actual Inches
98	Other
99	Unknown

**Remarks:**

---

Use the driver licensing files to code this element. The Coroner's Report may be used and may contain more current/accurate information.

Code the driver's height in feet and inches, if available. Inches less than 10 must be right-justified with a leading "0" (e.g., nine inches is coded "09"). If Height is only available in total inches, then code INCHES and code FEET as "0."

The tallest Height that can be recorded in total INCHES is 96 inches (8 ft). The tallest Height that can be recorded in FEET and INCHES is 8 ft. – 11 inches. If the driver is taller than 96 inches, then you must code Height as feet and inches. If the driver is taller than 8 ft. – 11 inches, then you must code the DRIVER HEIGHT as "Other" (0 FEET, 98 INCHES).

DRIVER HEIGHT less than "3 Feet" or greater than "7 Feet – 0 Inches" or less than "36 Inches" or greater than "0 Feet – 84 Inches" will raise an error flag.

---

**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(1HDF) 1.	DRIVER PRESENCE equals 2, 4, 9,	DRIVER HEIGHT (feet and inches) must equal blank.
(4H1P) 2.	DRIVER HEIGHT/INCHES is less than 12,	DRIVER HEIGHT/FEET must not be blank.
(4H2P) 3.	DRIVER HEIGHT/INCHES is greater than 11,	DRIVER HEIGHT/FEET must equal 0.
(4H3P) 4.	DRIVER HEIGHT/FEET equals 2-8,	DRIVER HEIGHT/INCHES must equal 00-11.
(4H4P) 5.	DRIVER HEIGHT/FEET equals 9,	DRIVER HEIGHT/INCHES must equal 99.
(4H5P) 6.	DRIVER HEIGHT/INCHES equals 99,	DRIVER HEIGHT/FEET must equal 9.
(4H6P) 7.	DRIVER HEIGHT/INCHES equals 98,	DRIVER HEIGHT/FEET must equal 0.
(4H7P) 8.	DRIVER HEIGHT/FEET equals 0,	DRIVER HEIGHT/INCHES must equal 24-96, 98.
(D600) 9.	DRIVER HEIGHT/INCHES is greater than 11,	DRIVER HEIGHT/INCHES should not be less than 48.
(D610) 10.	DRIVER HEIGHT/FEET is not blank,	DRIVER HEIGHT/FEET should not be less than 3.

---

**Special Processing Rules:**


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- |           |  |
|-----------|--|
| (U260) 1. | UNLIKELY: DRIVER HEIGHT is less than 3 feet or greater than 7 feet, verify data.       |
| (U280) 2. | UNLIKELY: DRIVER HEIGHT is less than 36 inches or greater than 84 inches, verify data. |

<b>DRIVER WEIGHT</b>
----------------------

**Format: 3 numeric**

---

**Element Values:**

---

Blanks	
040-700	Actual weight in pounds
998	Other
999	Unknown

---

**Remarks:**

---

Use the driver licensing files to code this element. The Coroner's Report may be used and may contain more current/accurate information.

Code the driver's weight in pounds, if available.

Weight should be right justified.

Weights less than 100 lbs. Must be coded with a leading "0" in the left-most position (e.g., 98 lbs. Is coded "098").

DRIVER WEIGHT less than 50 lbs. Or greater than 399 lbs. Will raise an error flag.

---

**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(1HEF) 1.	DRIVER PRESENCE equals 2, 4, 9,	DRIVER WEIGHT must equal blank.

---

**Special Processing Rules:**

---

- |           |   |
|-----------|---|
| (U290) 1. | UNLIKELY: DRIVER WEIGHT is less than 50 lbs. or greater than 399 lbs., verify data. |
|-----------|---|
-



## DRIVER LEVEL COUNTERS

PREVIOUS RECORDED ACCIDENTS\*  
PREVIOUS RECORDED SUSPENSIONS AND REVOCATIONS\*  
PREVIOUS DWI CONVICTIONS\*  
PREVIOUS SPEEDING CONVICTIONS\*  
PREVIOUS OTHER HARMFUL MOVING VIOLATIONS\*

**Format: 2 numeric each**

---

**Element Values:**

---

Blanks	
00	None
01-97	Actual Value, but any value greater than 05 will be questioned (except for "Previous Recorded Suspensions and Revocations" when any value greater than 10 will be questioned).
98	Accidents not reported on Driving Record (valid only for Previous Recorded Accidents)
99	Unknown

---

**Remarks:**

---

Count only events occurring within three years from the accident date.

If a driver has been DISQUALIFIED for a CDL, record this event in PREVIOUS RECORDED SUSPENSIONS AND REVOCATIONS.

DO NOT include the current accident in any of the counters.

Remember there is a difference between a violation and a conviction. The violation is not counted in Previous DWI, Previous Speeding and Previous Other Harmful Moving Violation Convictions. These elements refer **ONLY TO CONVICTIONS**. Both convictions and violations appear on driver records in many states. Be careful that you code the conviction dates and **NOT** the violation dates.

DWI refers to both alcohol and drug convictions.

When you are responding to another state's request for driver data, do the following:

1. In the counters, record both in-state and out-of-state convictions, accidents, suspensions and revocations that appear on your state's record.
2. List out-of-state activity that is included in the counters in the area provided on the OUT-OF-STATE DRIVER DATA RESPONSE (see example on following page).



PREVIOUS OTHER HARMFUL MOVING VIOLATIONS CONVICTIONS includes all other motor vehicle convictions. Some examples of convictions include:

- running a red light,
- reckless driving,
- improper lane changing,
- failure to yield, etc.

\* For Element \_\_\_\_\_, Values greater than \_\_\_\_\_ are unlikely and will raise an error flag:

<u>Element</u>	<u>Value</u>
PREVIOUS RECORDED ACCIDENTS	5
PREVIOUS RECORDED SUSPENSIONS AND REVOCATIONS	10
PREVIOUS DWI CONVICTIONS	5
PREVIOUS SPEEDING CONVICTIONS	5
PREVIOUS OTHER HARMFUL MOVING VIOLATIONS	5

Make sure you know what constitutes a MOVING VIOLATION in your state. The DMV should be able to help you determine these.

---

**Consistency Checks:**

---

<b>IF</b>	<b>THEN</b>
(1H0F) 1. DRIVER PRESENCE equals 2, 4, 9,	PREVIOUS SPEEDING CONVICTIONS must be blank.
(1H7F-1HAF) 2. DRIVER PRESENCE equals 2, 4, 9,	PREVIOUS RECORDED ACCIDENTS, PREVIOUS RECORDED SUSPENSIONS, PREVIOUS DWI CONVICTIONS, PREVIOUS OTHER HARMFUL MV CONVICTIONS must be blank.
(1J0P) 3. any counter equals 99,	all counters must equal 99.
(1J1P) 4. any counter equals 99,	DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION must equal 999999.
(1J2P) 5. any counter equals 99,	DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must equal 999999.

	<b>IF</b>	<b>THEN</b>
(2J0P-2J1P)	6. all counters are not blanks, and PREVIOUS RECORDED ACCIDENTS is not equal to 98, and any counters are not equal to 00, 99,	DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION and DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must not equal 000000, 999999.
(3I1P-3I5P)	7. LICENSE STATE equals 99,	all driver history counters (PREVIOUS RECORDED ACCIDENTS through PREVIOUS OTHER HARMFUL MV CONVICTIONS) must equal 99.
(3J0P-3J1P)	8. all counters equal 00,	both DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION and DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must equal 000000.
(4J0P)	9. all counters are not blanks, and the sum of all counters less than 98 is equal to 1,	DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION must equal DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION.
(5J0P)	10. the sum of all counters less than 98 is greater than fifteen,	DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION must not equal DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION.
(990P)	11. any counter equals 99,	all counters and DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION and DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must equal 9999.
(CJ00)	12. PREVIOUS RECORDED ACCIDENTS equals 98,	LICENSE STATE should equal 09, 13, 35.

	<b>IF</b>	<b>THEN</b>
(D010- D050)	13. LICENSE STATE equals 96-97,	all driver history counters (PREVIOUS RECORDED ACCIDENTS through PREVIOUS OTHER HARMFUL MV CONVICTIONS) should equal 99.
(D100- D140)	14. NON-CDL LICENSE STATUS equals 9,	all driver history counters (PREVIOUS RECORDED ACCIDENTS through PREVIOUS OTHER HARMFUL MV CONVICTIONS) should equal 99.
(D150)	15. the sum of all counters less than 98 is greater than five but less than fifteen,	DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION should not equal DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION.
(D480)	16. LICENSE STATE equals 09, 13, 30, 35,	PREVIOUS RECORDED ACCIDENTS should equal 98.
(U210)	17. UNLIKELY: PREVIOUS RECORDED ACCIDENTS has a value greater than 5 and less than 98.	
(U220)	18. UNLIKELY: PREVIOUS RECORDED SUSPENSIONS AND REVOCATIONS has a value greater than 10 and less than 98.	
(U230)	19. UNLIKELY: PREVIOUS DWI CONVICTIONS has a value greater than 5 and less than 98.	
(U240)	20. UNLIKELY: PREVIOUS SPEEDING CONVICTIONS has a value greater than 5 and less than 98.	
(U250)	21. UNLIKELY: PREVIOUS OTHER HARMFUL MOVING VIOLATIONS has a value greater than 5 and less than 98.	

<b>DATE OF FIRST AND LAST ACCIDENT, SUSPENSION, CONVICTION</b>
--

**Format: 1 set 2 numeric, 1 set 4 numeric**

**Element Values:**

**Month:**

Blanks

00 No Record

01-12 Actual Month

99 Unknown

**Year:**

Blanks

0000 No Record

All 4 Digits of Actual Year

9999 Unknown

**Remarks:**

Code only dates of events occurring within three years from the accident date.

Code the month and year in that order.

This element, although it contains two pieces of information, should be treated as one element. That is never leave month blank without leaving the year blank, and vice versa.

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(1HBF-1HCF)	1. DRIVER PRESENCE equals 2, 4, 9,	DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION and DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must be blank.
(1J1P)	2. any counter equals 99,	DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION must equal 999999.

	<b>IF</b>	<b>THEN</b>
(1J2P)	3. any counter equals 99,	DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must equal 999999.
(2J0P- 2J1P)	4. all counters are not blanks, and PREVIOUS RECORDED ACCIDENTS is not equal to 98, and any counters are not equal to 00, 99,	DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION and DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must not equal 000000, 999999.
(2K0P)	5. DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must be less than or equal to DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION.	
(3J0P- 3J1P)	6. all counters equal 00,	both DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION and DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must equal 000000.
(3K0P)	7. DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION must be less than or equal to ACCIDENT DATE.	
(4J0P)	8. all counters are not blanks, and the sum of all counters less than 98 is equal to 1,	DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION must equal DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION.
(4K0P- 4K3P)	9. Month of DATE OF LAST/ FIRST ACCIDENT, SUSPENSION, CONVICTION equals 00,  Year of DATE OF LAST/ FIRST ACCIDENT, SUSPENSION, CONVICTION equals 0000,	Year (of same) must equal 0000.  Month (of same) must equal 00.
(5J0P)	10. the sum of all counters less than 98 is greater than fifteen,	DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION must not equal DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION.

**IF****THEN**

(5K0P) 11. The Year of DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must be within three years of the Year of ACCIDENT DATE.

(990P) 12. any counter equals 99, all counters and DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION and DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must equal 9999.

(D150) 13. the sum of all counters less than 98 is greater than five but less than fifteen, DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION should not equal DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION.



<b>VIOLATIONS CHARGED</b>
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**Format: 2 numeric, occurring three times**

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**Element Values:**

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Blanks	
00	None

**Reckless/Careless/Hit-and-Run Type Offenses**

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01	Manslaughter or homicide
02	Willful reckless driving; driving to endanger; negligent driving
03	Unsafe reckless (not willful, wanton reckless) driving
04	Inattentive, careless, improper driving
05	Fleeing or eluding police
06	Fail to obey police, fireman, authorized person directing traffic
07	Hit-and-run, fail to stop after accident
08	Fail to give aid, info., wait for police after accident
09	Serious violation resulting in death

**Impairment Offenses**

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11	Driving while intoxicated (alcohol or drugs) or BAC above limit (any detectable BAC for CDLs)
12	Driving while impaired
13	Driving under influence of substance not intended to intoxicate
14	Drinking while operating
15	Illegal possession of alcohol or drugs
16	Driving with detectable alcohol
18	Refusal to submit to chemical test
19	Alcohol, drug or impairment violations generally

**Speed-Related Offenses**

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21	Racing
22	Speeding (above the speed limit)
23	Speed greater than reasonable & prudent (not necessarily over the limit)
24	Exceeding special limit (e.g.: for trucks, buses, cycles, or on bridge, in school zone, etc.)
25	Energy speed (exceeding 55 mph, non-pointable)
26	Driving too slowly
29	Speed related violations, generally

**Rules of the Road – Traffic Sign & Signals**

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- 31 Fail to stop for red signal
- 32 Fail to stop for flashing red
- 33 Violation of turn on red (fail to stop & yield, yield to pedestrians before turning)
- 34 Fail to obey flashing signal (yellow or red)
- 35 Fail to obey signal, generally
- 36 Violate RR grade crossing device/regulations
- 37 Fail to obey stop sign
- 38 Fail to obey yield sign
- 39 Fail to obey traffic control device

**Rules of the Road – Turning, Yielding, Signaling**

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- 41 Turn in violation of traffic control (disobey signs, turn arrow or pavement markings; this is not a right-on-red violation)
- 42 Improper method & position of turn (too wide, wrong lane)
- 43 Fail to signal for turn or stop
- 45 Fail to yield to emergency vehicle
- 46 Fail to yield, generally
- 48 Enter intersection when space insufficient
- 49 Turn, yield, signaling violations, generally

**Rules of the Road – Wrong Side, Passing & Following**

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- 51 Driving wrong way on one-way road
- 52 Driving on left, wrong side of road, generally
- 53 Improper, unsafe passing
- 54 Pass on right (drive off pavement to pass)
- 55 Pass stopped school bus
- 56 Fail to give way when overtaken
- 58 Following too closely
- 59 Wrong side, passing, following violations, generally

**Rules of the Road – Lane Usage**

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- 61 Unsafe or prohibited lane change
- 62 Improper use of lane (enter of 3-lane road, HOV designated lane)
- 63 Certain traffic to use right lane (trucks, slow-moving, etc.)
- 66 Motorcycle lane violations (more than two per lane, riding between lanes, etc.)
- 67 Motorcyclist attached to another vehicle
- 69 Lane violations, generally

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### Non-Moving – License and Registration Violations

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- 71 Driving while license withdrawn (including violation of provisions of work permit)
- 72 Other driver license violations
- 73 Commercial driver violations (log book, hours, permits carried)
- 74 Vehicle registration violations
- 75 Fail to carry insurance card
- 76 Driving uninsured vehicle
- 79 Non-moving violations, generally

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### Equipment

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- 81 Lamp violations
- 82 Brake violations
- 83 Failure to require restraint use (by self or passengers)
- 84 Motorcycle equipment violations (helmet, special equipment)
- 85 Violation of hazardous cargo regulations
- 86 Size, weight, load violations
- 89 Equipment violations, generally

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### License, Registration & Other Violations

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- 91 Parking
- 92 Theft, unauthorized use of motor vehicle
- 93 Driving where prohibited (sidewalk, limited access, off truck route)
- 98 Other moving violation (coasting, backing, opening door)
- 99 Unknown VIOLATION

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### Remarks:

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This refers to those violations to the Vehicle Code charged as noted on the police accident report. Code up to three violations.

#### **Coding Hierarchy**

When more than three violations are cited, the three most serious violations should be coded; choosing the lowest number first. The hierarchy is as follows:

**Codes “01-09” (Serious violations), “11-19,” (Impairment offense), “21 – Racing,” “55 – Pass Stopped School Bus,” and “71 – Driving While License Withdrawn.”**

Beyond this hierarchy, choose violations which are not reflected in other elements, such as Related Factors.

If you are unable to distinguish between the violations within a specific category, use the General Code (i.e., “09, 19, 29, 39, 49, 59, 69, 79, 89”) for that category.

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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(1H6F)	1. DRIVER PRESENCE equals 2, 4, 9,	VIOLATIONS CHARGED must be blank.
(6K0P)	2. VIOLATIONS CHARGED equals 71,	RELATED FACTORS-DRIVER LEVEL must not equal 19.
(7K0P)	3. VIOLATIONS CHARGED equals 71,	NON-CDL DRIVER LICENSE STATUS must equal 0, 1-2, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS must equal 1-2, 5.
(8K0P)	4. VIOLATIONS CHARGED equals 07-08,	HIT-AND-RUN must not equal 0.
(D080)	5. VIOLATIONS CHARGED equals 01-98,	all RELATED FACTORS-DRIVER LEVEL should not equal 00, 99.
(D090)	6. VIOLATIONS CHARGED equals 11-19, and PERSON TYPE equals 01, 03,	POLICE-REPORTED ALCOHOL INVOLVEMENT should equal 1, or POLICE-REPORTED OTHER DRUG INVOLVEMENT should equal 1.
(D350)	7. VIOLATIONS CHARGED equals 71,	NON-CDL LICENSE STATUS should not equal 0, 3, 6, 9.
(D510)	8. VIOLATIONS CHARGED equals 07-08,	one RELATED FACTORS-VEHICLE LEVEL should equal 31.
(D520)	9. VIOLATIONS CHARGED equals 33, 41-42, 49,	VEHICLE MANEUVER should equal 10-14.
(D530)	10. VIOLATIONS CHARGED equals 36,	RELATION TO JUNCTION should equal 06.
(D540)	11. VIOLATIONS CHARGED equals 53-55, 59,	VEHICLE MANEUVER should equal 05.

	<b>IF</b>	<b>THEN</b>
(D550)	12. VIOLATIONS CHARGED equals 61, 69,	VEHICLE MANEUVER should equal 16.
(D560)	13. VIOLATIONS CHARGED equals 66,	BODY TYPE should equal 80-83, 88-89.
(D580)	14. VIOLATIONS CHARGED equals 85,	HAZARDOUS CARGO should equal 1-3.
(D590)	15. VIOLATIONS CHARGED equals 91,	VEHICLE MANEUVER should equal 07.

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**Special Processing Rules:**


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	<b>IF</b>	<b>THEN</b>
(D500)	1. VIOLATIONS CHARGED equals 05,	at least one RELATED FACTORS-ACCIDENT LEVEL should equal 20.
(D570)	2. VIOLATIONS CHARGED equals 83,	not all occupants of this vehicle should have RESTRAINT SYSTEM USE equal 01-05, 08.

<b>RELATED FACTORS-DRIVER LEVEL</b>
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**Format: 2 numeric, occurring 4 times**

**Element Values:**

	Related Factors	Driver Violations Cited or Noted by Police	Examples/Notes
<b>00</b>	Blanks None		
	<b><u>Physical/Mental Condition</u></b>		
<b>01</b>	Drowsy, Sleepy, Asleep Fatigued		Asleep at the wheel not due to other factors (i.e., drugs). Worked all night.
<b>02</b>	Ill, Passed Out/Blackout		Diabetic reactions, seizure, heart attack, high/low blood pressure, fainting.
<b>03</b>	Emotional (e.g., Depression, Angry, Disturbed)		Fighting, disagreements, depressed, and emotionally upset. <i>See Driver Level- Related Factors code "08 – Aggressive Driving/Road Rage" when officer uses the terms "Aggressive Driving" or "Road Rage."</i>
<b>08</b>	<b><i>Aggressive Driving / Road Rage</i></b>	<b><i>Aggressive Driving</i></b>	<b><i>Officer must use the term "Aggressive" in describing this driver's behavior. Can be indicated in the report under related/contributing factors, violations charged or in the narrative. You may encounter the term "Road Rage" used to describe aggressive driving behavior. Be cautious with this term as the two terms are not technically interchangeable.</i></b>
<b>13</b>	Mentally Challenged		Mental illness/retardation may be included.

Related Factors	Driver Violations Cited or Noted by Police	Examples/Notes
<b>04</b>	Reaction to or Failure to Take Drugs/Medication	Allergic reaction to medication/drugs. Reaction to drug interaction (over the counter and/or prescribed). Failure to take required medication.
<b>05</b>	Under the Influence of Alcohol, Drugs or Medication	Driver Impaired, DUI, DWI (of alcohol or drugs).  Suspected by police or a positive test result shows this person is under the influence of alcohol or drugs. Taking prescription and over-the-counter drugs.
<b>06</b>	<i>Operating the Vehicle in Careless or Inattentive Manner</i>	<i>Careless Driving</i> , Illegal use of earphones, television, etc.  Includes use of car phone, fax, etc. Driver distracted by children. Driver lighting cigarette.
		Operating and adjusting radio and other accessories. Reading, talking, eating, using electric razor, applying cosmetics, painting nails, etc.
<b>07</b>	Restricted to Wheelchair	Operator of motor vehicle in wheelchair (motorized or non-motorized wheelchair).
<b>09</b>	Impaired Due to Previous Injury	Includes only person injured from previous accident at this scene. See code "11" on Related Factors-Driver Level and code "17" on Related Factors-Person Level. Code "19" on Related Factors-Accident Level should be used with this code.
<b>11</b>	Other Physical Impairment	Individuals missing a limb, an eye, legally blind, with hearing impairment/deaf. Also includes individuals with injuries resulting from a previous incident, not a previous accident (at this scene) that is then coded under "09." Paraplegic
<b>12</b>	Mother of Dead Fetus	Fetus dies in or as a result of this accident.

Related Factors	Driver Violations Cited or Noted by Police	Examples/Notes
15	<u>Miscellaneous Factors:</u> Seat Back Not In Normal Upright Position, Seat Back Reclined	
18	Traveling on Prohibited Trafficways	Driving on prohibited trafficway/roadway (example: mopeds on interstate). Trucks prohibited on this trafficway.
19	Legally Driving on Suspended or Revoked License	Individual with suspended/revoked license allowed to drive only to and from work. License restricted/occupational license issued. Modification of conditions/restrictions.
20	Leaving Vehicle Unattended with Engine Running. Leaving Vehicle Unattended in Roadway.	Parked double. Parked on bridge, tunnel. Parking within intersection.  “Unattended” signifies “driverless.”
21	Overloading or Improper Loading of Vehicle With Passengers or Cargo	Unsecured or uncovered load violation.  Having more than 3 passengers in the front seat. Trunk open with extra large cargo protruding. Sitting/standing on rails, tailgate of pickup or improperly sitting in bed of pickup. Overweight/over length/oversize. Passenger on exterior of vehicle (car surfing). Excludes: Violation of transportation of hazardous material.
22	Towing or Pushing Improperly	Push vehicle in dangerous manner.  Towing with improper connection (i.e., only a cable, etc.) Using vehicle to push another vehicle.



Related Factors	Driver Violations Cited or Noted by Police	Examples/Notes
23	Failure to Dim Lights or to Have Lights on When Required	<p>Fail to use proper headlight beam.</p> <p>Fail to dim headlights for, approaching vehicle, when following another.</p> <p>Using fog lights when prohibited.</p>
24	Operating Without Required Equipment	<p>Defective or no lamps, brakes, mirrors, muffler, flares, wipers, horn, snow tires, chains, etc.</p>
26	Following Improperly	<p>Following fire truck too closely.</p> <p>Failure to maintain safe passing distance between trucks.</p> <p>Vehicles in caravan too closely to allow entry.</p> <p>Following too close, generally.</p>
27	Improper or Erratic Lane Changing	<p>Unsafe lane change.</p> <p>Failure to obey "no lane change" sign.</p>
28	Failure to Keep in Proper Lane	<p>Driving over centerline.</p> <p>Trucks and buses, slower vehicles to keep right.</p>
29	Illegal Driving on Road Shoulder, in Ditch, on Sidewalk or on Median	<p>Driving off pavement or roadway.</p> <p>Physically driving on shoulder, etc.</p>

Related Factors	Driver Violations Cited or Noted by Police	Examples/Notes	
30	Making Improper Entry To or Exit From Trafficway	Driving onto or from controlled access highway where prohibited.	Entering highway from adjacent pasture, field. Entering highway on exit ramp, or exiting on entrance ramp, going the wrong way. <b>NOTE:</b> Don't confuse with "51 – Driving on the Wrong Side of Road."
31	Starting or Backing Improperly	Unsafe start from parked position.	Backing up on one-way. Starting onto highway from parked position on shoulder.
32	Opening Closure into Moving Traffic or While Vehicle is in Motion	Opening door into moving traffic.	Opening trunk while vehicle is in motion.
33	Passing Where Prohibited by Posted Signs, Pavement Markings, Hill or Curve, or School Bus Displaying Warning Not to Pass Line	Overtaking streetcar on left or right. Overtaking vehicle stopped to allow pedestrian movement.	Passing stopped school bus. Crossing over solid line to pass. Passing uphill; mainly violations as designated by traffic controls.
34	Passing on Wrong Side	Passing on right prohibited.	Passing on right. Passing on right shoulder, emergency lane, or roadside.
35	Passing With Insufficient Distance, or Inadequate Visibility, or Failing to Yield to Overtaking Vehicle	Passing with insufficient sight distance.	Mainly passing violations based on faulty judgment.
36	Operating the Vehicle in an Erratic, Reckless or Negligent Manner Operating at Erratic or Suddenly Changing Speeds	Driving to endanger, willful or wanton disregard. Reckless driving reduced from DUI.	Must be explicitly stated on police record. Acceleration followed by sudden braking.

Related Factors	Driver Violations Cited or Noted by Police	Examples/Notes
<b>16</b>	Police or Law Enforcement Officer	Federal, state or local law enforcement officer working at the time of the accident. Includes military and park police, border patrol and all other sworn law enforcement officers.
<b>37</b>	Police Pursuing This Driver or Police Officer in Pursuit	“Hot pursuit.” This officer in pursuit of motorists or this motorist being pursued by police.
<b>38</b>	Failure to Yield Right-of-Way	Primarily intersection-related. Care should be used to distinguish yield violations from lane violations.
<b>39</b>	Failure to Obey Actual Traffic Signs, Traffic Control Devices or Traffic Officers. Failure to Obey Safety Zone Traffic Laws.	Oftentimes incorrectly coded in conjunction with “38-Failure to Yield.” Care must be used to distinguish from “38.” When vehicle does not stop when required by traffic control, code “39.” When vehicle stops, but fails to yield, code as “38” (4-way stops). Violating yield sign, code as “38” and “39.” Passing around railroad gates.
<b>40</b>	Passing Through or Around Barrier	Denotes “demarcated” area.

Related Factors	Driver Violations Cited or Noted by Police	Examples/Notes
41	Failure to Observe Warnings or Instructions on Vehicles Displaying Them	Failure to follow construction instructions (i.e., arrows directing traffic mounted on vehicle), instructions on emergency vehicles (ambulances, fire trucks, police cars). Failure to observe right-turn warning on trucks, buses. Failure to heed hazard lights on disabled vehicle, school bus arm.
42	Failure to Signal Intentions	Failure to sound horn at curve on mountain road. Failure to signal upon stopping to turn.
44	Driving Too Fast for Conditions or in Excess of Posted Maximum	Speed greater than reasonable or prudent. Towing house trailer at more than 45 mph. Speed in excess of posted maximum.
45	Driving Less Than Posted Minimum	Driving too slowly, so as to impede traffic.
46	Racing	Two or more vehicles racing at high speeds or acceleration. Drag Racing
47	Making Right Turn From Left-Turn Lane, Left Turn from Right-Turn Lane	To distinguish from “27 – Improper Lane Change” police officer must have knowledge of driver’s intention.
48	Making Other Improper Turn	Too wide right or left turn. Unsafe U-turn (from shoulder, etc.).

Related Factors	Driver Violations Cited or Noted by Police	Examples/Notes
50	Driving Wrong Way on One-Way Traffic	To distinguish from “51 – Driving on Wrong Side of Road.” On a divided highway, although each side is “one-way,” driving against traffic should be coded as “51” not “50.”
51	Driving on Wrong Side of Road (Intentional or Unintentional)	Driving wrong way on Rotary Intersection. Driving on left half of approaching bridge, tunnel. Driving on wrong side of highway.
52	Operator Inexperience	New drivers, new truck/bus driver; based on the judgment of the police officer. Unfamiliar with vehicle.
53	Unfamiliar with Roadway	Possibly out-of-state licenses. New stretch of road, based on the judgment of the police officer.
54	Stopped in Roadway (Vehicle Not Abandoned)	“54” signifies both in the process of stopping and “stopped” vehicles. Usually implies unusual condition. Excludes stopping in traffic or stopping for traffic control.
55	Underriding a Parked Truck	Police report must be explicit. See Underride/Override Element.
57	Locked Wheel	Occurs when braking too suddenly as noted by police officer. Can’t be inferred just from skid marks.
58	Overcorrecting	Based on the judgment of the police officer, with knowledge of driver’s intention. Oversteering

Related Factors	Driver Violations Cited or Noted by Police	Examples/Notes
59	Getting Off/Out of or On/In to a Vehicle	Applies for either moving or non-moving vehicles. To distinguish from “32 – Opening Vehicle Closure into Moving Traffic.” “59” takes precedence, not to be coded in conjunction with “32.”
61	<b><u>Vision Obscured By:</u></b> Rain, Snow, Fog, Smoke, Sand, Dust	
62	Reflected Glare, Bright Sunlight, Headlights	
63	Curve, Hill, Or Other Design Features (including traffic signs, embankment)	
64	Building, Billboard, Other Structures	
65	Trees, Crops, Vegetation	
66	Motor Vehicle (including load)	Vision Obscured by: Car stopped on roadway. Tractor-trailer moving on road. School bus stopped, loading or unloading children.
67	Parked Vehicle	Vision Obscured by: Vehicle stopped on shoulder, in parking lane.
68	Splash or Spray of Passing Vehicle	
69	Inadequate Defrost or Defog System	

Related Factors	Driver Violations Cited or Noted by Police	Examples/Notes
70	Inadequate Lighting System	Low or inadequate lighting system on this driver's vehicle. Not to be used for highway lighting.
71	Obstructing Angles on Vehicle	Obstructing angles on this driver's vehicle. Not to be confused with visual obstructions from other vehicles. (See codes "66" and "67.")
72	Mirrors	Vision Obscured by: Rear view mirrors Side mirrors Other mirrors
75	Broken or Improperly Cleaned Windshield	
76	Other Visual Obstruction	Vision Obscured by: Head Restraints Trailer (only) left parked. Window stickers, sun shades, ornaments, etc. Objects in vehicle. Windows/Windshield tinting.
77	<p><b>Skidding, Swerving, Sliding Due To:</b></p> Severe Crosswind	
78	Wind From Passing Truck	
79	Slippery or Loose Surface	Refers to actual condition of roadway surface, i.e., loose gravel roadway. Slippery or old worn blacktop. Newly paved surface.
80	Tire Blowout or Flat	

Related Factors	Driver Violations Cited or Noted by Police	Examples/Notes
81	Debris or Objects in Road	Nails, glass, trash cans, tire retread, trash, dead animals, pile of sand, barricades, etc.
82	Ruts, Holes, Bumps in Road	
83	Live Animals in Road	
84	Vehicle in Road	Includes both contact and non-contact vehicles that remain at the scene.
85	Phantom Vehicle	Non-contact vehicle that leaves the scene as described by the police officer.
86	Pedestrian, Pedal Cyclist, or Other Non-Motorist	
87	Ice, Snow, Slush, Water, Sand, Dirt, Oil, Wet Leaves on Road	This is for the substances on roadway that causes roadway to be slick, which may interfere with traction. These are not part of the roadway design (see code "79").
88	Trailer Fishtailing or Swaying	Describes where a trailer fishtails or sways causing vehicle to weave in traffic or swerve. Includes trucks & cars pulling a trailer. This may or may not result in a jackknife.
73	<p style="text-align: center;"><b><u>Special Circumstances</u></b></p> Driver Has Not Complied With Learner's Permit or Intermediate Driver License Restrictions (GDL Restrictions)	Learner's/Intermediate nighttime restrictions (e.g., midnight – 6 AM). Learner's/Intermediate unsupervised Driving restrictions. Learner's/Intermediate passenger restriction. Mandatory Seat Belt Use Restriction.



Related Factors	Driver Violations Cited or Noted by Police	Examples/Notes
<b>74</b> Driver Has Not Complied With Physical or Other Imposed Restrictions (not including GDL Restrictions)		Driving without corrective lenses when required. Driving without required equipment (e.g., automatic transmission, adaptive controls, etc.). Driving on a suspended/revoked license for other than permitted activities (e.g., driving permitted only to and from work). <i>Driving vehicle without “Interlock System” when required.</i>
<b>89</b> Driver has a Driving Record or Driver’s License from More Than One State		Any combination of a state license or record. Regardless of the status of the license or the driving privilege.
<b>90</b> Hit-and-Run Vehicle Driver		
<b>91</b> Non-Traffic Violation Charged (manslaughter, homicide, or other assault offense committed without malice)		Driver charged with intoxicated assault. Driver charged with vehicular manslaughter.
<b>92</b> Other Non-Moving Traffic Violations		
<b>93</b> <u>Devices in Vehicle With Potential for Distractions</u> Cellular Telephone Present In Vehicle		Includes hand-held and hands-free cellular telephones. See code “94” for cell phone in use at time of crash.

Related Factors	Driver Violations Cited or Noted by Police	Examples/Notes
94	Cellular Telephone In Use In Vehicle	Includes hand-held and hands-free cellular telephones.
95	Computer/Fax Machines/Printers	Laptop/notebook computers PDAs (Palm Devices) Fax Machines Printers
96	Onboard Navigation System	
97	Two-Way Radio	
98	Head-up Display	
99	Unknown	

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**Remarks:**

**Code information provided in the narrative by the investigating officer. It is the officer's assessment.**

This is a nominal list only and does NOT imply a hierarchy.

**NOTE: RELATED FACTORS-DRIVER LEVEL SHOULD BE CODED ONLY FOR "IN-TRANSPORT VEHICLES" (UNIT TYPE "1").**

**RELATED FACTORS FOR PARKED/STOPPED OFF ROADWAY/WORKING MOTOR VEHICLES AND MOTOR VEHICLES IN MOTION OFF THE TRAFFICWAY SHOULD BE CODED UNDER RELATED FACTORS-PERSON LEVEL (UNIT TYPES "2, 3 AND 4").**

In a case involving Police Pursuit, Code “37” should be used when pursuit has been initiated by police and is active at the time of the accident (also see Related Factors-Accident Level, for use of Code “20 – Police Pursuit Involved”). It can be used for either the pursued driver or the pursuing police officer.

**Definition of Police Pursuit:** A pursuit is an event that is initiated when a law enforcement officer, operating an authorized emergency vehicle, gives notice to stop (either through the use of visual or audible emergency signals or a combination of emergency devices) to a motorist who the officer is attempting to apprehend, and that motorist fails to comply with the signal by either maintaining his/her speed, increasing speed, or taking other evasive action to elude the officer’s continued attempts to stop the motorist. A pursuit is terminated when the motorist stops, or when the attempt to apprehend is discontinued by the officer or at the direction of a competent authority.

**Code 44 (Driving Too Fast for Conditions or in Excess of Posted Maximum)** is also appropriate if the officer indicates a high-speed chase. Make sure to check if the officer indicated high speed or speeding.

**Code 73 (Driver Has Not Complied With Learner’s Permit or Intermediate Driver License Restrictions[GDL Restrictions])** is used to indicate that a young driver was not in compliance with a Learner’s Permit or Intermediate Driver License restriction under a state’s Graduated Driver’s License (GDL) program. (See table for examples.) This should not be used for restrictions for eyeglasses, lenses, equipment or other physical restrictions (see code “74 – Driver Has Not Complied With Other Imposed Restrictions [not including GDL Restrictions]). Call Coding Assistance Program for coding guidance and see FARShelf for examples.

**Code 98 (Head-up Display)** present information (e.g., speed, turn signal telltales, engine diagnostics) to a driver that appears to be displayed outside the vehicle in front of the windshield. The image is reflected from the windshield into the driver’s field of vision. Projection of the image occurs upward through the top of the dash in the area behind the steering wheel. The projection system and optics are mostly below the dash. There may be a projection area visible on the top of the dash that is either raised from the surface or flush with the dash. The projection area would be covered with glass or clear plastic. The windshield may or may not have a special reflective coating on the projection image area to enhance the display image.

Codes “95-98” refer only to the presence of devices and do not imply they were in use. See Remarks for Related Factors-Accident Level (A39).

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### Consistency Checks:

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	<b>IF</b>	<b>THEN</b>
(1L0P) 1.	any RELATED FACTORS-DRIVER LEVEL equals blanks,	all RELATED FACTORS-DRIVER LEVEL must equal blanks.

	<b>IF</b>	<b>THEN</b>
(2H0F)	2. DRIVER PRESENCE equals 2, 9,	RELATED FACTORS-DRIVER LEVEL must not equal 01-08, 09, 11-13, 15-16, 19, 46, 52-53, 58-59, 61-88, 90, 93-98.
(2L0P)	3. any RELATED FACTORS-DRIVER LEVEL equals 99,	all RELATED FACTORS-DRIVER LEVEL must equal 99.
(3L0P)	4. any RELATED FACTORS-DRIVER LEVEL equals 00,	all remaining RELATED FACTORS-DRIVER LEVEL must equal 00.
(5L0F)	5. any RELATED FACTORS-DRIVER LEVEL equals 20,	DRIVER PRESENCE must not equal 1, 3, 9.
(6K0P)	6. VIOLATIONS CHARGED equal 71,	RELATED FACTORS-DRIVER LEVEL must not equal 19.
(6L0P)	7. COMPLIANCE WITH LICENSE RESTRICTIONS equals 1, and RELATED FACTORS-DRIVER LEVEL equals 19,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE must equal 3.
(7I0P)	8. COMPLIANCE WITH LICENSE RESTRICTIONS equals 1, and RELATED FACTORS-DRIVER LEVEL equals 19,	NON-CDL LICENSE STATUS must equal 6.
(7L0P)	9. A RELATED FACTORS-DRIVER LEVEL between 01-98 can be used only once per driver form.	
(8G0P)	10. any RELATED FACTORS-DRIVER LEVEL equals 90,	one RELATED FACTORS-VEHICLE LEVEL must equal 31.
(8I0P)	11. NON-CDL LICENSE STATUS equals 0-4, 9,	RELATED FACTORS-DRIVER LEVEL must not equal 19.
(8J2P)	12. RELATED FACTORS-DRIVER LEVEL equals 73-74,	COMPLIANCE WITH LICENSE RESTRICTIONS must equal 2.
(8L0P)	13. LICENSE COMPLIANCE WITH CLASS OF VEHICLE equals 0-2, 9,	RELATED FACTORS-DRIVER LEVEL must not equal 19.

	<b>IF</b>	<b>THEN</b>
(9C3P)	14. DRIVER PRESENCE equals 4,	RELATED FACTORS-DRIVER LEVEL must equal 00.
(9L0F)	15. PERSON TYPE equals 01, and RELATED FACTORS-DRIVER LEVEL equals 12,	SEX must equal 2, and AGE must be greater than 12.
(BL0P)	16. COMPLIANCE WITH LIC. ENDORSEMENT equals 1, and any RELATED FACTORS-DRIVER LEVEL equals 19,	LICENSE COMPLIANCE WITH CLASS OF VEHICLE must equal 3.
(BZ0P)	17. RELATED FACTORS-DRIVER LEVEL equals 93-98,	DRIVER PRESENCE must equal 1, 3-4.
(D080)	18. VIOLATIONS CHARGED equals 01-98,	RELATED FACTORS-DRIVER LEVEL should not all equal 00, 99.
(D470)	19. any RELATED FACTORS-DRIVER LEVEL equals 37,	at least one RELATED FACTORS-ACCIDENT LEVEL should equal 20.
(D690)	20. NON-CDL LICENSE TYPE equals 2, 7, and COMPLIANCE WITH LICENSE RESTRICTIONS equals 2,	RELATED FACTORS-DRIVER LEVEL should equal 73-74.
(D700)	21. NON-CDL LICENSE TYPE equals 1, and COMPLIANCE WITH LICENSE RESTRICTIONS equals 2,	RELATED FACTORS-DRIVER LEVEL should equal 74.
(D730)	22. RELATED FACTORS-DRIVER LEVEL equals 73,	COMPLIANCE WITH LICENSE RESTRICTIONS should equal 2, and NON-CDL LICENSE TYPE should equal 2, 7.
(V100)	23. HAZARDOUS CARGO equals 1-3, and RELATED FACTORS-DRIVER LEVEL does not equal 19,	COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 1-2, 5.
(V130)	24. RELATED FACTORS-DRIVER LEVEL equals 33-35,	VEHICLE MANEUVER should equal 05.

	<b>IF</b>	<b>THEN</b>
(V150)	25. RELATED FACTORS-DRIVER LEVEL equals 27,	VEHICLE MANEUVER should equal 16.
(V160)	26. RELATED FACTORS-DRIVER LEVEL equals 54,	VEHICLE MANEUVER should equal 04.
(V16P)	27. RELATED FACTORS-DRIVER LEVEL equals 88,	VEHICLE TRAILING must not equal 0, 9.

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**Special Processing Rules:**


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	<b>IF</b>	<b>THEN</b>
(A080)	1. DRIVER PRESENCE equals 2, and FIRST HARMFUL EVENT equals 12-13, and NUMBER OF VEHICLE FORMS SUBMITTED equals 02,	one RELATED FACTORS-DRIVER LEVEL should equal 20.
(V989)	2. SEQUENCE OF EVENTS equals 65,	at least one RELATED FACTORS-DRIVER LEVEL should equal 27-28.

<b>VEHICLE NUMBER</b>
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**PERSON LEVEL**

**Format: 2 numeric**

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	Must be coded on an original submission. System Generator (MDE System Only)
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**Element Values:**

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	00 – Not a Motor Vehicle Occupant 01-99
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**Remarks:**

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	Code “00” for persons not in motor vehicles.
	Code “01-99” for motor vehicle occupants (In-Transport, Parked/Stopped Off Roadway/Working Motor Vehicles and Motor Vehicles in Motion Outside the Trafficway). This is the number assigned to the vehicle <u>this person occupied</u> .
	See VEHICLE NUMBER – VEHICLE LEVEL for assignment of numbers.

**Consistency Checks:**

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	IF	THEN
(2X0F) 1.	VEHICLE NUMBER equals 00,	PERSON TYPE must not equal 01-03, 09.
(3X0F) 2.	VEHICLE NUMBER is greater than 00,	PERSON TYPE must not equal 04-08, 19.

**Case Structure Integrity Rule:**

---

	IF	THEN
(CS15) 1.	VEHICLE NUMBER at the Person Level is greater than 00,	VEHICLE NUMBER at the Person Level must equal a VEHICLE NUMBER at the Vehicle Level.

<b>PERSON NUMBER</b>
----------------------

**Format: 2 numeric**

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| Must be coded on an original submission.  
| System Generated (MDE System Only)

**Element Values:**

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| 01-99

**Remarks:**

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| For each motor vehicle, occupants must be numbered consecutively beginning with "01." Drivers do not have to be coded "01." Numbers must not be skipped.

| Persons not in motor vehicles must be numbered consecutively beginning with "01." Numbers must not be skipped.

**Case Structure Integrity Rules:**

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- (CSI6) 1. For each VEHICLE NUMBER, PERSON NUMBERS must be consecutive, beginning with 01 and with no gaps.
- (CSI7) 2. PERSON NUMBERS for persons not in motor vehicles must be consecutive, beginning with 01 and with no gaps.



<b>NON-OCCUPANT STRIKING VEHICLE NUMBER</b>
---

**Format: 2 numeric**

**Element Values:**

Blanks	
00	Not Applicable – Occupant of a Motor Vehicle In-Transport or Not In-Transport (Including Motor Vehicles Parked/Stopped Off Roadway/Working/In Motion Outside the Trafficway)
01-98	Assigned Vehicle Number
99	Unknown

**Remarks:**

This element indicates the vehicle that made contact with or was responsible for striking a person not in a motor vehicle. This includes occupants of non-motor vehicle transport devices - Person Type code “04” (persons riding in an animal-drawn conveyance, on an animal, injured occupants of railway trains, etc.). This element only applies to those non-motorists who are not occupants of a motor vehicle.

The number must match the vehicle number of the striking vehicle.

In cases where more than one vehicle makes contact with a non-occupant, code the number of the vehicle that caused the most significant injury. If uncertain, code the number of the vehicle that made contact first.

**Code 99 (Unknown)** is used when the Analyst cannot determine which vehicle made contact. For example, the police officer arrives at the scene and observes a pedestrian and two vehicles all at rest. There are no survivors; therefore, there is no way of knowing which vehicle ran over the pedestrian.

**Consistency Checks:**

	IF	THEN
(050P) 1.	PERSON TYPE equals 04-08, 19, and NUMBER OF VEHICLE FORMS SUBMITTED equals 01,	NON-OCCUPANT STRIKING VEHICLE NUMBER must equal 01.

	<b>IF</b>	<b>THEN</b>
(4X0F) 2.	NON-OCCUPANT STRIKING VEHICLE NUMBER equals 00,	PERSON TYPE must not equal 04-08, 19.
(4X1F) 3.	PERSON TYPE equals 01-03, 09,	NON-OCCUPANT STRIKING VEHICLE NUMBER must equal 00.
(5X0F) 4.	NON-OCCUPANT STRIKING VEHICLE NUMBER equals 01-99,	PERSON TYPE must not equal 01-03, 09.

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**Special Processing Rules:**


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	<b>IF</b>	<b>THEN</b>
(060P) 1.	NON-OCCUPANT STRIKING VEHICLE NUMBER is not equal to 00, 99,	NON-OCCUPANT STRIKING VEHICLE NUMBER must equal some VEHICLE NUMBER in the case.

<b>AGE</b>
------------

**Format: 2 numeric**

**Element Values:**

Blanks	
00	Up To One Year
01-96	Actual Age*
97	97 Years or Older
99	Unknown

**Remarks:**

Infants less than one year old should be coded "00."

For drivers, verify age with data on Licensing File. Licensing data takes precedence over accident report data.

**\* Values greater than "92" are unlikely occurrences and they will raise an error flag.**

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(5W0P) 1.	RELATED FACTORS- PERSON LEVEL equals 18,	SEX must equal 2, and AGE must be greater than 12.
(7P0F) 2.	PERSON TYPE equals 01,	AGE must not be less than 02.
(8P0P) 3.	PERSON TYPE equals 01, and AGE is less than 08,	BODY TYPE must not equal 01-12, 14-16, 19-22, 28-33, 39-42, 45, 58-52, 58-67, 71-72, 78-83, 89, 92-93.
(8P1P) 4.	PERSON TYPE equals 01, and AGE is less than 08,	BODY TYPE should equal 88, 91.
(9L0F) 5.	PERSON TYPE equals 01, and RELATED FACTORS- DRIVER LEVEL equals 12,	SEX must equal 2, and AGE must be greater than 12.

	<b>IF</b>	<b>THEN</b>
(D060)	6. NON-CDL LICENSE STATUS equals 1-4, 6, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 1-8, and PERSON TYPE equals 01,	AGE should not be less than 15.
(D620)	7. NON-CDL LICENSE TYPE equals 7,	AGE (for the driver) should equal 14-16.
(D630)	8. NON-CDL LICENSE TYPE equals 2,	AGE (for the driver) should equal 15-17.
(D640)	9. AGE equals 14-17, and PERSON TYPE equals 01,	NON-CDL LICENSE TYPE should equal 2, 7.
(D650)	10. AGE <i>equals 18-97</i> , and PERSON TYPE equals 01,	NON-CDL LICENSE TYPE should equal 1.
(P010)	11. PERSON TYPE equals 01,	AGE should not be less than 12.
(P020)	12. PERSON TYPE equals 02-03, 09, and RESTRAINT SYSTEM USE equals 04,	AGE should be less than 05, or equal to 99.
(P180)	13. PERSON TYPE equals 01, and AGE is less than 09,	BODY TYPE should not equal 90.




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**Special Processing Rules:**


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(U120) 1. UNLIKELY: AGE is greater than 92 and not equal to 99.

<b>SEX</b>
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**Format: 1 numeric**

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**Element Values:**

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- |       |         |
|-------|---------|
| Blank |         |
| 1     | Male    |
| 2     | Female  |
| 9     | Unknown |

**Consistency Checks:**

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	<b>IF</b>	<b>THEN</b>
(5W0P) 1.	RELATED FACTORS- PERSON LEVEL equals 18,	SEX must equal 2, and AGE must be greater than 12.
(9L0F) 2.	PERSON TYPE equals 01, and RELATED FACTORS- DRIVER LEVEL equals 12,	SEX must equal 2, and AGE must be greater than 12.

**PERSON TYPE**

**Format: 2 numeric**

| Must be coded on original submissions

**Element Values:**

**MOTORISTS**

- | 01 Driver of a Motor Vehicle In-Transport
- | 02 Passenger of a Motor Vehicle In-Transport
- | 09 Unknown Occupant Type in a Motor Vehicle In-Transport

**NON-MOTORISTS**

- | 03 Occupant of a Motor Vehicle Not In-Transport
- | 04 Occupant of a Non-Motor Vehicle Transport Device
  
- Non-Occupants
- 05 Pedestrian
- 06 Bicyclist
- 07 Other Cyclist
- 08 Other Persons on Personal Conveyances/In Buildings
  
- | 19 Unknown Type of Non-Motorist

**Remarks:**

An involved person in an accident must maintain Person Type during the accident. Once the unstabilized situation begins, a driver, passenger or non-motorist/non-occupant cannot change Person Type until the accident stabilizes.

If a person is entering or exiting a vehicle before the unstabilized situation begins, try to determine if the person has successfully changed type before control is lost. (i.e., a pedestrian getting into an automobile that begins to move, a passenger stepping off of a bus as it begins to pull away, etc.).

**Codes 01, 02 and 09** are used for occupants of a motor vehicle in-transport. Code “09 – Unknown Occupant Type in a Motor Vehicle In-Transport” is used when it cannot be determined if the person was the driver or passenger, but it is known that the person was an occupant of a motor vehicle in-transport.

**Code 03 (Occupant of a Motor Vehicle Not In-Transport)** is used for occupants of parked/stopped off roadway/working motor vehicles and occupants of motor vehicles in motion outside the trafficway boundaries.

Prior to 2005, occupants of working motor vehicles (working highway maintenance vehicles, cherry pickers, etc.) were coded “08.” At that time, code “08” was labeled “Other Pedestrians.”

**Code 04 (Occupant of a Non-Motor Vehicle Transport Device)** refers to persons riding in an animal-drawn conveyance, on an animal, or injured occupants of railway trains, etc.

**Code 05 (Pedestrian)** is used for all pedestrians except for those in/on personal conveyances (See code “08” below) and in buildings. A pedestrian pushing a vehicle should be coded “05.”

**Code 06 (Bicyclist)** is used for a two-wheel, non-motorized cycle. Includes all persons (operator and passengers) on a bicycle.

**Code 07 (Other Cyclist)** is used for unicycles and tricycles.

**Code 08 (Other Persons on Personal Conveyances/In Buildings).** This code should be used for pedestrians using personal conveyances, and people in buildings. Examples of personal conveyances are skateboard riders, people in wheelchairs, people on roller skates, sled riders, motorized scooters (Razors), Segways, etc.

Prior to 2005, code “08” was labeled “Other Pedestrians” and also included occupants of motor vehicles used as equipment (working highway maintenance vehicles, cherry pickers, etc.). For occupants of working motor vehicles, see code “03.”

**Wheelchair:** FARS will use the term, “wheelchair” as follows:

“Wheelchair - A mobility aid, usable indoors, and designed for and used by individuals with mobility impairments, whether operated manually or powered.”

Therefore all wheelchair users, motorized or not, are coded “08.” Use Related Factors-Person Level code “13” to further identify motorized wheelchair riders.

**RATIONALE:**

Some states have passed legislation to classify operators of motorized wheelchairs as “pedestrians” and others as “motor vehicles.”

Also, there seems to be an increase in the variety of forms these devices take (if not in the actual number in use). Some resemble 3-wheeled scooters; others small four-wheel carts; still others look like the typical human-powered wheelchair. They are in use by individuals who are unable to walk, who have limited walking ability, or who

need to avoid walking for reasons of health or stamina. Since these devices simply supply a form of assisted “walking” for such persons, their legitimate users may be seen as “other persons on personal conveyances” just as other non-motorists moving along a sidewalk, walking with or against traffic on the edge of a road, crossing the roadway, or turning into a driveway.

**Code 19 (Unknown Type of Non-Motorist)** is used only when it cannot be determined which code is applicable for persons not in motor vehicles (i.e., Person Type codes “04-08”).

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### Consistency Checks:

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	<b>IF</b>	<b>THEN</b>
(050P) 1.	PERSON TYPE equals 04-08, 19, and NUMBER OF VEHICLE FORMS SUBMITTED equals 01,	NON-OCCUPANT STRIKING VEHICLE NUMBER must equal 01.
(1M1F) 2.	RELATED FACTORS-PERSON LEVEL equals 13,	PERSON TYPE must equal 08.
(1M2F) 3.	RELATED FACTORS-PERSON LEVEL equals 11, 19,	PERSON TYPE must equal 05.
(1N0F) 4.	PERSON TYPE equals 06,	RELATED FACTORS-PERSON LEVEL must not equal 09, 11-13, 19, 32, 53, 68, 70, 88, 90.
(1P0F) 5.	PERSON TYPE equals 05-08, 19,	NON-OCCUPANT LOCATION must not equal 00.
(1P1F) 6.	PERSON TYPE equals 03,	NON-OCCUPANT LOCATION must equal 00.
(1Q0F) 7.	PERSON TYPE equals 01, and BODY TYPE equals 80-83, 88-89,	SEATING POSITION must not equal 00, 12-55, 99.
(2M0F) 8.	PERSON TYPE equals 01,	SEATING POSITION must not equal 00, 21-55.
(2P0F) 9.	PERSON TYPE equals 04-08, 19,	EJECTION must equal 0.



	<b>IF</b>	<b>THEN</b>
(2Q0F)	10. PERSON TYPE equals 02-03, 09, and BODY TYPE equals 01-02, 04, 08, 10, 31-33, 39-41, 45, 48-49, 90-91,	SEATING POSITION must not equal 00, 31-50.
(2X0F)	11. VEHICLE NUMBER equals 00,	PERSON TYPE must not equal 01-03, 09.
(3F0F)	12. UNIT TYPE equals 1, and NUMBER OF OCCUPANTS equals 97, and PERSON TYPE is not equal to 01,	INJURY SEVERITY must not equal 0, 9.
(3M0F)	13. PERSON TYPE equals 01,	RESTRAINT SYSTEM USE must not equal 04, 06, 14.
(3P0F)	14. PERSON TYPE equals 03-08, 19,	INJURY SEVERITY should not equal 6.
(3Q0F)	15. PERSON TYPE equals 02-03, 09, and BODY TYPE equals 01-16, 19-20, 22, 28-33, 39, 41-42, 50-52, 58-59, 65, 80-83, 88-92, 97,	SEATING POSITION must not equal 00, 50.
(3R3P)	16. SEATING POSITION equals 00,	PERSON TYPE must not equal 01-03,09.
(3X0F)	17. VEHICLE NUMBER is greater than 00,	PERSON TYPE must not equal 04-08, 19.
(4M0F)	18. PERSON TYPE equals 01-03, 09,	NON-OCCUPANT LOCATION must not equal 01-19, 99.
(4Q0F)	19. PERSON TYPE equals 02-03, 09, and BODY TYPE equals 80-83, 88-89,	SEATING POSITION must not equal 00, 13-19, 22-50.
(4Q1F)	20. PERSON TYPE equals 02-03, and BODY TYPE equals 21,	SEATING POSITION must not equal 00, 50, 52.
(4X0F)	21. NON-OCCUPANT STRIKING VEHICLE NUMBER equals 00,	PERSON TYPE must not equal 04-08, 19.

	<b>IF</b>	<b>THEN</b>
(4X1F)	22. PERSON TYPE equal 01-03, 09,	NON-OCCUPANT STRIKING VEHICLE NUMBER must equal 00.
(5M0F)	23. PERSON TYPE equals 01,	all RELATED FACTORS-PERSON LEVEL must equal 00.
(5N0F)	24. PERSON TYPE equals 02,	RELATED FACTORS-PERSON LEVEL must not equal 01-04, 10-11, 13, 19, 21, 23-24, 26-30, 33-53, 57-70, 72-83, 90.
(5Q0F)	25. PERSON TYPE equals 02-03, and BODY TYPE equals 50-52, 58-59,	SEATING POSITION must not equal 00-50, 52-54, 99.
(5X0F)	26. NON-OCCUPANT STRIKING VEHICLE NUMBER equals 01-99,	PERSON TYPE must not equal 01-03, 09.
(6M0F)	27. PERSON TYPE equals 02-03, 09,	SEATING POSITION must not equal 00.
(6Q0F)	28. PERSON TYPE equals 02-03, 09, and BODY TYPE equals 60-67, 71-72, 78-79,	SEATING POSITION must not equal 00, 31-49.
(7M0F)	29. PERSON TYPE equals 03, and UNIT TYPE does not equal 4,	RELATED FACTORS-PERSON LEVEL must not equal 01-05, 10-13, 19, 26-30, 33-36, 38, 40-42, 44-45, 47-51, 53, 57-70, 72-83, 90.
(7N0F)	30. PERSON TYPE equals 04-08, 19,	SEATING POSITION must not equal 11-55, 99.
(7P0F)	31. PERSON TYPE equals 01,	AGE must not be less than 02.
(7Q0F)	32. PERSON TYPE equals 09, and BODY TYPE equals 50-52, 58-59,	SEATING POSITION must not equal 00, 12-50, 52-54.
(880F)	33. RELATED FACTORS-ACCIDENT LEVEL equals 15-16,	there must be a Person Level form with PERSON TYPE equal to 04-08, 19.

	<b>IF</b>	<b>THEN</b>
(8M0F) 34.	PERSON TYPE equals 04,	RELATED FACTORS-PERSON LEVEL must not equal 05, 11, 13, 19, 55, 88, 90.
(8N0F) 35.	PERSON TYPE equals 04-05, 08,	RESTRAINT SYSTEM USE must equal 00.
 (8N1F) 36.	<b>PERSON TYPE equals 06-08,</b>	<b>RESTRAINT SYSTEM USE should equal 00, 06.</b>
(8P0P) 37.	PERSON TYPE equals 01, and AGE is less than 08,	BODY TYPE must not equal 01-12, 14-16, 19-22, 28-33, 39-42, 45, 48-52, 58-67, 71-72, 78-83, 89, 92-93.
(8P1P) 38.	PERSON TYPE equals 01, and AGE is less than 08,	BODY TYPE should equal 88, 91.
(8Q0F) 39.	PERSON TYPE equals 08,	RELATED FACTORS-PERSON LEVEL must not equal 05, 11, 19, 23, 32, 88.
 (8T0F) 40.	RESTRAINT SYSTEM USE equals 06,	PERSON TYPE must equal 06-08.
(9A5P) 41.	PERSON TYPE equals 03,	UNIT TYPE must equal 2-4.
(9L0F) 42.	PERSON TYPE equals 01, and RELATED FACTORS-DRIVER LEVEL equals 12,	SEX must equal 2, and AGE must be greater than 12.
(9M0F) 43.	PERSON TYPE equals 05,	RELATED FACTORS-PERSON LEVEL must not equal 12-13, 21, 23-24, 26-30, 32-36, 40, 42, 44-53, 57-59, 68-70, 73-83, 88.
(9N0F) 44.	PERSON TYPE equals 04-08, 19,	AIR BAG AVAILABILITY/DEPLOYMENT must equal 00.
(9P0F) 45.	PERSON TYPE equals 04-08, 19,	EXTRICATION must not equal 1, 9.

	<b>IF</b>	<b>THEN</b>
(A940)	46. HIT-AND-RUN equals 4,	there should be at least one PERSON TYPE equal to 02-03, 09.
(BF0F)	47. PERSON TYPE equals 04-08, 19,	EJECTION PATH must equal 0.
(BP0P)	48. PERSON TYPE equals 01-03, 09,	AIR BAG AVAILABILITY/ DEPLOYMENT must not equal 00.
(CK0P)	49. PERSON TYPE equals 07,	RELATED FACTORS-PERSON LEVEL must not equal 09, 11-13, 19, 32, 53, 69-70, 88, 90.
(CL0P)	50. PERSON TYPE equals 09,	RELATED FACTORS-PERSON LEVEL must not equal 01-04, 11, 13, 19, 21, 23-24, 26-30, 33-42, 44-45, 47-53, 56, 60-70, 72-83, 90.
(CM0P)	51. PERSON TYPE equals 19,	RELATED FACTORS-PERSON LEVEL must not equal 11, 19, 53, 69-70, 88.
(D060)	52. NON-CDL LICENSE STATUS equals 1-4, 6, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 1-8, and PERSON TYPE equals 01,	AGE should not be less than 15.
(D090)	53. VIOLATIONS CHARGED equals, 11-19, and PERSON TYPE equals 01, 03,	POLICE-REPORTED ALCOHOL INVOLVEMENT should equal 1, or POLICE-REPORTED OTHER DRUG INVOLVEMENT should equal 1.
(D640)	54. AGE equals 14-17, and PERSON TYPE equals 01,	NON-CDL LICENSE TYPE should equal 2, 7.
(D650)	55. AGE <i>equals 18-97</i> , and PERSON TYPE equals 01,	NON-CDL LICENSE TYPE should equal 1.
(P010)	56. PERSON TYPE equals 01,	AGE should not be less than 12.



	<b>IF</b>	<b>THEN</b>
(P020)	57. PERSON TYPE equals 02-03, 09, and RESTRAINT SYSTEM USE equals 04,	AGE should be less than 05, or equal to 99.
(P030)	58. PERSON TYPE equals 01,	SEATING POSITION should not equal 12-19.
(P040)	59. PERSON TYPE equals 02, 09,	SEATING POSITION should not equal 11.
(P070)	60. POLICE-REPORTED ALCOHOL INVOLVEMENT equals 1, and PERSON TYPE equals 01, 03-19,	ALCOHOL TEST RESULTS should not equal 95-96.
(P071)	61. PERSON TYPE equals 02-03, and INJURY SEVERITY does not equal 4,	ALCOHOL TEST TYPE should not equal 99, and ALCOHOL TEST RESULT should not equal 99.
(P072)	62. PERSON TYPE equals 02-03, and INJURY SEVERITY equals 0, and ALCOHOL TEST RESULT equals 96,	POLICE-REPORTED ALCOHOL INVOLVEMENT should equal 0, 8.
(P130)	63. BODY TYPE equals 60-67, 71-72, 78-79, and PERSON TYPE equals 01, 03, and INJURY SEVERITY equals 4,	FATAL INJURY AT WORK should equal 1.
(P180)	64. PERSON TYPE equals 01, and AGE is less than 09,	BODY TYPE should not equal 90.
(P190)	63. PERSON TYPE equals 01-05, <b>09</b> ,	RESTRAINT SYSTEM USE should not equal 06.
(V050)	64. PERSON TYPE equals 01-03, 09, and RESTRAINT SYSTEM USE equals 05, 15,	BODY TYPE should equal 80-83, 88-91.
(8N1F)	65. <b>PERSON TYPE equals 06-08,</b>	<b>RESTRAINT SYSTEM USE should equal 00, 06.</b>



**Special Processing Rules:**

	<b>IF</b>	<b>THEN</b>
(3H0F) 1.	DRIVER PRESENCE equals 1,	there must be one and only one Person Level form for that vehicle with PERSON TYPE equal to 01, or there must be no Person Level form for that vehicle with PERSON TYPE equal to 01 and at least two Person Level forms for that vehicle with PERSON TYPE equal to 09.
(4H0F) 2.	DRIVER PRESENCE equals 2, 4, 9,	there must not be a Person Level form for that vehicle with PERSON TYPE equal to 01.
(550F) 3.	FIRST HARMFUL EVENT equals 08,	at least one person must have PERSON TYPE equal to 05.
(560F) 4.	FIRST HARMFUL EVENT equals 09,	at least one person must have PERSON TYPE equal to 06-07.
(570F) 5.	FIRST HARMFUL EVENT equals 05-06, 47,	at least one PERSON TYPE equal to 01-03, 09 must have INJURY SEVERITY equal to 1-5, or blank.
(590F) 6.	FIRST HARMFUL EVENT equals 15,	at least one Person Level form must have a PERSON TYPE of 08.
(5Z0F) 7.	SEQUENCE OF EVENTS equals 08,	at least one person must have PERSON TYPE equal to 05, <b>08</b> .
(6Z0F) 8.	SEQUENCE OF EVENTS equals 09,	at least one person must have PERSON TYPE equal to 06-07.
(7Z0F) 9.	SEQUENCE OF EVENTS equals 05-06, 47,	at least one occupant of this vehicle (PERSON TYPES 01-03, 09) must have INJURY SEVERITY equal to 1-5, or blank.



	<b>IF</b>	<b>THEN</b>
(8Z0F)	10. SEQUENCE OF EVENTS equals 15,	at least one Person Level form must have a PERSON TYPE of 08.
(9B7P)	11. UNIT TYPE equals 2-4,	PERSON TYPE of all occupants of this vehicle must equal 03.
(A382)	12. HIT-AND-RUN equals 5,	there should be at least one person with PERSON TYPE not equal to 01, and with RELATED FACTORS-PERSON LEVEL equal to 56.
(A930)	13. HIT-AND-RUN equals 2,	there should be at least one PERSON TYPE equal to 04-08, 19.
(FP0F)	14. PERSON TYPE is blank, case status is flawed.	

<b>SEATING POSITION</b>
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**Format: 2 numeric**

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**Element Values:**

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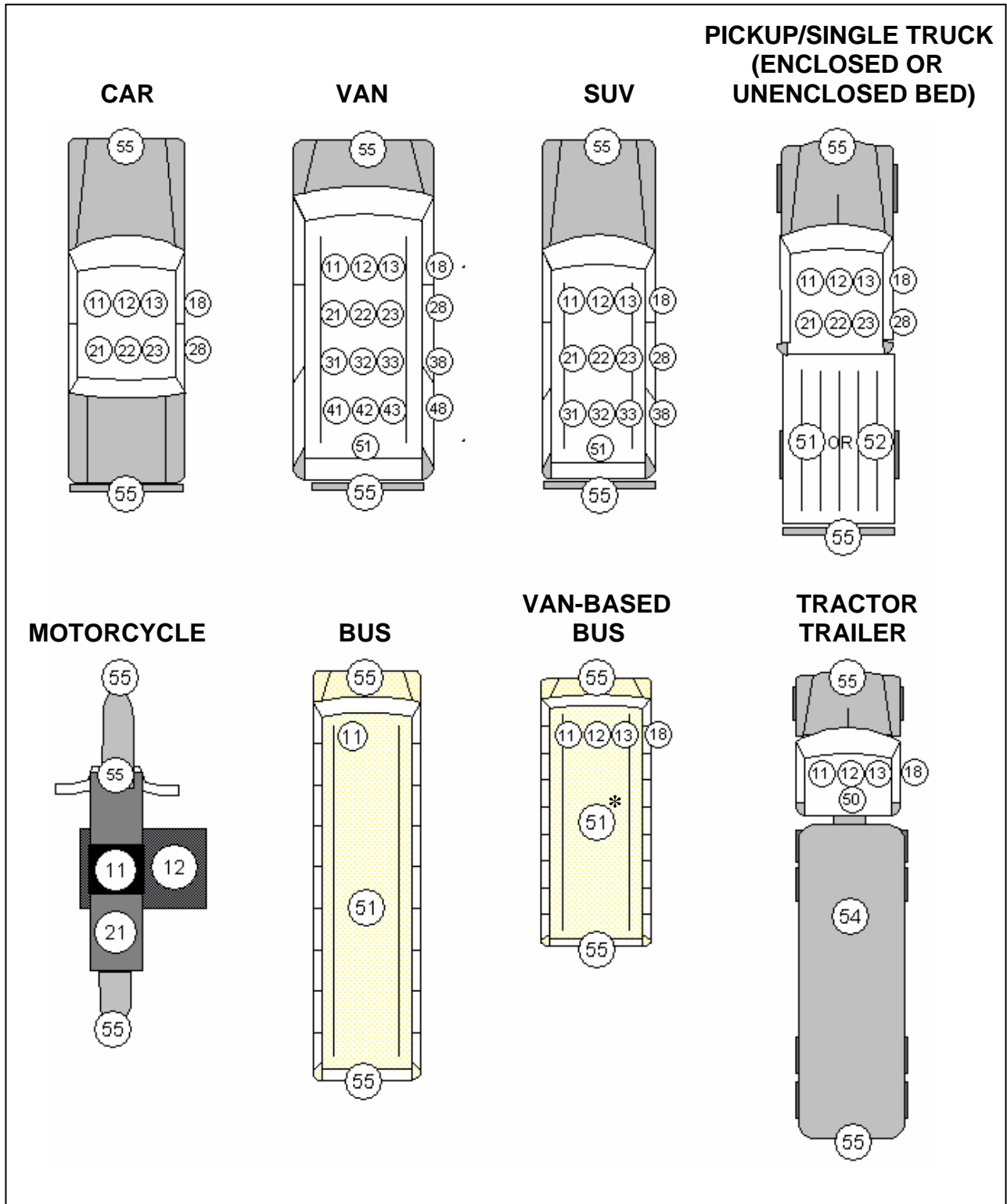
Blanks

- 00 Not a Motor Vehicle Occupant
- 11 Front Seat – Left Side (Driver’s Side)
- 12 Front Seat – Middle
- 13 Front Seat – Right Side
- 18 Front Seat – Other
- 19 Front Seat – Unknown
- 21 Second Seat – Left Side
- 22 Second Seat – Middle
- 23 Second Seat – Right Side
- 28 Second Seat – Other
- 29 Second Seat – Unknown
- 31 Third Seat – Left Side
- 32 Third Seat – Middle
- 33 Third Seat – Right Side
- 38 Third Seat – Other
- 39 Third Seat – Unknown
- 41 Fourth Seat – Left Side \*
- 42 Fourth Seat – Middle \*
- 43 Fourth Seat – Right Side \*
- 48 Fourth Seat – Other \*
- 49 Fourth Seat – Unknown \*
- 50 Sleeper Section of Cab (Truck)
- 51 Other Passenger in enclosed passenger or cargo area  
(includes passengers in 5<sup>th</sup> row of 15-seat, 5-row vans)
- 52 Other Passenger in unenclosed passenger or cargo area
- 53 Other Passenger in passenger or cargo area, unknown whether or not enclosed
- 54 Trailing Unit
- 55 Riding on Vehicle Exterior
- 99 Unknown

\*These values are unlikely occurrences and will raise an error flag.



SEATING POSITION



\* For van-based buses, use the actual seating position if known, or use code “51” for the 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> rows, if actual seating position is not known.

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**Remarks:**


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“Seating Position” is applicable to all persons in motor vehicles (in-transport, parked/stopped off roadway/working motor vehicles and motor vehicles in motion outside the trafficway boundaries).

Prior to 2005, Seating Position was only applicable to motor vehicles “In-Transport.”

**Code 00 (Not a Motor Vehicle Occupant)** is used for all persons not in motor vehicles (Person Type codes “04, 05, 06, 07, 08 and 19”).

Prior to 2005, this code included occupants of motor vehicles “Not In-Transport.”



**Coding of Seating Positions for Bus Occupants**

**Full-Size Buses**

*Do not submit Person Level forms for uninjured passengers of full-size buses (Body Types 50-52, 58-59). Submit Person Level forms for injured bus passengers in full-size buses and always use code “51” for their seating position.*

**Van-Based Buses**

*Before 2003, the policy was not to submit a Person Level form for uninjured occupants of van-based buses. This policy has changed beginning in 2003. Always submit a Person Level form for all occupants of van-based vehicles, including van-based buses. For front-seat passengers in van-based vehicles, always code their actual seating position. For van-based bus passengers not in the front seating positions, use the actual seating position if known, or use code “51” for the 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> rows, if actual seating position is not known.*



**Other Guidance**

Use code “51” for passengers in the 5<sup>th</sup> row seats of a 15-seat, 5-row van.

Use codes “51-53” for occupants in the back of trucks including the cargo area.

More than one person may have the same seating position; e.g., child on mother’s lap.

For motorcycles, code the driver “11,” sidecar passenger “12,” passenger behind driver “21,” and passenger on lap of driver (in front of) “11.”

In coupes and other cars designed for only two passengers in front or in back, use codes “11, 13, 21 or 23” when coding occupants.

The codes for ‘other’ seats (i.e., “18, 28, 38 and 48”) are used for persons lying across the seat, for those occasions where there are two or more people sitting in the middle, etc.

Use code "55" for persons on the exterior who are set-in-motion by the vehicle; e.g., skateboard riders who are in motion by holding on to the vehicle, etc.

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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(1Q0F) 1.	PERSON TYPE equals 01, and BODY TYPE equals 80-83, 88-89,	SEATING POSITION must not equal 00, 12-55, 99.
(1R0P) 2.	SEATING POSITION equals 51, and BODY TYPE equals 50-52, 58-59,	INJURY SEVERITY must not equal 0, 9.
(2M0F) 3.	PERSON TYPE equals 01,	SEATING POSITION must not equal 00, 21-55.
(2Q0F) 4.	PERSON TYPE equals 02-03, 09, and BODY TYPE equals 01-02, 04, 08, 10, 31-33, 39-41, 45, 48-49, 90-91,	SEATING POSITION must not equal 00, 31-50.
(3Q0F) 5.	PERSON TYPE equals 02-03, 09, and BODY TYPE equals 01-16, 19-20, 22, 28-33, 39, 41-42, 50-52, 58-59, 65, 80-83, 88-92, 97,	SEATING POSITION must not equal 00, 50.
(3R0P) 6.	AIR BAG AVAILABILITY/ DEPLOYMENT does not equal 30,	SEATING POSITION must not equal 31-55.
(3R1P) 7.	AIR BAG AVAILABILITY/ DEPLOYMENT equals 00,	SEATING POSITION must equal 00.
(3R2P) 8.	SEATING POSITION equals 00,	AIR BAG AVAILABILITY/ DEPLOYMENT must equal 00.
(3R3P) 9.	SEATING POSITION equals 00,	PERSON TYPE must not equal 01-03, 09.
(3S0P) 10.	SEATING POSITION equals 55,	EJECTION must equal 0.

	<b>IF</b>	<b>THEN</b>
(4Q0F)	11. PERSON TYPE equals 02-03, 09, and BODY TYPE equals 80-83, 88-89,	SEATING POSITION must not equal 00, 13-19, 22-50.
(4Q1F)	12. PERSON TYPE equals 02-03, and BODY TYPE equals 21,	SEATING POSITION must not equal 00, 50, 52.
(4R0P)	13. SEATING POSITION equals 54,	VEHICLE TRAILING must not equal 0.
(5Q0F)	14. PERSON TYPE equals 02-03, and BODY TYPE equals 50-52, 58-59,	SEATING POSITION must not equal 00-50, 52-54, 99.
(6M0F)	15. PERSON TYPE equals 02-03, 09,	SEATING POSITION must not equal 00.
(6Q0F)	16. PERSON TYPE equals 02-03, 09, and BODY TYPE equals 60-67, 71-72, 78-79,	SEATING POSITION must not equal 00, 31-49.
(7N0F)	17. PERSON TYPE equals 04-08, 19,	SEATING POSITION must not equal 11-55, 99.
(7Q0F)	18. PERSON TYPE equals 09, and BODY TYPE equals 50-52, 58-59,	SEATING POSITION must not equal 00, 12-50, 52-54.
(970P)	19. MODEL YEAR is known and greater than 1990; and BODY TYPE is 02-09, and SEATING POSITION is 21, 23, 31, 33,	RESTRAINT SYSTEM USE must equal 00, 01-04, 08, 13-14, 99.
(980P)	20. MODEL YEAR is known and greater than 1992; and BODY TYPE equals 01-16, 19-22, 28-33, 39-42, 45, 48-49, and SEATING POSITION equals 21, 23, 31, 33, 41, 43,	RESTRAINT SYSTEM USE must equal 00, 01-04, 08, 13-14, 99.
(P030)	21. PERSON TYPE equals 01,	SEATING POSITION should not equal 12-19.

	<b>IF</b>	<b>THEN</b>
(P040)	22. PERSON TYPE equals 02, 09,	SEATING POSITION should not equal 11.
(P060)	23. SEATING POSITION equals 12, 18, 22, 28, 32, 38, 42, 48, 50-55,	RESTRAINT SYSTEM USE should not equal 01, 03.
(P220)	24. AIR BAG AVAILABILITY/ DEPLOYMENT equals 01-29, 31-32, 99,	SEATING POSITION should not equal 12, 18-19, 21-23, 28-29.
(V950)	25. VEHICLE MODEL YEAR is less than 1994, and SEATING POSITION equals 31, 33, 39,	RESTRAINT SYSTEM USE should not equal 01, 03, and BODY TYPE should equal 12, 15-16, 19-21.

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**Special Processing Rules:**


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(U130) 1. UNLIKELY: SEATING POSITION equals 41-43, 48.

## RESTRAINT SYSTEM USE

**Format: 2 numeric**

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**Element Values:**

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Blanks	
00	None Used/Not Applicable – Not a Motor Vehicle Occupant
01	Shoulder Belt
02	Lap Belt
03	Lap and Shoulder Belt
04	Child Safety Seat
05	Motorcycle Helmet
06	Bicycle Helmet
13	Safety Belt Used Improperly
14	Child Safety Seat Used Improperly
15	Helmets Used Improperly
08	Restraint Used - Type Unknown
99	Unknown

---

**Remarks:**

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Code restraint usage for all persons in FARS under this element. Code this element regardless of whether the vehicle is equipped with manual systems, automatic belts or harnesses, air bags, or any combination of these. We will determine whether the restraint was manual or automatic via the VIN. Even if the VIN is unknown, use this rule.

Example:

You are coding a driver in vehicle that is indicated by the PAR to have an automatic shoulder harness and a manual belt. The police state that the shoulder harness was used at the time of the crash, but the lap belt was not, and there was no mention of air bag deployment or non-deployment. Code the following:

P10	01 – Shoulder Belt
P11	99 – Unknown or Not Applicable

**Code 00 (None Used/Not Applicable – Not a Motor Vehicle Occupant)** is used if the person did not use an available restraint, there was not a restraint available in the vehicle, and for persons not in motor vehicles (except bicyclists and pedal cyclists using helmets).

**Code 01 (Shoulder Belt).** If consistency check “U170” is raised, we suggest you check PCVINA. If it confirms “Automatic,” you’re okay. If it indicates “Manual,” question or review your sources to verify. If you can’t find any other definitive information, use code “08 – Restraint Used - Type Unknown.”

**Code 04 (Child Safety Seat).** There are several types of recognized child restraints. Small, lightweight “infant-only” safety seats are designed for rear-facing only. Larger “convertible” safety seats are used facing rear, but may be turned around to face front when the baby grows large enough. A less familiar restraint is the safety vest, which has a harness, but no stiff shell around the child.

Approved car booster seats (for older/larger children) come in two basic types. Boosters with shields are for use with the vehicle’s lap belt only. Boosters without shields are for use only with the vehicle lap and shoulder belt. These are called “belt positioning boosters” because they position the child to fit the car’s belts better. There is also a variation available which is a booster with a removable shield. The shield should be used or not used depending on what belt system is available in the intended seat position.

**Code 05 (Motorcycle Helmet)** is used only for all types of motorized cycles and snowmobiles (motorcycles, mopeds, mini-bikes, motor scooters and ATVs).



**Code 06 (Bicycle Helmet)** is used for bicycle, other pedal cycle riders and when indicated, for persons on personal conveyances. This code is not used for motorcycle riders.

The coding scheme on some PARs may offer a choice, such as “seatbelt/harness” or “lap/shoulder” but does not distinguish between “lap belt only,” “shoulder belt only,” or “combination lap and shoulder belt.” If your PAR has such a coding scheme and the officer checks e.g., “seat belt/harness,” then the FARS code should be “08 – Restraint Used, Type Unknown” unless the narrative clarifies which type of restraint was used.

<b>Guidelines For Coding Improper Restraint Use:</b>		<b>Type of Restraint Vehicle Equipped With</b>	<b>Proper Coding Of Restraint System Use (P10)</b>
<b>Description of Use</b>			
a.	More than one person restrained in one device	01, 02 or 03	13
b.	Shoulder belt cut, altered or placed behind occupant’s back, while lap belt portion secured	01, 02, 03	02
c.	Shoulder belt only placed behind occupant’s back	01	00
d.	Lap belt only buckled underneath person	02	00
e.	Child safety seat not secured properly (Child secured in seat)	04	14
f.	Child not properly secured in existing child safety seat	04	14
g.	Seat other than a child safety seat used; NOT secured with belt	01, 02, 03	00
h.	Seat other than a child safety seat used; secured with belt	01, 02, 03	13
i.	Shoulder, lap, or lap & shoulder used to secure child requiring child safety seat	01, 02, 03	01, 02, 03
j.	Unapproved/motorcycle or bicycle helmet improperly worn	05, 06	15

**Guidelines When Police and EMS/M.E. Differ:**

Occasionally, information from EMS personnel or medical examiners (M.E.) includes statements about restraint use or presence. If these people were in a position to have information when the investigating officer(s) could not (e.g., EMS arrived and removed victims from vehicles before police arrived or the medical examiner reports definite indications of belt usage), then the EMS/M.E. assessment may override the PAR assessment of Restraint System Use. **Make sure to note the arrival times of Police and EMS before making a decision.**



Rules of thumb are as follows, unless you have information to the contrary:

If the M.E./EMS report that a restraint was used but the PAR/Police report “NOT USED” or “UNKNOWN,” then accept the EMS/M.E. assessment. On the other hand, if the M.E./EMS report “NOT USED” but the PAR/Police report that a restraint was used, then try to verify the police assessment that a restraint was used. If the PAR/Police report that a restraint was used or was not used but the M.E./EMS report “UNKNOWN,” then accept the Police assessment.

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**Consistency Checks:**

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	<b>IF</b>	<b>THEN</b>
(2R0P) 1.	RESTRAINT SYSTEM USE equals 01-04, 06, 13-14,	BODY TYPE must not equal 80-83, 88-89, 91.
(2S0P) 2.	RESTRAINT SYSTEM USE equals 05,	AIR BAG AVAILABILITY/ DEPLOYMENT must equal 30.
(2T0P) 3.	RESTRAINT SYSTEM USE equals 06,	AIR BAG AVAILABILITY/ DEPLOYMENT must equal 00.
(3M0F) 4.	PERSON TYPE equals 01,	RESTRAINT SYSTEM USE must not equal 04, 06, 14.
(8N0F) 5.	PERSON TYPE equals 04-05, 08,	RESTRAINT SYSTEM USE must equal 00.
 (8N1F) 6.	<i>PERSON TYPE equals 06-08,</i>	<i>RESTRAINT SYSTEM USE should equal 00, 06.</i>
 (8T0F) 7.	RESTRAINT SYSTEM USE equals 06,	PERSON TYPE must equal 06-08.



	<b>IF</b>	<b>THEN</b>
(970P) 8.	MODEL YEAR is known and is greater than 1990; and BODY TYPE is 02-09, and SEATING POSITION is 21, 23, 31, 33,	RESTRAINT SYSTEM USE must equal 00, 01-04, 08, 13-14, 99.
(980P) 9.	MODEL YEAR is known and is greater than 1992; and BODY TYPE equals 01-16, 19-22, 28-33, 39-42, 45, 48-49, and SEATING POSITION equals 21, 23, 31, 33, 41, 43,	RESTRAINT SYSTEM USE must equal 00, 01-04, 08, 13-14, 99.
(P020) 10.	PERSON TYPE equals 02-03, 09, and RESTRAINT SYSTEM USE equals 04,	AGE should be less than 05, or equal to 99.
(P050) 11.	EJECTION equals 1,	RESTRAINT SYSTEM USE should not equal 01-04, 08.
(P060) 12.	SEATING POSITION equals 12, 18, 22, 28, 32, 38, 42, 48, 50-55,	RESTRAINT SYSTEM USE should not equal 01, 03.
(P190) 13.	PERSON TYPE equals 01-05, <i>09</i> .	RESTRAINT SYSTEM USE should not equal 06.
(V050) 14.	PERSON TYPE equals 01-03, 09, and RESTRAINT SYSTEM USE equals 05, 15,	BODY TYPE should equal 80-83, 88-91.
(V950) 15.	VEHICLE MODEL YEAR is less than 1994, and SEATING POSITION equals 31, 33, 39,	RESTRAINT SYSTEM USE should not equal 01, 03, and BODY TYPE should equal 12, 15-16, 19-21.




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**Special Processing Rules:**


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	<b>IF</b>	<b>THEN</b>
(D570) 1.	VIOLATIONS CHARGED equals 83,	not all occupants of this vehicle should have RESTRAINT SYSTEM USE equal 01-05, 08.
(U170) 2.	UNLIKELY: RESTRAINT SYSTEM USE equals 01.	

**AIR BAG AVAILABILITY/DEPLOYMENT**

**Format: 2 numeric**

**Element Values:**

- Blanks
- 00 Not Applicable – Not a Motor Vehicle Occupant

**DEPLOYED (For This Seat)**

- 01 From the FRONT
- 02 From the SIDE
- 07 From OTHER Direction
- 08 From MULTIPLE Direction
- 09 From UNKNOWN Direction

**NOT DEPLOYED (For This Seat)**

- 20 Air bag Available – NO DEPLOYMENT
- 28 Air bag Available – SWITCHED OFF

**UNKNOWN IF DEPLOYED**

- 29 Air bag Available – UNKNOWN IF DEPLOYED

**NOT AVAILABLE**

- 30 NOT AVAILABLE (This Seat)
- 31 PREVIOUSLY DEPLOYED/NOT REPLACED
- 32 DISABLED/REMOVED

- 99 UNKNOWN if Air bag Available (For This Seat)

**Remarks:**

This element is used to record air bag availability and deployment for this person. Code this element according to this person’s Seating Position, regardless of the motor vehicle’s Body Type or the age of the motor vehicle.

**Code 00 (Not Applicable – Not a Motor Vehicle Occupant)** should be used for any person who is not an occupant of a motor vehicle.

**Codes 01-09** are used only if you have indication in the PAR or from EMS that an air bag deployed for this occupant's seat position (not for others in the vehicle.) There may be multiple air bags available for this occupant's seat position. For simplicity, these are grouped into FRONT ("01"), SIDE ("02") and OTHER ("07") air bags.

Codes "01", "02" or "07" is used if you have any information indicating that at least one air bag deployed for this person from only one of these directions.

Code "08" is used if your information indicates that air bags deployed from more than one direction (e.g., SIDE and FRONT) for this seat position.

Code "09" is used if an air bag did deploy for this person, but you have no information on the direction from which the bag deployed.

**Code 20 (Air bag Available – NO DEPLOYMENT)** is used only if (the police or EMS note that) the vehicle is equipped with an air bag (air bags) for this occupant's position, but it (they) did not deploy in this accident.

**Code 28 (Air bag Available – SWITCHED OFF)** is used when the police or EMS state that the air bag for this occupant's position was switched off and did not deploy.

**Code 29 (Air bag Available – UNKNOWN IF DEPLOYED)** is used if your information indicates that an air bag (air bags) is (are) available for this occupant's position, but you have no information on whether it deployed or not.

**Code 30 (NOT AVAILABLE [This Seat])** is used for all seating positions that are not equipped with an air bag(s). Also use this code for every seating position in vehicles that do not come equipped with air bags in any position (e.g., motorcycles, early-model passenger cars, etc.)

**Code 31 (PREVIOUSLY DEPLOYED/NOT REPLACED)** is used when information indicates that the air bag(s) for this occupant's position was not available in this accident because it had deployed in an earlier incident and was never replaced.

**Code 32 (DISABLED/REMOVED)** is used when information indicates that the air bag for this occupant was unavailable because it had been stolen, tampered with so that it did not operate properly, or was otherwise disabled; except by use of a cut-off switch.

**Code 99 (UNKNOWN if Air bag Available [For This Seat])** is used if it is not known whether an air bag exists for this occupant's seating position.

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(2S0P)	1. RESTRAINT SYSTEM USE equals 05,	AIR BAG AVAILABILITY/ DEPLOYMENT must equal 30.
(2T0P)	2. RESTRAINT SYSTEM USE equals 06,	AIR BAG AVAILABILITY/ DEPLOYMENT must equal 00.
(2U0P)	3. BODY TYPE equals 80-83, 88-91,	AIR BAG AVAILABILITY/ DEPLOYMENT must equal 30.
(3R0P)	4. AIR BAG AVAILABILITY/ DEPLOYMENT does not equal 30,	SEATING POSITION must not equal 31-55.
(3R1P)	5. AIR BAG AVAILABILITY/ DEPLOYMENT equals 00,	SEATING POSITION must equal 00.
(3R2P)	6. SEATING POSITION equals 00,	AIR BAG AVAILABILITY/ DEPLOYMENT must equal 00.
(9N0F)	7. PERSON TYPE equals 04-08, 19,	AIR BAG AVAILABILITY/ DEPLOYMENT must equal 00.
(BP0P)	8. PERSON TYPE equals 01-03, 09,	AIR BAG AVAILABILITY/ DEPLOYMENT must not equal 00.
(P220)	9. AIR BAG AVAILABILITY/ DEPLOYMENT equals 01-29, 31-32, 99,	SEATING POSITION should not equal 12, 18-19, 21-23, 28-29.
(V320)	10. BODY TYPE equals 50-52, 58-66, 71-79,	AIR BAG AVAILABILITY/ DEPLOYMENT should equal 30.

<b>EJECTION</b>
-----------------

**Format: 1 numeric**

---

**Element Values:**

---

- |       |                               |
|-------|-------------------------------|
| Blank |                               |
| 0     | Not Ejected or Not Applicable |
| 1     | Totally Ejected               |
| 2     | Partially Ejected             |
| 9     | Unknown                       |

**Remarks:**

---

If no information is provided in the accident reports, assume that EJECTION is not applicable.

Ejection refers to persons being completely thrown from a compartment of a motor vehicle (including the bed of pickup trucks) during the course of the crash. This includes occupants of Jeeps, Go Carts, Snowmobiles, and three- or four-wheel ATVs. It also includes persons ejected from motor vehicles parked/stopped off roadway/working or motor vehicles in motion outside the trafficway boundaries.

Ejection is not applicable to persons riding on the exterior of a vehicle, to motorcycle occupants, or to persons not in motor vehicles. Exterior of vehicle includes running boards, roof, fenders and bumpers, but not the bed of pickup trucks.

**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(2P0F) 1.	PERSON TYPE equals 04-08, 19,	EJECTION must equal 0.
(3S0P) 2.	SEATING POSITION equals 55,	EJECTION must equal 0.
(4S0P) 3.	BODY TYPE equals 80-83, 88-89,	EJECTION must equal 0.
(6S0P) 4.	EJECTION equals 1,	EXTRICATION must not equal 1, 9.

	<b>IF</b>	<b>THEN</b>
(BA0P)	5. EJECTION equals 0,	EJECTION PATH must equal 0.
(BB0P)	6. EJECTION equals 1-2, 9,	EJECTION PATH must equal 1-9, or blank.
(BC0P)	7. EJECTION PATH equals 1-9,	EJECTION must equal 1-2, 9.
(P050)	8. EJECTION equals 1,	RESTRAINT SYSTEM USE should not equal 01-04, 08.

# EJECTION PATH

**Format: 1 numeric**

**Element Values:**

- Blank
- 0 Not Ejected/Not Applicable
- 1 Through Side Door Opening
- 2 Through Side Window
- 3 Through Windshield
- 4 Through Back Window
- 5 Through Back Door/Tailgate Opening
- 6 Through Roof Opening (sun-roof, convertible top down)
- 7 Through Roof (convertible top up)
- 8 Other Path (e.g., back of pick-up truck)
- 9 Unknown/Unknown Path

**Remarks:**

If no information is provided in the accident reports, assume that EJECTION is not applicable. Use the following table as a guideline:

### Ejection Path Guidelines

Path	Guideline
1. Through side door opening	all side doors
2. Through side window	all side windows, bus side windows
3. Through windshield	front windshield only
4. Through back window	standard rear window, back window of bronco, van
5. Through back door/tailgate opening	station wagon tailgate, back door of truck, back door of bronco, van
6. Through roof opening	(sun-roof, convertible top down) t-top, targa top
7. Through roof	(convertible top up)
8. Other path	(back of pick-up truck) torn-off roof, car cut in half
9. Unknown/Unknown Path	driver's side, unspecified; passenger's side unspecified.

---

**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(BA0P)	1. EJECTION equals 0,	EJECTION PATH must equal 0.
(BB0P)	2. EJECTION equals 1-2, 9,	EJECTION PATH must equal 1-9, or blank.
(BC0P)	3. EJECTION PATH equals 1-9,	EJECTION must equal 1-2, 9.
(BE0P)	4. BODY TYPE equals 80-83, 88-89,	EJECTION PATH must equal 0.
(BF0F)	5. PERSON TYPE equals 04-08, 19,	EJECTION PATH must equal 0.



<b>EXTRICATION</b>
--------------------

**Format: 1 numeric**

---

**Element Values:**

---

- |       |                                  |
|-------|----------------------------------|
| Blank |                                  |
| 0     | Not Extricated or Not Applicable |
| 1     | Extricated                       |
| 9     | Unknown                          |

**Remarks:**

---

If no information is provided in the accident reports, assume that EXTRICATION is not applicable.

Extrication refers to the use of equipment or other force to remove persons from the vehicles; i.e., more than just lifting or carrying person out of wreckage. If the police officer uses the word “extricated” to indicate occupant removal, then this is sufficient information to use code “1,” even if no mention of equipment is made. The only exception to this is if the analyst knows the officer used the term “extrication” incorrectly. However, if the officer uses the term “pinned” or “wedged” or something similar, then the officer must indicate that equipment was used to remove the occupant.

**Code 9 (Unknown)** is to be used when the officer states that the occupant is “pinned” or “wedged,” etc., and suggests that the occupant may have been removed with force, but does not make it clear whether equipment was used or not.

This field is not applicable to motorcycle riders or to non-motorists.

**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(5S0P) 1.	BODY TYPE equals 80-83, 88-89,	EXTRICATION must equal 0.
(6S0P) 2.	EJECTION equals 1,	EXTRICATION must not equal 1, 9.
(9P0F) 3.	PERSON TYPE equals 04-08, 19,	EXTRICATION must not equal 1, 9.

**NON-OCCUPANT LOCATION**

**Format: 2 numeric**

**Element Values:**



- Blanks
- 00** Not Applicable – Occupant of a Motor Vehicle In-Transport or Not In-Transport (Including Motor Vehicles Parked/Stopped Off Roadway/Working/In Motion Outside the Trafficway) *and Injured Railway Train Occupants.*
  - 01 Intersection – In Crosswalk
  - 02 Intersection – On Roadway, Not in Crosswalk
  - 03 Intersection – On Roadway, Crosswalk not Available
  - 04 Intersection – On Roadway, Crosswalk Availability Unknown
  - 05 Intersection – Not on Roadway
  - 09 Intersection – Unknown
  
  - 10 Non-Intersection – In Crosswalk
  - 11 Non-Intersection – On Roadway, Not in Crosswalk
  - 12 Non-Intersection – On Roadway, Crosswalk not Available
  - 13 Non-Intersection – On Roadway, Crosswalk Availability Unknown
  - 14 Non-Intersection – In Parking Lane\*
  - 15 Non-Intersection – On Road Shoulder
  - 16 Non-Intersection – Bike Path\*
  - 17 Non-Intersection – Outside Trafficway
  - 18 Non-Intersection – Other, Not on Roadway
  - 19 Non-Intersection – Unknown
  
  - 99 Unknown

**Remarks:**

**\* These values are unlikely occurrences and will raise an error flag.**

This field is only applicable for persons not in motor vehicles (i.e., pedal cyclists, pedestrians, persons on personal conveyances, etc.) and refers to the location of these persons at the time of the accident.



*Code 00 is used for injured Railway Train Occupants, Occupants of Motor Vehicles In-Transport or Occupants of Motor Vehicles Not In-Transport (Including Motor Vehicles Parked/Stopped Off Roadway/Working/In Motion Outside the Trafficway).*

**Codes 01 - 09** are used when the person is in the vicinity of the intersection.

**Codes 01, 02** can only be used when you know that a crosswalk exists at the intersection.

**Code 03 (Intersection – On Roadway, Crosswalk not Available)** is used when a crosswalk does not exist at this intersection. (Remember, we begin with the assumption a crosswalk may exist at an intersection location.)

**Codes 04 (Intersection – On Roadway, Crosswalk Availability Unknown)** is used when you know that the person is at the intersection AND on the roadway but you are NOT sure whether or not a crosswalk is available for them to use.

**Code 05 (Intersection – Not on Roadway)** is used when you know the person is at the intersection and NOT on the roadway. For example, if the non-motorist is on the sidewalk, median, island, etc.

**Code 09 (Intersection – Unknown)** is used when all you know is the person is at the intersection. You don't know whether: there is a crosswalk, they were on the sidewalk, they were on the roadway or not, etc.

**Codes 10 - 19** are used when you know the person was NOT at an intersection.

Use **codes 10 & 11** when you know that a crosswalk exists at the non-intersection; for example, a mid-block crosswalk.

Use **code 12** when we have no information about a mid-block crosswalk. (This assumes that a crosswalk will most likely not exist in a mid-block area, unless otherwise noted.)

Use **code 13** when there is some information (possibly conflicting) that leads you to believe that there may be a mid-block crosswalk at this intersection.



**Use code 17 when the person is outside the trafficway boundaries. For example, a person struck inside a building or on a private driveway.**



**Use code 18 when the person is within the trafficway boundaries but NOT at an intersection and NOT on the roadway. For example, when the person is on the sidewalk, median, island, *roadside*, etc., this code should be used.**

Use **code 19** when all you know is that the person is NOT at an intersection. You don't know whether: there is a crosswalk, they were on the sidewalk, they were on the roadway or not, etc.

**Code 99 (Unknown)** is used when you don't even know whether the person was at an intersection or not.

**Consistency Checks:**



	<b>IF</b>	<b>THEN</b>
(1P0F) 1.	PERSON TYPE equals 05-08, 19,	NON-OCCUPANT LOCATION must not equal 00.
(4M0F) 2.	PERSON TYPE equals 01-03, 09,	NON-OCCUPANT LOCATION must not equal 01-19, 99.

**Special Processing Rules:**

	<b>IF</b>	<b>THEN</b>
(1P1F) 1.	PERSON TYPE equals 03,	NON-OCCUPANT LOCATION must equal 00.
(440F) 2.	FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 01,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 01-04, 09-14, 19, 99.
(450F) 3.	FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 07,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 14.
(460F) 4.	FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 02,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 05, 15.
(470F) 5.	FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 03, 08, 10,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 05, 15, 18, 99.
(480F) 6.	FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 04, 06,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 05, 09, 16, 18-19, 99.
(490F) 7.	FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 05,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 17.

	<b>IF</b>	<b>THEN</b>
(530F)	8. FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 99,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 09, 19, 99.
(531F)	9. FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 11,	there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 11-13.
(U150)	10. UNLIKELY: NON-OCCUPANT LOCATION equals 14, 16.	

<b>POLICE-REPORTED ALCOHOL INVOLVEMENT</b>
--

**Format: 1 numeric**

**Element Values:**

- |       |                           |
|-------|---------------------------|
| Blank |                           |
| 0     | No (Alcohol Not Involved) |
| 1     | Yes (Alcohol Involved)    |
| 8     | Not Reported              |
| 9     | Unknown (Police Reported) |

**Remarks:**

Only use the police accident report to code these elements. This element will be coded independently from P18-ALCOHOL TEST TYPE/RESULTS.

**Important Guidelines:**

- Indicates only the police officer's judgment as to whether alcohol was involved or not in the accident. Do not change the coding of this element because a positive alcohol test is obtained from the coroner, medical examiner or state toxicology lab.
- A positive or negative BAC test submitted from the toxicology lab or coroner directly to the FARS analyst is not evidence of the officer's judgment.
- The police accident report "PAR" including a supplemental report or direct contact with the investigating officer are the only valid sources.
- Police officers may leave key data fields on the PAR blank or record "unknown" for alcohol involvement. Use code "8 – Not Reported" if the police officer makes no mention of alcohol involvement in either narrative or data fields.
- Use code "9 – Unknown (Police Reported)" if the police officer indicates in either narrative or data fields that alcohol involvement is "unknown."

**Code 1 (Yes [Alcohol Involved])** is used only if the police accident report explicitly states or implies that alcohol was present.

If the police officer indicates that a pre-arrest breath test was given and a "positive" indication was received, code P16 as "1." Anytime an officer's judgment contradicts a pre-arrest test, the officer's judgment will be the determining factor.

**Code 0 (No [Alcohol Not Involved]) vs. Code 8 (Not Reported):**

The officer may give sufficient information in the police report fields (such as contributing circumstances, driver/pedestrian condition, alcohol presence or use, alcohol test, etc.) or narrative to indicate that he believes alcohol is not involved without

specifically mentioning “no” alcohol. In such cases, use code “0 – No (Alcohol Not Involved).”

Use code “8 – Not Reported” if the police officer makes no mention of alcohol involvement in either narrative or data fields.

If there is any question that the officer’s position on alcohol involvement is “no alcohol” because he is silent on the issue, then it is best to use code “8 – Not Reported.”

**Code 8 (Not Reported):** There are instances when the police do not indicate in the PAR whether alcohol was involved or not, but they do mention that a test was given or ordered. Use code “8” for these instances.

**FOR EXAMPLE:** The police may only say that an evidential test was ordered for a driver without indicating that they suspected alcohol or what the result was. The use of passive alcohol sensors (PAS) may also be mentioned as used by the police, without mention of the result.

**Code 9 (Unknown [Police Reported])** is used only if the police officer states that he does not know whether alcohol was involved for this person.

When Police-Reported Alcohol Involvement (P16) is coded “8 – Not Reported” or “9 – Unknown (Police Reported),” Method of Alcohol Determination (P17) codes “1-8” are allowed. However, this should only happen when the method is stated by the police, but the involvement is not mentioned at all or stated as unknown.

---

**Consistency Checks:**

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	<b>IF</b>	<b>THEN</b>
(8S0P) 1.	METHOD OF ALCOHOL DETERMINATION equals 9,	POLICE-REPORTED ALCOHOL INVOLVEMENT must equal 0-1, 8-9.
(D090) 2.	VIOLATIONS CHARGED equals 11-19, and PERSON TYPE equals 01, 03,	POLICE-REPORTED ALCOHOL INVOLVEMENT should equal 1, or POLICE-REPORTED OTHER DRUG INVOLVEMENT should equal 1.
(P070) 3.	POLICE-REPORTED ALCOHOL INVOLVEMENT equals 1, and PERSON TYPE equals 01, 03-19,	ALCOHOL TEST RESULT should not equal 95-96.

	<b>IF</b>	<b>THEN</b>
(P072)	4. PERSON TYPE equals 02-03, and INJURY SEVERITY equals 0, and ALCOHOL TEST RESULT equals 96,	POLICE-REPORTED ALCOHOL INVOLVEMENT should equal 0, 8.
(P110)	5. METHOD OF ALCOHOL DETERMINATION equals 1-5, 8,	POLICE-REPORTED ALCOHOL INVOLVEMENT should equal 0-1.
(P200)	6. POLICE-REPORTED ALCOHOL INVOLVEMENT equals 8-9,	METHOD OF ALCOHOL DETERMINATION should equal 9.
(P300)	7. POLICE-REPORTED ALCOHOL INVOLVEMENT equals 1, and INJURY SEVERITY equals 4,	ALCOHOL TEST RESULTS should not equal 95-96.



**METHOD OF ALCOHOL DETERMINATION**

**(BY POLICE)**

**Format: 1 numeric**

**Element Values:**

- Blank
- 1 Evidential Test (breath, blood, urine)
- 2 Preliminary Breath Test (PBT)
- 3 Behavioral
- 4 Passive Alcohol Sensor (PAS)
- 5 Observed
- 8 Other (e.g., Saliva test)
- 9 Not Reported

**Remarks:**

This variable is coded for each person involved in the accident. The Police Accident Report (PAR) and supplements are the source of information.

The purpose of this variable is to record the method by which the police made the determination as to whether alcohol was involved or not.

It is used primarily when the Police-Reported Alcohol Involvement variable (P16) is coded as “0 – No (Alcohol Not Involved)” or “1 – Yes (Alcohol Involved).”

Whenever P16 is coded “0 – No (Alcohol Not Involved),” try to find out how the police knew this. When P16 is coded “1-Yes (Alcohol Involved),” try to determine how the police knew this.

If P16 is coded as “8 – Not Reported” or “9 – Unknown (Police Reported),” then P17 is coded as “9 – Not Reported.” If more than one method is used by the police to determine alcohol involvement choose the method the police refer to when they record their assessment. If more than one method is used and they do not state which method was the basis for their alcohol determination, code the highest-ranking method used from the hierarchy (the highest ranking is “1”; the lowest is “5”).

### **Code 1 (Evidential Test [breath, blood, urine])**

---

This is coded if P16 is coded “0” or “1” and the police indicate that they ordered an evidential test and their determination of alcohol involvement was based on the results of that test.

An evidential test can be a breath test on a state-approved breath test device, a blood test, or a urine test. No other tests are considered evidential.

The key in coding evidential test as the basis for the police alcohol assessment is the ordering of the test by the police. A routine test performed by a coroner or medical examiner that was not ordered by the police is not considered as evidential for the purposes of the variable.

### **Code 2 (Preliminary Breath Test [PBT])**

---

This is coded if P16 is “0” or “1” and the police indicate that alcohol involvement was based upon the results of a preliminary breath test, or PBT. Preliminary breath testing devices are not yet considered evidential tests, but merely as tools for the police to help them determine whether alcohol is present or not. Many PBTs only indicate whether alcohol is present in the breath by pass (green) or fail (red) lights. Other PBTs indicate the approximate BAC in numbers. Some PBTs are of evidential quality in some States. But if the device was used only as a preliminary test and not the evidential test, then this value should be coded.

The key to coding this is the definite indication **by the police** that a PBT **was used** and was the basis (or the clinching evidence) that a driver had been drinking or not.

### **Code 3 (Behavioral)**

---

This is coded if P16 is “0” or “1” and the police indicate that the basis for that alcohol assessment was the behavior by the driver during a field sobriety test.

Examples of field sobriety tests include the gaze nystagmus test, walking in a straight line, one leg stand, etc.

**Do not confuse “3 – Behavioral” with “5 – Observed.”**

---

**Code 4 (Passive Alcohol Sensor [PAS])**


---

This is coded if P16 is “0” or “1” and the police indicate that alcohol involvement was based upon the results of a passive alcohol sensor, or “sniffer.”

The PAS devices available and in use by police are devices that look like flashlights and when held within 6 inches of the driver’s mouth will detect alcohol in the breath while the driver is talking. The PAS is not considered an evidential test nor a PBT. It is not really a test, but a detector or an extension of the police officer’s senses. The PAS devices are usually PASS/FAIL indicators with a red light indicating alcohol on the breath.

The key to coding this attribute is the indication by the police that a PAS was used and was the basis for coding “0 – No” or “1 –Yes” for Police-Reported Alcohol Involvement.

---

**Code 5 (Observed)**


---

This is coded if P16 – Police-Reported Alcohol Involvement is “0” or “1” and the police indicate that the basis for their alcohol assessment was some observation of the driver. Do Not Confuse “5 – Observed” with “3 – Behavioral.” Examples of observations would be:

- smelling alcohol on the driver’s breath
- staggering, slurring of speech
- the driver admitting he had been drinking
- other observations described by the police that would not be considered field sobriety tests

Be careful not to simply assume that this is the appropriate code when some other method may have been used (e.g. breath test, PBT, PAS).

---

**Code 8 (Other [e.g., Saliva test])**


---

This is coded if P16 is “0” or “1” and the police indicate that the basis for alcohol determination was something other than the codes “1, 2, 3, 4 and 5” described above.

Examples of “8 – Other” methods include:

- results of a saliva test
- results of other tissue tests

The key to coding this element is the description by the police of some other method of alcohol determination that does not fall into codes “1-5.”

**See the paragraph below on Witness Statements.**

**Code 9 (Not Reported)**

---

This is coded if P16 is “8” or “9.” It is also coded if P16 is “0” or “1” and there is no indication in the police report or any documents as to how the police made the alcohol assessment.

See the paragraph below on Witness Statements.

---

**Witness Statements:**

---

Witness Statements may or may not be used by the police to make a determination of alcohol involvement. If the police did use witness statements alone to make a determination of alcohol involvement, use code “8 – Other.”

If the police mention, but did not use witness statements and there is no other indication of how a determination was made, use code “9 – Not Reported.”

There are instances when the police do not indicate in the PAR whether alcohol was involved or not, but they do mention that a test was given or ordered.

**FOR EXAMPLE:** The police may only say that an evidential test was ordered for a driver without indicating that they suspected alcohol or what the result was. The use of passive alcohol sensors (PAS) may also be mentioned as used by the police, without mention of the result.

**Codes 1 - 8** may be used for Method Of Alcohol Determination (P17) when Police-Reported Alcohol Involvement (P16) is coded as “8 – Not Reported” or “9 – Unknown (Police Reported),” if this fits the case.

This should only happen when the method is stated by the police, but the involvement is not mentioned at all or stated as unknown.

---

**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(8S0P)	1. METHOD OF ALCOHOL DETERMINATION equals 9,	POLICE-REPORTED ALCOHOL INVOLVEMENT must equal 0-1, 8-9.
(P110)	2. METHOD OF ALCOHOL DETERMINATION equals 1-5, 8,	POLICE-REPORTED ALCOHOL INVOLVEMENT should equal 0-1.
(P200)	3. POLICE-REPORTED ALCOHOL INVOLVEMENT equals 8-9,	METHOD OF ALCOHOL DETERMINATION should equal 9.

## ALCOHOL TEST TYPE/RESULT

**Format: 2 sets, 2 numeric**

---

**Element Values:**

---

Blanks

**Alcohol Test Type**

---

00	Not Tested for Alcohol
01	Whole Blood
02	Breathalyzer "BAC"
10	Preliminary Breath Test (PBT)
03	Urine
04	Vitreous
05	Blood Plasma/Serum
06	Blood Clot
07	Liver
08	Other Test Type
99	Unknown/Not Reported

**Alcohol Test Result**

---

00-93	Actual Value
94	.94 or Greater
95	Test Refused
96	None Given
97	AC Test Performed, Results Unknown
98	<b><i>Positive Reading With No Actual Value</i></b>
99	Unknown If Tested




---

**Remarks:**

---

Do not convert the test results for urine, vitreous or other test types. Code the type of test and the results obtained without conversion.

As a general coding guideline, do not prematurely code Alcohol Test Result "97 – AC Test Performed, Results Unknown." It is recommended that you leave the information blank for drivers and non-motorists until the test results are received from the state lab, coroner or police. You need to be reasonably certain that you will never receive the test results to use code "97" at the time of the initial coding and case entry. ***Examples of this situation would be if the test results are returned indicating a "Contaminated Sample" or "Insufficient Sample."***





*Note: Beginning in 2006 code “98 – Positive Reading With No Actual Value” should be used for any test type where the final result is returned as “positive” with no actual result to record. This can occur when only a screening test is used. Before recording this value make sure that this is the final result and no actual value was available from a follow-up confirmatory test. Prior to 2006, this code read “PBT Positive Reading With No Actual Value” and was used strictly for recording test results for Preliminary Breath Test Devices.*

### **State Law vs. Practice:**

You may be aware that your state laws require testing of certain classes of accident victims. However, you may also know that the practice in your state is that the law is not observed.

In such cases, you are not bound only by what the law says. You may consider state practices in your coding decisions.

#### **Example 1:**

Your state law may require all fatalities to be tested for BAC, but you know that this does not happen in your state.

- In such a case, you cannot rely on the law for your coding decisions. Therefore, you should use code “99 – Unknown If Tested” rather than “97 – AC Test Performed, Results Unknown,” or “96 - None Given.”

#### **Example 2:**

Your state’s practice is that “live” passengers are never tested for alcohol and there is no mention of a test ordered by the police in the PAR.

- Code Alcohol Test Type as “00 – Not Tested for Alcohol” and Alcohol Test Result as “96 – None Given.” However, if you happen to obtain an alcohol test result later, you may go ahead and enter the appropriate test type and results.

### **General Coding Guidelines:**

Note that there are test types for Whole Blood (“01”), Blood Plasma or Serum (“05”) and Blood Clot (“06”). If the Coroner, Medical Examiner or State Lab reports that the test was a “blood” test, this most likely refers to Whole Blood, but you should try to verify this. If the test was performed on whole blood, or if you know the results are already converted to a BLOOD ALCOHOL CONCENTRATION (BAC), then code TEST TYPE as “01 – Whole Blood” and code the actual value BAC in TEST RESULT (i.e., If the BAC result is 0.00%, then enter “00” as the code). If the report does not state the actual BAC, but does state that it is less than 0.01%, then code ALCOHOL TEST RESULT as “00.”

ALCOHOL TEST RESULT of “01” is a low probability and will raise an error flag.

Any BAC test result reported to you in 3 decimal places should be truncated, but not rounded. For example, a reported “.099” becomes “.09.” The reason for truncating is that the accuracy of most testing devices is only reliable to two decimal places, so the third decimal place is meaningless.

For fatalities, no time constraints are placed on when the alcohol test is taken. For non-fatalities, you should consider whether the test was done within a reasonable time after the accident, although no time constraints are placed on when the alcohol test is taken.

### **Computed Estimates of BACs**

An expert may calculate an estimate of what the BAC would have been at the time of the crash (i.e., toxicologist uses the lapse time from crash and the victim’s weight to calculate the BAC). You may accept these results if the following are all true:

- Results were reported by someone with the authority in your state to make this determination; and
- the result is considered official in your state; and
- you can support the result with official documentation or it is reported on the PAR (may vary from state-to-state).

**If BAC is not known, but you have the % alcohol from a different sample**, then code TEST TYPE for the type of sample taken and code TEST RESULT as the actual % alcohol from that sample.

#### **For example, if BAC is not known, but:**

- a. If % alcohol from a urine sample is known, then code TEST TYPE as “03” and code the actual % alcohol from the urine sample in TEST RESULT.
- b. If % alcohol from a vitreous test is known, then code TEST TYPE as “04” and code the actual % alcohol from vitreous in TEST RESULT.

### **Breath Tests:**

Code TEST TYPE as “02” if you have a result from an evidential breath test (a breath test performed on a State-approved breath test device). Usually, results from a Preliminary Breath Test (PBT) device are not considered evidential. Some PBTs are of evidential quality in some States; but if the device was used only as a preliminary test and not an evidential test, then do not use code “02.”

Usually, if more than one type of test is performed on the same person, a Whole Blood Test, a Blood Plasma or Blood Serum Test is preferred over other tests. There is an exception if you have information that casts clear doubt on the validity or reliability of the Blood Test. This might include information that:

- the test was spoiled;
- the sample was contaminated;
- the test was performed on a live victim unreasonably long after the accident; or
- the lab, coroner, or medical examiner expresses doubt in their result from a blood test.

**Code 10 (Preliminary Breath Test [PBT]):** Use code “10” when you have a PBT result and no other test is available. Update Test Type and Result if a PBT is followed by an evidential test, other than a PBT. A breath, blood, urine, vitreous or other evidential test will take precedence over a PBT result.

- Example 1:
  - You only receive a PBT with an actual value
  - Code Test Type “10 – PBT” and Test Result “the actual value received.”
- Example 2:
  - You only receive a PBT with a “negative” result returned
  - Code Test Type “10 – PBT” and Test Result “00”
- Example 3:
  - You only receive a PBT with “positive” result, but no actual value
  - Code Test Type “10 – PBT” and Test Result new code “98 – Positive Reading with no Actual Value.”
- Example 4:
  - You receive a PBT with an actual value of .10% and a blood test from the lab of .08%
  - Code Test Type “01 – Whole Blood” and Test Result .08
- Example 5:
  - You receive a PBT with an actual value of .10% and a breathalyzer test both from the police of .08%
  - Code Test Type “02 – Breathalyzer (BAC)” and Test Result .08

**Alcohol Test Result Code “97”** refers to alcohol content tests that were performed but the results are unknown.

If you have an alcohol test result, but you don’t know the type of test, then code ALCOHOL TEST TYPE as “99” and code the result in ALCOHOL TEST RESULT. If you don’t know whether this person was tested for alcohol, then code ALCOHOL TEST TYPE as “99” and code ALCOHOL TEST RESULT as “99.”

If no test was performed on this person, or if this person refused to take a test for alcohol, then code ALCOHOL TEST TYPE as “00.” Code ALCOHOL TEST RESULT as “96” or “95,” accordingly.

Alcohol Test Result Code “98” - Some PBTs only indicate whether alcohol is present in the breath by positive (green) or negative (red) lights. Other PBTs indicate the approximate BAC in numbers. Code “98” should be used when a PBT result only indicates “positive” for alcohol, with no actual BAC value. A negative PBT result should be coded as “00.” (See examples 2 and 3 above.)



**CODING HIERARCHY:** When more than one alcohol test exists, use the following hierarchy: Whole Blood, Blood Plasma/Serum, Breath “BAC,” Vitreous, Urine, Blood Clot, Liver, Preliminary Breath Test, Other Test Type.

---

**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(5T0P) 1.	ALCOHOL TEST RESULT equals 00-94, 97-98,	ALCOHOL TEST TYPE must equal 01-08, 10, 99.
(5T1P) 2.	ALCOHOL TEST RESULT equals 96,	ALCOHOL TEST TYPE must equal 00.
(5T2P) 3.	ALCOHOL TEST TYPE equals 01-08, 10,	ALCOHOL TEST RESULT must equal 00-94, 97-98.
(5T3P) 4.	ALCOHOL TEST TYPE equals 00,	ALCOHOL TEST RESULT must equal 95-96.
(5T4P) 5.	ALCOHOL TEST RESULT equals 95,	ALCOHOL TEST TYPE must equal 00.
(5T5P) 6.	ALCOHOL TEST RESULT equals 99,	ALCOHOL TEST TYPE must equal 99.
(5T6P) 7.	ALCOHOL TEST TYPE equals 99,	ALCOHOL TEST RESULTS must equal 00-94, 97-99.
(P070) 9.	POLICE-REPORTED ALCOHOL INVOLVEMENT equals 1, and PERSON TYPE equals 01, 03-19,	ALCOHOL TEST RESULTS should not equal 95-96.
(P071) 10.	PERSON TYPE equals 02-03, and INJURY SEVERITY does not equal 4,	ALCOHOL TEST TYPE should not equal 99, and ALCOHOL TEST RESULT should not equal 99.
(P072) 11.	PERSON TYPE equals 02-03, and INJURY SEVERITY equals 0, and ALCOHOL TEST RESULT equals 96,	POLICE-REPORTED ALCOHOL INVOLVEMENT should equal 0, 8.

	<b>IF</b>	<b>THEN</b>
(P080)	12. ALCOHOL TEST RESULTS should not equal 41-94.	
(P300)	13. POLICE-REPORTED ALCOHOL INVOLVEMENT equals 1, and INJURY SEVERITY equals 4,	ALCOHOL TEST RESULTS should not equal 95-96.
(P410)	14. ALCOHOL TEST RESULT equals 00-94, 97-98,	ALCOHOL TEST TYPE should equal 01-08, 10, 99.

# POLICE-REPORTED OTHER DRUG INVOLVEMENT

**Format: 1 numeric**

**Element Values:**

- |       |                                      |
|-------|--------------------------------------|
| Blank |                                      |
| 0     | No (other drugs not involved)        |
| 1     | Yes (other drugs involved)           |
| 8     | Not Reported                         |
| 9     | Unknown (Police reported as unknown) |

**Remarks:**

<p>This element excludes nicotine, aspirin, alcohol and drugs known to be administered post-crash. Follows the same general guidelines as Police-Reported Alcohol Involvement.</p>	
--	--

**Consistency Checks:**

	IF	THEN
(BQ0P) 1.	METHOD OF OTHER DRUG DETERMINATION BY POLICE equals 8,	POLICE-REPORTED OTHER DRUG INVOLVEMENT must equal 0-1, 8-9.
(BR0P) 2.	METHOD OF OTHER DRUG DETERMINATION BY POLICE equals 1-7,	POLICE-REPORTED OTHER DRUG INVOLVEMENT must equal 0-1, 8.
(D090) 3.	VIOLATIONS CHARGED equals 11-19, and PERSON TYPE equals 01, 03,	POLICE-REPORTED ALCOHOL INVOLVEMENT should equal 1, or POLICE-REPORTED OTHER DRUG INVOLVEMENT should equal 1.
(P140) 4.	POLICE-REPORTED OTHER DRUG INVOLVEMENT equals 8-9,	METHOD OF OTHER DRUG DETERMINATION BY POLICE should equal 8.
(P150) 5.	POLICE-REPORTED OTHER DRUG INVOLVEMENT equals 1,	DRUG TEST RESULTS should not equal 000.

	<b>IF</b>	<b>THEN</b>
(P160) 6.	POLICE-REPORTED OTHER DRUG INVOLVEMENT equals 1, and METHOD OF OTHER DRUG DETERMINATION BY POLICE equals 2,	not all DRUG TEST RESULTS should equal 001.
(P170) 7.	METHOD OF OTHER DRUG DETERMINATION BY POLICE equals 1-7,	POLICE-REPORTED OTHER DRUG INVOLVEMENT should equal 0-1.

<b>METHOD OF OTHER DRUG DETERMINATION</b>
---

**(BY POLICE)**

**Format: 1 numeric**

---

**Element Values:**

---

- |       |   |
|-------|---|
| Blank |   |
| 1     | Evidential Test (Blood, Urine)                  |
| 2     | Drug Recognition Technician (DRT) determination |
| 3     | Behavioral                                      |
| 7     | Other   |
| 8     | Not Reported                                    |

**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(BQ0P) 1.	METHOD OF OTHER DRUG DETERMINATION BY POLICE equals 8,	POLICE-REPORTED OTHER DRUG INVOLVEMENT must equal 0-1, 8-9.
(BR0P) 2.	METHOD OF OTHER DRUG DETERMINATION BY POLICE equals 1-7,	POLICE-REPORTED OTHER DRUG INVOLVEMENT must equal 0-1, 8.
(P140) 3.	POLICE-REPORTED OTHER DRUG INVOLVEMENT equals 8-9,	METHOD OF OTHER DRUG DETERMINATION BY POLICE should equal 8.
(P160) 4.	POLICE-REPORTED OTHER DRUG INVOLVEMENT equals 1, and METHOD OF OTHER DRUG DETERMINATION BY POLICE equals 2,	not all DRUG TEST RESULTS should equal 001.
(P170) 5.	METHOD OF OTHER DRUG DETERMINATION BY POLICE equals 1-7,	POLICE-REPORTED OTHER DRUG INVOLVEMENT should equal 0-1.

<b>DRUG TEST TYPE</b>
-----------------------

**Format: 1 numeric, occurring three times**

**Element Values:**

- |       |                             |
|-------|-----------------------------|
| Blank |                             |
| 0     | Not Tested For Drugs        |
| 1     | Blood Test                  |
| 2     | Urine Test                  |
| 3     | Both: Blood and Urine Tests |
| 7     | Unknown Test Type           |
| 8     | Other Type Test             |
| 9     | Unknown if tested for Drugs |

**Remarks:**

Drug Test Type refers to the type of test performed at a laboratory to obtain drug information (i.e., A Toxicology Report).

**Code 3 (Both: Blood and Urine Tests)** is used when both tests appear on a toxicology report (see example for more guidance).

**Code 7 (Unknown Test Type).** This code is used when it cannot be determined which test was given.

**Code 8 (Other Type Test)** is used when it is neither blood nor urine (ex., tissue).

See the following table - “Guidelines for Interpreting Drug Tests.”

**Consistency Checks:**

	IF	THEN
(BS0P) 1.	any DRUG TEST TYPE equals 1-3, 7-8,	the corresponding DRUG TEST RESULTS must not equal 000, 999.
(BT0P) 2.	any DRUG TEST RESULTS equals 001, 100-239, 295, 300-387, 395, 400-434, 495, 500-533, 595, 600-606, 695, 700-708, 795, 800-826, 895, 900-944, 995, 998,	the corresponding DRUG TEST TYPE must not equal 0, 9.

	<b>IF</b>	<b>THEN</b>
(BU0P)	3. any DRUG TEST RESULTS equals 999,	the corresponding DRUG TEST TYPE must equal 9.
(BV0P)	4. any DRUG TEST TYPE equals 9,	the corresponding DRUG TEST RESULTS must equal 999.
(BW0P)	5. any DRUG TEST TYPE equals 0,	the corresponding and subsequent DRUG TEST RESULTS must equal 000.
(BX0P)	6. any DRUG TEST RESULTS equals 000,	the corresponding and subsequent DRUG TEST TYPE must equal 0.

## GUIDELINES FOR INTERPRETING DRUG TESTS

<b><u>IF YOU HAVE:</u></b>	<b><u>GUIDELINES:</u></b>					
A. Both Blood and Urine tests and the results are the same for both. Example: Blood – Fentanyl Urine – Fentanyl	Type 3	Result 151	Type 0	Result 000	Type 0	Result 000
B. Both Blood and Urine tests and the results are different for both. Example: Blood – Hexobarbital Urine – Cocaine	Type 1	Result 333	Type 2	Result 407	Type 0	Result 000
C. Both Blood and Urine tests and the results are given but not linked to either tests. Example: Results – Codeine and Ibogaine	Type 7	Result 128	Type 7	Result 509	Type 0	Result 000
D. Blood or Urine tests and other tests, such as vitreous. Example: Blood – Diazepam Vitreous – Cocaine	Type 1	Result 321	Type 8	Result 407	Type 0	Result 000
E. Urine test only and the results. Example: Urine – Benzodiazepines	Type 2	Result 304	Type 0	Result 000	Type 0	Result 000
F. Vitreous and other tests only. Example: Vitreous – Amphetamine and Verapamil	Type 8	Result 401	Type 8	Result 996	Type 0	Result 000
G. Not tested for drugs.	Type 0	Result 000	Type 0	Result 000	Type 0	Result 000
H. Unknown if tested for drugs.	Type 9	Result 999	Type 0	Result 000	Type 0	Result 000
I. Tested for Drugs, Results Unknown. Example: Blood test – Yes Results – Unavailable	Type 1	Result 997	Type 0	Result 000	Type 0	Result 000
J. Tested for Drugs, Drugs Found, Type of Drug Unknown. Example: Urine test – Yes Drugs found – Yes Drug listed – Blank	Type 2	Result 998	Type 0	Result 000	Type 0	Result 000



# DRUG TEST RESULTS

**Format: 3 numeric, occurring three times**

	Type	Results	Type	Results	Type	Results
	<input type="checkbox"/>	<input style="width: 30px; height: 20px; border: 1px solid black;" type="text"/>	<input type="checkbox"/>	<input style="width: 30px; height: 20px; border: 1px solid black;" type="text"/>	<input type="checkbox"/>	<input style="width: 30px; height: 20px; border: 1px solid black;" type="text"/>

**Element Values:**

Blanks	
000	Not Tested For Drugs
001	No Drugs Reported
100-295	Narcotic Drug*
300-395	Depressant Drug*
400-495	Stimulant Drug*
500-595	Hallucinogen Drug*
600-695	Cannabinoid Drug*
700-795	Phencyclidine (PCP)*
800-895	Anabolic Steroid
900-995	Inhalant Drug*
996	Other Drug
997	Tested For Drugs, Results Unknown
998	Tested For Drugs, Drugs Found, Type Unknown
999	Unknown If Tested for Drugs

**\*See Specific Drug Listings**

**Remarks:**

This element excludes only Nicotine, Aspirin, Alcohol, and (all) drugs, administered after the crash for life-saving purposes by the EMS or hospital.

Use the translation table to assign the three-digit code. If the drug is not on the list, use code "996" Other Drug, except for drug confirmed as "post crash" administered. Caffeine and mild analgesics are coded "996."

Code up to three individual drugs (and their respective test types). When four or more drugs are present, use the categories as a hierarchy (ex. narcotics (100-295) over depressants (300-395) over stimulants (400-495), etc.)



**\*Note – If the term "Ecstasy" is used to indicate drug test results, this is code "513 – MDMA (methylenedioxymethamphetamine)." "Ecstasy" is the slang term for the drug MDMA.**

## GUIDELINES FOR INTERPRETING DRUG TESTS

**IF YOU HAVE:**

**GUIDELINES:**

A.	Both Blood and Urine tests and the results are the same for both. Example: Blood – Fentanyl Urine – Fentanyl	Type 3	Results 151	Type 0	Results 000	Type 0	Results 000
B.	Both Blood and Urine tests and the results are different for both. Example: Blood – Hexobarbital Urine – Cocaine	Type 1	Results 333	Type 2	Results 407	Type 0	Results 000
C.	Both Blood and Urine tests and the results are given but not linked to either tests. Example: Results – Codeine and Ibogaine	Type 7	Results 128	Type 7	Results 509	Type 0	Results 000
D.	Blood or Urine tests and other tests, such as vitreous. Example: Blood – Diazepam Vitreous – Cocaine	Type 1	Results 321	Type 8	Results 407	Type 0	Results 000
E.	Urine test only and the results. Example: Urine – Benzodiazepines	Type 2	Results 304	Type 0	Results 000	Type 0	Results 000
F.	Vitreous and other tests only. Example: Vitreous – Amphetamine and Verapamil	Type 8	Results 401	Type 8	Results 996	Type 0	Results 000
G.	Not tested for drugs.	Type 0	Results 000	Type 0	Results 000	Type 0	Results 000
H.	Unknown if tested for drugs.	Type 9	Results 999	Type 0	Results 000	Type 0	Results 000
I.	Tested for Drugs, Results Unknown. Example: Blood test – Yes Results – Unavailable	Type 1	Results 997	Type 0	Results 000	Type 0	Results 000
J.	Tested for Drugs, Drugs Found, Type of Drug Unknown. Example: Urine test – Yes Drugs found – Yes Drug listed – Blank	Type 2	Results 998	Type 0	Results 000	Type 0	Results 000

Use the Guidelines for Coding the Drug Elements on previous page to provide examples of coding.

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(BS0P)	1. any DRUG TEST TYPE equals 1-3, 7-8,	the corresponding DRUG TEST RESULTS must not equal 000, 999.
(BT0P)	2. any DRUG TEST RESULTS equals 001, 100-239, 295, 300-387, 395, 400-434, 495, 500-533, 595, 600-606, 695, 700-708, 795, 800-826, 895, 900-944, 995, 998,	the corresponding DRUG TEST TYPE must not equal 0, 9.
(BU0P)	3. any DRUG TEST RESULTS equals 999,	the corresponding DRUG TEST TYPE must equal 9.
(BV0P)	4. any DRUG TEST TYPE equals 9,	the corresponding DRUG TEST RESULTS must equal 999.
(BW0P)	5. any DRUG TEST TYPE equals 0,	the corresponding and subsequent DRUG TEST RESULTS must equal 000.
(BX0P)	6. any DRUG TEST RESULTS equals 000,	the corresponding and subsequent DRUG TEST TYPE must equal 0.
(P150)	7. POLICE-REPORTED OTHER DRUG INVOLVEMENT equals 1,	DRUG TEST RESULTS should not equal 000.
(P160)	8. POLICE-REPORTED OTHER DRUG INVOLVEMENT equals 1, and METHOD OF OTHER DRUG DETERMINATION BY POLICE equals 2,	not all DRUG TEST RESULTS should equal 001.

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 Alphabetical Drug Index
 

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Acetaminophen + Codeine	100	Betaprodine	122
Acetorphine	101	Bezitramide	123
Acetyl-alpha-methylfentanyl	102	Boldenone	800
Acetyldihydrocodeine	103	Bromo-dimethoxyamphetamine	524
Acetylmethadol	104	Bromo-dimethoxyphenethylamine	525
Aerosols (hydrocarbon)	940	Bromazepam	306
Alfentanil	105	Bufotenine	501
Allylprodine	106	Buprenorphine	124
Alphacetylmethadol	220	Butobarbital	307
Alpha-Ethyltryptamine	523	Butalbitol	308
Alpha-methylfentanyl	107	Butorphanol	218
Alpha-methylthiofentanyl	108	Butly Nitrite	923
Alphameprodine	109		
Alphamethadol	110	Camazepam	309
Alphaprodine	111	“Cannabinoid, Type Unknown”	695
Alprazolam	300	Carbamate	310
Aminorex	428	Carfentanil	125
Amobarbital	301	Carisoprodol	376
Amobarbital & non-controlled active ingred.	378	Cathine (Norpseudoephedrine)	404
Amphetamine	401	Cathinone	429
Amphetamine Sulfate	400	Chloral betaine	311
Amphetamine Variants	500	Chloralhydrate	312
Amyl Nitrite	921	Chlordiazepoxide	313
Anabolic Steroid, Type Unknown	895	Chlorhexadol	314
Anesthetic Gases	920	Chloroform	926
Anileridine	112	Chlorotestosterone	801
APC + Codeine	113	Chlorphentermine	405
Aprobarbital	379	Chlostebol	802
Aspirin + Codeine	114	Clobazam	315
		Clonazepam	316
Barbitol	302	Clonitazene	126
Barbiturates	303	Clorazepate	382
Barbituric Acid Derivative	380	Clorazepate Dipotassium	317
Benzethidine	115	Clortermine	406
Benzitramide	116	Clostebol	827
Benzodiazepines	304	Clotiazepam	318
Benzoylecgonine	402	Clozaplam	319
Benzphetamine	403	Coca Leaves	430
Benzylfentanyl	305	Cocaine	407
Benzylmorphine	117	Codeine	128
Beta-Hydroxy-3-methylfentanyl	221	Codeine & isoquinoline	222
Beta-hydroxyfentanyl	118	Codeine methylbromide	127
Betacetylmethadol	119	Codeine-N-oxide	223
Betameprodine	120	Cyprenorphine	129
Betamethadol	121		
		Dehydrochlormethyltestosterone	803

## Alphabetical Drug Index

Delorazepam	320	Ethylestrenol	806
Delta 9	600	Ethylmethylthiambutene	146
“Depressants, Type Unknown”	395	Ethylmorphine	147
Desomorphine	130	Etonitazene	148
Dexfenfluramine	383	Etorphine	149
Dextroamphetamine	408	Etoxerdine	150
Dextromoramide	131		
Dextropropoxyphene	224	Fencamfamin	411
Diacetylmorphine	132	Fenethylline	412
Diampromide	133	Fenfluramine	413
Diazepam	321	Fenproporex	414
Dichloralphenazone	431	Fentanyl	151
Diethylpropion	409	Fiorinal + Codeine	152
Diethylthiambutene	134	Fiorinol	326
Diethyltryptamine (DET)	503	Fludiazepam	327
Difenenoxin	225	Flunitrazepam	328
Difenoxin	135	Fluoxymesterone	807
Dihydrocodeine	136	Flurazepam	384
Dihydromorphine	137	Flurazepam Hydrochloride	329
Dihydrotestosterone	804	Formebolone (Formebolone)	808
Dihydroetorphine	226	Frying Pan Lubricants	944
Dimenoxadol	138	Furethidine	153
Dimepheptanol	139		
Dimethoxyamphetamine(DOM)	504	Gamma Hydroxybutyric (GHB)	377
Dimethylamphetamine	532	Glass Chillers	943
Dimethylthiambutene	140	Glutethimide	330
Dimethyltryptamine (DMT)	505		
Dioxaphetyl Butyrate	141	Hair spray	941
Diphenoxylate	142	Halazepam	331
Dipipanone	143	“Hallucinogens, Type Unknown”	595
Diprenorphine	227	Haloxazolam	332
Diprenorphine Hydrochloride	145	Hashish	602
DMA	506	Hashish Oil	601
Dronabinol	507	Heroin	154
Drostanolone	805	Hexobarbital	333
Drotebanol	144	Hydrocodone	155
		Hydromorphanol	156
Ecgonine	410	Hydromorphone	157
Estazolam	322	Hydroxypethidine	158
Ethchlorvynol	323	Hydroxzine	334
Ether	925	Ibogaine	509
Ethinamate	324	“Inhalants, Type Unknown”	995
Ethyl Ioflazepate	325	Insecticides	942
Ethyl-phenylcyclohexylamine	533	Isomethadone	159
Ethyl-pipirdylbenzilate	508		
Ethylamine	700	Ketamine	522

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 Alphabetical Drug Index
 

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Ketazolam	335	Methyl-dimethoxyamphetamine	530
Ketobemidone	160	Methylenedioxy-N-ethylamphetamine	531
Lacquer Thinners	904	Methylenedioxyamphetamine (MDA)	515
Levo-alphaacetylmethado	228	Methylenedioxymethamphetamine (MDMA)	513
Levomoramide	161	Methylfentanyl	170
Levophenacylmorphan	162	Methylphenidate	418
Levomethorphan	163	Methylphenylpropionoxypiperidine (MPPP)	171
Levorphanol	229	Methyltestosterone	815
Levorphanol Tartrate	164	Methylthiofentanyl	230
Loprazolam	336	Methyprylon	347
Lorazepam	337	Metopon	172
Lormetazepam	338	Mibolerone	816
LSD	510	Midazolam	348
Lysergic Acid	511	Modafinil	433
Lysergic Acid Amide	527	Moramide	173
Lysergic Acid Diethylamide	528	Morpheridine	174
Marijuana/Marihuana	603	Morphine	177
Marinol	604	Morphine methylbromide	176
Mazindol	415	Morphine methylsulfonate	175
Mebutamate	339	Morphine-N-oxide	231
Mecloqualone	340	Myrophine	178
Medazepam	341	Nabilone	516
Mefenorex	416	Nethylamphetamine	419
Meperidine (Pethidine)	165	Nalorphine	179
Mephobarbital(Methylphenobarbital)	342	Nandrolone	817
Meprobamate	343	“Narcotics, Type Unknown”	295
Mescaline	512	Nicocodeine	180
Mesterolone	809	Nicomorphine	181
Metazocine	166	Nimetazepam	349
Methadone	167	Nitrazepam	350
Methamphetamine	417	Nitrous Oxide	924
Methandienone	810	Noracymethadol	182
Methandranone	811	Nordiazepam	351
Methandriol	812	Norethandrolone	818
Methandrostenolone	813	Norlevorphanol	183
Methaqualone	344	Normethadone	184
Metharbital	345	Normorphine	185
Methcathinone	432	Norpipanone	186
Methenolone	814	Opium	187
Methohexital	346	Opium extract	232
Methoxyamphetamine (PMA)	514		
Methylaminorex	529		
Methyl-desorphine	168		
Methyldihydromorphine	169		

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 Alphabetical Drug Index
 

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Opium fluid extract	233	Piminodine	203
Opium Poppy	234	Pinazepam	359
Opium Tincture	235	Piperidinocyclohexane-carbonitrile (PCC)	705
“Other”	996	Pipradrol	424
Oxandrolone	819	Piritramide	204
Oxazepam	352	Plastic Cement (airplane glue)	901
Oxazolam	353	Poppy Straw	237
Oxmorphone	188	Poppy Straw Concentrate	238
Oxycodone	189	Prazepam	360
Oxymesterone	820	Proheptazine	205
Oxymetholone	821	Properidine	206
		Propiram	207
Paint and Paint Removers	902	Propoxyphene	208
Parafluorofentanyl	190	Propylhexedrine	425
Parahexyl (Synhexyl)	701	Psilocybin	519
Paraldehyde	354	Psilocyn	520
Paregoric	191	Pyrovalerone	426
Parepectolin	192	“Pyrrolidine (PCPy, PHP, TCPy)”	706
“PCP, Type Unknown”	795		
Pemoline	420	Quazepam	361
Pentazocine	193		
Pentobarbital	355	Racemethorphan	209
Pethidine (Meperidine)	194	Racemoramide	210
Petrichloral	356	Racemorphan	211
“Petroleum Products (gasoline, kerosene)”	903	Remifentanyl	239
Peyote	517		
Phenadoxone	195	Secobarbital	362
Phenampramide	196	Sibutramine	385
Phenanthrine	197	SPA	427
Phenazocine	198	Stanolone	822
Phencyclidine	702	Stanozolol	823
Phencyclidine Analogs	703	“Stimulants, Type Unknown”	495
Phenylethyl-phenyl- acetoxypiperidine	236	Sulfentanyl	212
Phencyclohexylamine	357	Sulfondiethylmethane	363
Phendimetrazine	421	Sulfonethylmethane	364
Phenmetrazine	422	Sulfonmethane	365
Phenobarbital	358		
Phenomorphane	199	Talbutal	366
Phenoperidine	200	Temazepam	367
Phentermine	423	Tested; Drugs Found; type	998
Phenylacetone (P2P)	518	Tested; Results unknown	997
Phenylacetyloxypiperidine (PEPAP)	201	Testolactone	824
Phenylcyclohexylamine	704	Testosterone	825
Pholcodine	202	Tetrahydrocannabinols	605
		Tetrazepam	368

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**Alphabetical Drug Index**

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THC	606	Trimeperidine	217
Thebacon	213	Trimethoxy amphetamine	521
Thebaine	214	Tybamate	374
Thenylfentanyl	369		
Thiamylal	370	Unknown If Tested For Drugs	999
Thienylcyclohexyl]piperidine	708		
Thiofentanyl	215	Vinbarbital	434
Thiopental(Pentothal)	371	Volatile Solvents (toluene)	900
Thiophen	707		
Tiletamine	372	Zaleplon	386
Tilidine	216	Zolazepam (Telazol)	375
Triazolam	373	Zolpidem	387
Trenbolone	826		



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 Drugs By Category Type
 

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## 100-295 NARCOTICS

100	Acetaminophen + Codeine	143	Dipipanone
101	Acetorphine	144	Diprenorphine Hydrochloride
102	Acetyl-alpha-methylfentanyl	145	Drotebanol
103	Acetyldihydrocodeine	146	Ethylmethylthiambutene
104	Acetylmethadol	147	Ethylmorphine
105	Alfentanil	148	Etonitazene
106	Allylprodine	149	Etorphine
107	Alpha-methylfentanyl	150	Etoxerdine
108	Alpha-methylthiofentanyl	151	Fentanyl
109	Alphameprodine	152	Fiorinal + Codeine
110	Alphamethadol	153	Furethidine
111	Alphaprodine	154	Heroin
112	Anileridine	155	Hydrocodone
113	APC + Codeine	156	Hydromorphenol
114	Asprin + Codeine	157	Hydromorphone
115	Benzethidine	158	Hydroxypethidine
116	Benzitramide	159	Isomethadone
117	Benzylmorphine	160	Ketobemidone
118	Beta-hydroxyfentanyl	161	Levomoramide
119	Betacetylmethadol	162	Levophenacymorphan
120	Betameprodine	163	Levormethorphan
121	Betamethadol	164	Levorphanol Tartrate
122	Betaprodine	165	Meperidine (Pethidine)
123	Bexitramide	166	Metazocine
124	Buprenorphine	167	Methadone
125	Carfentanil	168	Methyldesorphine
126	Clonitazene	169	Methyldihydromorphine
127	Codeine methylbromide	170	Methylfentanyl
128	Codeine	171	Methylphenylpropionoxypiperidine (MPPP )
129	Cyprenorphine	172	Metopon
130	Desomorphine	173	Moramide
131	Dextromoramide	174	Morpheridine
132	Diacetylmorphine	175	Morphine methylsulfonate
133	Diampromide	176	Morphine methylbromide
134	Diethylthiambutene	177	Morphine
135	Difenoxin	178	Myrophine
136	Dihydrocodeine	179	Nalorphine
137	Dihydromorphine	180	Nicocodeine
138	Dimenoxadol	181	Nicomorphine
139	Dimepheptanol	182	Noracymethadol
140	Dimethylthiambutene	183	Norlevorphanol
141	Dioxaphetyl Butyrate	184	Normethadone
142	Diphenoxylate	185	Normorphine
		186	Norpipanone





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 Drugs By Category Type
 

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431	Dichloralphenazone	600-695 CANNABINOID
432	Methcathinone	
433	Modafinil	600 Delta 9
434	Vinabarbital	601 Hashish Oil
495	“Stimulants, Type Unknown”	602 Hashish
		603 Marijuana
		604 Marinol
		605 Tetrahydrocannabinoid
		606 THC
		695 “Cannabinoid, Type Unknown”
500-595 HALLUCINOGENS		700-795 PCP
500	Amphetamine Variants	700 Ethylamine
501	Bufotenine	701 Parahexyl (Synhexyl)
503	Diethyltryptamine (DET)	702 Phencyclidine
504	Dimethoxyamphetamine(DOM)	703 Phencyclidine Analogs
505	Dimethyltryptamine (DMT)	704 Phenylcyclohexylamine
506	DMA	705 Piperidinocyclohexane-carbonitrile (PCC)
507	Dronabinol	706 “Pyrrolidine (PCPy,PHP,TCPy) ”
508	Ethyl-pipirdylbenzilate	707 Thiophene
509	Ibogaine	708 Thienylcyclohexyl/piperidine
510	LSD	795 “PCP, Type Unknown”
511	Lysergic Acid	
512	Mescaline	
513	Methylenedioxyamphetamine (MDMA)	
514	Methoxyamphetamine (PMA)	
515	Methylenedioxyamphetamine (MDA)	
516	Nabilone	
517	Peyote	
518	Phenylacetone (P2P)	800-895 ANABOLIC STEROIDS
519	Psilocybin	800 Boldenone
520	Psilocyn	801 Chlorotestosterone
521	Trimethoxy amphetamine	802 Chlostebol
522	Ketamine	803 Dehydrochlormethyltestosterone
523	Alpha-Ethyltryptamine	804 Dihydrotestosterone
524	Bromo-dimethoxyamphetamine	805 Drostanolone
525	Bromo-dimethoxyphenethylamine	806 Ethylestrenol
527	Lysergic Acid Amide	807 Fluoxymesterone
528	Lysergic Acid Diethylamide	808 Formebolone (Formebolone)
529	Methylaminorex	809 Mesterolone
530	Meth-dimethoxyamphetamine	810 Methandienone
531	Methylenedioxy-N-ethylamphetamine	811 Methandranone
532	Dimethylamphetamine	812 Methandriol
533	Ethyl-phenylcyclohexylamine	813 Methandrostenolone
595	“Hallucinogens, Type Unknown”	814 Methenolone
		815 Methyltestosterone
		816 Mibolerone

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**Drugs By Category Type**

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- 817 Nandrolone
- 818 Norethandrolone
- 819 Oxandrolone
- 820 Oxymesterone
- 821 Oxymetholone
- 822 Stanolone
- 823 Stanozolol
- 824 Testolactone
- 825 Testosterone
- 826 Trenbolone
- 827 Clostebol
- 895 “Anabolic Steroid, Type  
Unknown”

**900-995 INHALANT**

- 900 Volatile Solvents (toluene)
- 901 Plastic Cement (airplane glue)
- 902 Paint and Paint Removers
- 903 “Petroleum Products (gasoline,  
kerosene)”
- 904 Lacquer Thinners
- 920 Anesthetic Gases
- 921 Amyl Nitrite
- 923 Butly Nitrite
- 924 Nitrous Oxide
- 925 Ether
- 926 Chloroform
- 940 Aerosols (hydrocarbon gases)
- 941 Hair spray
- 942 Insecticides
- 943 Glass Chillers
- 944 Frying Pan Lubricants
- 995 “Inhalants, Type Unknown”
  
- 996 OTHER,
  
- 997 TESTED; RESULTS UNKNOWN
  
- 998 TESTED; DRUGS FOUND; TYPE  
UNKNOWN
  
- 999 UNKNOWN IF TESTED FOR DRUGS

## INJURY SEVERITY

**Format: 1 numeric**

**Element Values:**

- |   |
|---|
| Blank                                   |
| 0 No Injury (O)                         |
| 1 Possible Injury (C)                   |
| 2 Non-incapacitating Evident Injury (B) |
| 3 Incapacitating Injury (A)             |
| 4 Fatal Injury (K)                      |
| 5 Injured, Severity Unknown             |
| 6 Died Prior to Accident*               |
| 9 Unknown                               |

**Remarks:**

Definition: ANSI D16.1; 2.3.1 and 2.3.2

Each case must have at least one Person Level form with Injury Severity coded "4."

**Code 1 (Possible Injury).** A possible injury is any injury reported or claimed which is not a fatal injury, incapacitating injury or non-incapacitating evident injury. This includes: momentary unconsciousness, claim of injuries not evident, limping, complaint of pain, nausea and hysteria.

**Code 2 (Non-incapacitating Evident Injury).** A non-incapacitating evident injury is any injury, other than a fatal injury or an incapacitating injury, which is evident to observers at the scene of the accident in which the injury occurred. This includes: lump on head, abrasions, bruises and minor lacerations. This does not include limping (the injury cannot be seen). (See code "1").

**Code 3 (Incapacitating Injury).** An incapacitating injury is any injury, other than a fatal injury, which prevents the injured person from walking, driving or normally continuing the activities the person was capable of performing before the injury occurred. This includes: severe lacerations, broken or distorted limbs, skull or chest injuries, abdominal injuries, unconsciousness at or when taken from the accident scene, and unable to leave the accident scene without assistance. This does not include momentary unconsciousness. (See code "1").

**Code 4 (Fatal Injury),** must only be used if the death occurred within thirty 24-hour time periods from the time of the accident. Every effort should be made to determine that the Death Date was within thirty 24-hour time periods from the Accident Time.



**Code 6 (Died Prior To Accident\*)**, refers to non-motor vehicle fatalities that are involved in an accident resulting in a motor vehicle fatality; e.g., a heart attack victim, *a homicide victim, a suicide or person involved in a legal intervention* that is involved in an accident in which another person dies (*innocent victim*).

In suicide incidents, use the following criteria:

1. If the only fatality is the suicide victim and it can be ascertained that the accident was a suicide, do not code the case.
2. If other fatalities occur, code the case as appropriate. The suicide victim’s Injury Severity should be coded “6 – Died Prior to Accident\*” if the death occurred at the time of the accident (or prior) or “0” if the death occurred after the accident.

**\* This value is an unlikely occurrence and will raise an edit flag**

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**Consistency Checks:**

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	<b>IF</b>	<b>THEN</b>
(1R0P)	1. SEATING POSITION equals 51, and BODY TYPE equals 50-52, 58-59,	INJURY SEVERITY must not equal 0, 9.
(1R1P)	2. DIED AT SCENE/EN ROUTE equals 7, 8,	INJURY SEVERITY must equal 4.
(1U1F-1U2F)	3. INJURY SEVERITY equals 4,	DEATH DATE must not equal 00000000, and DEATH TIME must not equal 0000.
(2U1F-2U2F)	4. INJURY SEVERITY is not equal to 4,	DEATH DATE and DEATH TIME must equal 00000000 and 0000, respectively.
(2U3F)	5. INJURY SEVERITY equals 3,	TAKEN TO HOSPITAL OR TREATMENT FACILITY should not equal 0.
(3F0F)	6. UNIT TYPE equals 1, and NUMBER OF OCCUPANTS equals 97, and PERSON TYPE is not equal to 01,	INJURY SEVERITY must not equal 0, 9.
(3P0F)	7. PERSON TYPE equals 03-08, 19,	INJURY SEVERITY should not equal 6.

	<b>IF</b>	<b>THEN</b>
(7E0P)	8. INJURY SEVERITY equals 4,	DEATH CERTIFICATE NUMBER must NOT equal 0000-00-000000.
(7E1P)	9. INJURY SEVERITY equals 4,	RACE must not equal 00.
(7E2P)	10. INJURY SEVERITY equals 4,	HISPANIC ORIGIN must not equal 00.
(7E3P)	11. INJURY SEVERITY does not equal 4,	RACE AND HISPANIC ORIGIN must equal 00.
(7F0P)	12. DEATH CERTIFICATE NUMBER is not blank or 0000-00-000000,	INJURY SEVERITY must equal 4.
(7F1P)	13. RACE equals 00,	INJURY SEVERITY must not equal 4.
(7F2P)	14. HISPANIC ORIGIN equals 00,	INJURY SEVERITY must not equal 4.
(7F3P)	15. RACE is not equal to 00, and HISPANIC ORIGIN is not equal to 00,	INJURY SEVERITY must equal 4.
(7R0P)	16. FATAL INJURY AT WORK equals 0-1, 9,	INJURY SEVERITY must equal 4.
(7W0P)	17. FATAL INJURY AT WORK equals 8,	INJURY SEVERITY must not equal 4.
(P071)	18. PERSON TYPE equals 02-03, and INJURY SEVERITY does not equal 4,	ALCOHOL TEST TYPE should not equal 99, and ALCOHOL TEST RESULT should not equal 99.
(P072)	19. PERSON TYPE equals 02-03, and INJURY SEVERITY equals 0, and ALCOHOL TEST RESULT equals 96,	POLICE-REPORTED ALCOHOL INVOLVEMENT should equal 0, 8.
(P090)	20. TAKEN TO HOSPITAL OR TREATMENT FACILITY equals 1,	INJURY SEVERITY should not be blank, 0, 9.



	<b>IF</b>	<b>THEN</b>
(P092)	21. TAKEN TO HOSPITAL OR TREATMENT FACILITY equals 0,	INJURY SEVERITY should not equal 3.
(P120)	22. CRASH AVOIDANCE MANEUVER equals 2,	INJURY SEVERITY for driver of this vehicle should not equal 4.
(P130)	23. BODY TYPE equals 60-67, 71-72, 78-79, and PERSON TYPE equals 01, 03, and INJURY SEVERITY equals 4,	FATAL INJURY AT WORK should equal 1.
(P300)	24. POLICE-REPORTED ALCOHOL INVOLVEMENT equals 1, and INJURY SEVERITY equals 4,	ALCOHOL TEST RESULTS should not equal 95-96.
(P53P)	25. INJURY SEVERITY equals 0-3, 5-6,	DIED AT SCENE/EN ROUTE must equal 0.

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**Special Processing Rules:**


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	<b>IF</b>	<b>THEN</b>
(4U0F)	1. Each original submission must have at least one Person Level form with INJURY SEVERITY coded 4.	
(570F)	2. FIRST HARMFUL EVENT equals 05-06, 47,	at least one PERSON TYPE equal to 01-03, 09, must have INJURY SEVERITY equal to 1-5, or blank.
(7Z0F)	3. SEQUENCE OF EVENTS equals 05-06, 47,	at least one occupant of this vehicle (PERSON TYPE 01-03, 09) must have INJURY SEVERITY equal to 1-5, or blank.
(9A1P)	4. UNIT TYPE equals 2-4, and NUMBER OF OCCUPANTS equals 97,	INJURY SEVERITY must not equal 0, 9 for any occupant of this vehicle.
(U160)	5. UNLIKELY: INJURY SEVERITY is equal to 6.	

# TAKEN TO HOSPITAL OR TREATMENT FACILITY

**Format: 1 numeric**

**Element Values:**

- Blank
- 0 No
- 1 Yes
- 9 Unknown

**Remarks:**

Treatment Facility refers to an injury treatment facility. A morgue is not an injury treatment facility.

**Code 0 (No)**

Use this code for victims who are dead on the scene and for those who are not taken (or do not go) to a treatment facility or hospital for treatment.

**Code 1 (Yes)**

Use this code for victims who are taken for treatment by EMS, who go to a treatment facility on their own, or who die en route.

**Code 9 (Unknown)**

Use this code when it is unknown whether or not this victim was taken (or went) to a hospital/treatment facility for treatment.

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(2U3F) 1.	INJURY SEVERITY equals 3,	TAKEN TO HOSPITAL/ TREATMENT FACILITY should not equal 0.
(P090) 2.	TAKEN TO HOSPITAL/ TREATMENT FACILITY equals 1,	INJURY SEVERITY should not be blank, 0, 9.
(P091) 3.	TAKEN TO HOSPITAL/ TREATMENT FACILITY equals 1,	EMS TIME AT HOSPITAL should not equal 0000, 9997, 9998.

	<b>IF</b>	<b>THEN</b>
(P092)	4. TAKEN TO HOSPITAL/ TREATMENT FACILITY equals 0,	INJURY SEVERITY should not equal 3.
(P50P)	5. DIED AT SCENE/EN ROUTE equals 7,	TAKEN TO HOSPITAL/ TREATMENT FACILITY must equal 0.
(P51P)	6. DIED AT SCENE/EN ROUTE equals 8,	TAKEN TO HOSPITAL/ TREATMENT FACILITY must equal 1.
(P520)	7. ACCIDENT DATE and DEATH DATE are the same, and ACCIDENT TIME and DEATH TIME are the same,	TAKEN TO HOSPITAL/ TREATMENT FACILITY should equal 0, and DIED AT SCENE/ EN ROUTE should equal 7.
(P52P)	8. DIED AT SCENE/EN ROUTE equals 9,	TAKEN TO HOSPITAL/ TREATMENT FACILITY must equal 9.
(P55P)	9. TAKEN TO HOSPITAL/ TREATMENT FACILITY equals 9,	DIED AT SCENE/EN ROUTE must equal 0, 9.

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**Special Processing Rules:**


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	<b>IF</b>	<b>THEN</b>
(A551)	1. EMS TIME AT HOSPITAL equals 0000, 9997, 9998,	TAKEN TO HOSPITAL/ TREATMENT FACILITY should not equal 1 for any PERSON.

**DIED AT SCENE / EN ROUTE**

**Format: 1 numeric**

**Element Values:**

- Blank
- 0 Not Applicable
- 7 Died at Scene
- 8 Died En Route
- 9 Unknown

**Remarks:**

**Code 0 (Not Applicable)**

Enter this code for non-fatalities and victims dying at locations other than the scene or en route (e.g., hospital, at home, etc.) .

**Code 7 (Died at Scene)**

Enter this code for victims who are dead on the scene of the accident.

**Code 8 (Died En Route)**

Is used for victims who die en route to a hospital or treatment facility by EMS or other transport.

**Code 9 (Unknown)**

Use this code when you know the victim is a fatality, but you don't know if they died at the scene, en route, or at another location (i.e., home).

**Consistency Checks:**

	<b>IF</b>	<b>THEN</b>
(1R1P) 1.	DIED AT SCENE/EN ROUTE equals 7-8,	INJURY SEVERITY must equal 4.
(P50P) 2.	DIED AT SCENE/EN ROUTE equals 7,	TAKEN TO HOSPITAL/ TREATMENT FACILITY must equal 0.
(P51P) 3.	DIED AT SCENE/EN ROUTE equals 8,	TAKEN TO HOSPITAL/ TREATMENT FACILITY must equal 1.

	<b>IF</b>	<b>THEN</b>
(P520) 4.	ACCIDENT DATE and DEATH DATE are the same, and ACCIDENT TIME and DEATH TIME are the same,	TAKEN TO HOSPITAL/ TREATMENT FACILITY should equal 0, and DIED AT SCENE/ EN ROUTE should equal 7.
(P52P) 5.	DIED AT SCENE/EN ROUTE equals 9,	TAKEN TO HOSPITAL/ TREATMENT FACILITY must equal 9.
(P53P) 6.	INJURY SEVERITY equals 0-3, 5-6,	DIED AT SCENE/EN ROUTE must equal 0.
(P54P) 7.	DIED AT SCENE/EN ROUTE equals 8,	EMS TIME AT HOSPITAL should not equal 0000, 9997, 9998.
(P55P) 8.	TAKEN TO HOSPITAL/ TREATMENT FACILITY equals 9,	DIED AT SCENE/EN ROUTE must equal 0, 9.

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**Special Processing Rules:**


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	<b>IF</b>	<b>THEN</b>
(P510) 1.	EMS TIME AT HOSPITAL equals 0000, 9997, 9998,	DIED AT SCENE/EN ROUTE should not equal 8 for any PERSON.

**DEATH DATE**

**Format: 2 sets of 2 numeric, 1 set of 4 numeric**

**Element Values:**

**MONTH:**

Blanks  
 00 Not Applicable  
 01-12  
 99 Unknown

**DAY:**

Blanks  
 00 Not Applicable  
 01-31  
 99 Unknown

**YEAR:**

Blanks  
 0000 Not Applicable  
 Actual Year of Death  
 9999 Unknown

**Remarks:**

The death must occur within thirty 24-hour time periods from time of the accident in order to be an applicable FARS death.

This element, although it contains three (3) pieces of information should be treated as one element. Therefore, never leave any one portion blank when another is not.

Normally, the medical examiner or coroner is source of data for death date. If there are not data inconsistencies or errors, use the official death time as recorded on the Death Certificate. Do not change the official death date without good cause.

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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(1U1F-1U2F)	1. INJURY SEVERITY equals 4,	DEATH DATE must not equal 00000000, and DEATH TIME must not equal 0000.
(1V0P)	2. DEATH MONTH or DAY equals 00, or DEATH YEAR equals 0000,	all must equal 0's.
(2U1F-2U2F)	3. INJURY SEVERITY is not equal to 4,	DEATH DATE and DEATH TIME must equal 00000000 and 0000, respectively.
(2V0P)	4. DEATH DAY and MONTH are greater than 00 and less than 99,	DEATH DAY must be a valid day for DEATH MONTH.
(3U0P)	5. DEATH DATE equals ACCIDENT DATE and ACCIDENT TIME is not equal to 9999 (or ACCIDENT HOUR equals Death Hour and Accident Minute is not equal to 99),	DEATH TIME must not be less than ACCIDENT TIME.
(4V1F)	6. ACCIDENT MONTH is not equal to 99, and ACCIDENT DAY is not equal to 99, and DEATH MONTH is not equal to 99 and not blanks, and DEATH DAY is not equal to 99 and not blanks,	DEATH DAY must be within 30 calendar days of the ACCIDENT DATE.
(4V2F)	7. ACCIDENT MONTH equals 12, and DEATH MONTH equals 01,	DEATH YEAR must equal ACCIDENT YEAR plus 1.
(4V3F)	8. ACCIDENT MONTH equals 12,	DEATH MONTH must equal 01, 12, 99, or blanks.
(4V4F)	9. ACCIDENT MONTH equals 02-11, and DEATH MONTH is not equal to 99 or blanks,	DEATH MONTH must equal ACCIDENT MONTH or ACCIDENT MONTH plus 1.

	<b>IF</b>	<b>THEN</b>
(4V5F)	10. ACCIDENT MONTH equals 01, and DEATH MONTH is not equal to 99 or blanks,	DEATH MONTH must equal ACCIDENT MONTH or ACCIDENT MONTH plus 1 or ACCIDENT MONTH plus 2.
(4V1P)	11. DEATH MONTH is greater than 00 and less than 13, and DEATH DAY is not blank, 99, or in error,	DEATH DATE must be within 30 calendar days of ACCIDENT DATE.
(4V2P)	12. DEATH MONTH is greater than 00 and less than 13, and DEATH DAY is blank, 99, or in error,	DEATH MONTH must be within one month of ACCIDENT MONTH.
(4V6P)	13. DEATH MONTH is not equal to blanks,	DEATH DAY and DEATH YEAR must not equal blanks.
(4V7P)	14. DEATH DAY is not equal to blanks,	DEATH MONTH and DEATH YEAR must not equal blanks.
(4V8P)	15. DEATH YEAR is not equal to blanks,	DEATH DAY and DEATH MONTH must not equal blanks.
(6V0P)	16. DEATH DATE must not be less than ACCIDENT DATE.	
(7V0F)	17. DEATH YEAR equals 9999,	ACCIDENT MONTH must not be 01-11.
(8V0P)	18. DEATH YEAR equals 9999,	DEATH MONTH and DEATH DAY must equal 99.
(9V0P)	19. DEATH MONTH equals 99,	DEATH DAY must equal 99.
(P520)	20. ACCIDENT DATE AND DEATH DATE are the same, and ACCIDENT TIME AND DEATH TIME are the same,	TAKEN TO HOSPITAL/ TREATMENT FACILITY should equal 0, and DIED AT SCENE/ EN ROUTE should equal 7.



## DEATH TIME

**Format: 4 numeric**

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**Element Values:**

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Blanks	
0000	Not Applicable
0001-2400	Valid Military Time
0099-2399	Known Hour but Unknown Minutes
9999	Unknown

**Remarks:**

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If minutes are unknown, code the actual hour and “99” for the minutes. One minute after midnight is coded “0001.”

Normally, the medical examiner or coroner is source of data for death time. If there are no data inconsistencies or errors, use the official death time as recorded on the Death Certificate. Do not change the official death time without good cause.

If it is known that the person died at the scene and the official death time (on the Death Certificate) is known to be in error, the accident time is the appropriate death time to be used. It is possible for a coroner to pronounce a person dead at the scene and differ from the police-reported accident time. There is no reason to change this pronounced dead time in favor of the accident time, unless there are known errors in the data.

**How to Code Midnight:**

In general, code midnight as “2400.” However, there may be confusion over which day midnight falls into. It is key to remember that in FARS, midnight or 2400 is taken to be the beginning of a new day, and never the end of a day. This may not be the practice followed in your sources. Therefore, you have to determine which part of the day is being considered in your sources.

**End of Day:** If your sources give you a DEATH DATE and are consistent in talking about the end of that day, when they give the death time as “midnight,” “12:00-midnight,” “24:00” or “00:00,” then you should code DEATH TIME as “2359.”

**Beginning of Day:** If your sources give a DEATH DATE and are consistent in referring to the beginning or early moments of that day when they give a death time, code midnight as “2400.”

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**Consistency Checks:**


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	<b>IF</b>	<b>THEN</b>
(1U1F-1U2F)	1. INJURY SEVERITY equals 4,	DEATH DATE must not equal 00000000, and DEATH TIME must not equal 0000.
(2U1F-2U2F)	2. INJURY SEVERITY is not equal to 4,	DEATH DATE and DEATH TIME must equal 00000000 and 0000, respectively.
(3U0P)	3. DEATH DATE equals ACCIDENT DATE and ACCIDENT TIME is not equal to 9999 (or ACCIDENT HOUR equals Death Hour and Accident Minute is not equal to 99),	DEATH TIME must not be less than ACCIDENT TIME.
(P520)	4. ACCIDENT DATE AND DEATH DATE are the same, and ACCIDENT TIME AND DEATH TIME are the same,	TAKEN TO HOSPITAL/ TREATMENT FACILITY should equal 0, and DIED AT SCENE/ EN ROUTE should equal 7.

<b>RELATED FACTORS – PERSON LEVEL</b>
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**Format: 2 numeric occurring 3 times**

**Element Values:**

Related Factors		Examples/Notes
	Blanks	
<b>00</b>	Not Applicable – Driver/None – All Other Persons	
<b>NOTE: Factors “01-04” mainly describe pedestrians, bicyclists, cyclists and occupants of non-motor transport devices.</b>		
<b>01</b>	Not Visible	Hidden by curve of road, vegetation, darkness, glare. Dressed in dark clothing.
<b>02</b>	Darting, Running or Stumbling Into Roadway	Condition denotes “entering from off roadway.” Walking included. Bicyclist can be used.
<b>03</b>	Improper Crossing of Roadway or Intersection	The intention is to cross roadway and crossing improperly. Includes Jaywalking.
<b>04</b>	Walking/Riding With or Against Traffic, Playing, Working, Sitting, Lying, Standing, etc., in Roadway	Condition denotes “in the roadway.” Should not include “riding a bike in roadway,” due to consistency checks. Does not include construction or maintenance personnel.
<b>05</b>	Interfering With Driver	Obstructing driver’s view. Striking driver with body or object. Rambunctious individuals who make driver inattentive, even without touching driver or controls. Motorcycle passenger (or other cyclist) shifting weight or affecting driver control.
<b>06</b>	Ill, Passed Out/Blackout	Diabetic reactions, seizure, heart attack, high/low blood pressure, fainting.
<b>07</b>	Emotional (e.g., Depression, Angry, Disturbed)	Fighting, disagreements, depressed, and emotionally upset.

Related Factors	Examples/Notes	
<b>08</b>	Mentally Challenged	Mental illness/retardation may be included.
<b>09</b>	Construction/Maintenance/Utility Worker	Highway department, contractor, utility company personnel, etc. Occupant of a working motor vehicle.
<b>10</b>	Inattentive	Reading, talking, eating.
<b>11</b>	Walking With Cane or Crutches	Can only be used to describe pedestrian or occupant of non-motor vehicle transport device.
<b>12</b>	Restricted to Wheelchair	This is primarily non-motorized wheelchair occupants outside of vehicle. Can only be used to describe occupant of non-motorized vehicle transport device.
<b>13</b>	Motorized Wheelchair Rider	Pedestrian riding in a motorized wheelchair.
<b>14</b>	Impaired Due to Previous Injury	Includes only person injured from previous accident at this scene. See code "11" on Related Factors-Driver Level and code "17" on Related Factors-Person Level. Code "19" on Related Factors-Accident Level should be used with this code.
<b>16</b>	Blind	Legally blind.
<b>17</b>	Other Physical Impairment	Individuals missing a limb, an eye, or with hearing impairment/deaf. Also includes individuals with injuries resulting from previous incident, not a previous accident (at this scene) which is then coded under "14." Paraplegic
<b>18</b>	Mother of Dead Fetus	Fetus dies in or as a result of this accident.
<b>19</b>	Pedestrian Jogging	This pedestrian is jogging.
<p><b>NOTE: Factors "21-59" describes mainly bicyclists, other cyclists or persons in Motor Vehicles Not In-Transport. It may also apply to pedestrians in some circumstances.</b></p>		

Related Factors	Examples/Notes	
21	Overloading or Improper Loading of Vehicle With Passengers or Cargo	Overloading bicycle, passenger or handlebars.
23	Failure to Dim Lights or Have Lights on When Required	Vehicles being used as equipment or bicyclist fails to have lights on when required.
24	Operating Without Required Equipment	Bicyclists operating without required equipment; helmets reflectors, lights or equipment is defective.
26	Following Improperly	Bicyclist following too closely or attempting to grab on to vehicle. Also applies to skateboard riders, roller bladders, etc.
27	Improper or Erratic Lane Changing	Bicyclists, roller bladder, skateboard riders, etc., weaving in and out of traffic.
28	Failure to Keep in Proper Lane	Bicyclist fails to keep in bicycle lane. Persons not in motor vehicles in-transport and working motor vehicles fail to stay in proper lane. Going straight in a turn lane.
29	Illegal Driving on Road Shoulder, in Ditch, on Sidewalk or on Median	Persons not in motor vehicles in-transport driving off pavement or roadway, physically driving on shoulder, etc.
30	Making Improper Entry to or Exit from Trafficway	Persons not in motor vehicles in-transport entering highway from adjacent pasture, field. Persons not in motor vehicles in-transport entering highway on exit ramp, or exiting on entrance ramp, going the wrong way.  <b>NOTE:</b> not to be confused with “50 – Driving on Wrong Side of Road.”
32	Opening Vehicle Closure into Moving Traffic or While Vehicle is in Motion	Opening trunk while vehicle is moving. Opening door into moving traffic.
33	Passing Where Prohibited by Posted Signs, Pavement Markings, Hill or Curve, or School Bus Displaying Warning Not to Pass Line	Passing stopped school bus. Crossing over solid line to pass. Passing uphill; mainly violations as designated by traffic controls.
34	Passing on Wrong Side	

Related Factors	Examples/Notes
35 Passing With Insufficient Distance or Inadequate Visibility or Failing to Yield to Overtaking Vehicle	Mainly passing violations based on faulty judgment.
36 Operating the Vehicle in an Erratic, Reckless, Careless or Negligent Manner. Operating at Erratic or Suddenly Changing Speeds.	Must be explicitly stated on police record. Acceleration followed by sudden braking.
37 *Traveling on Prohibited Trafficways	Persons not in motor vehicles in-transport on areas prohibited by law, such as interstates. Persons not in motor vehicles in-transport on prohibited trafficways, i.e., bicyclist on interstate.
38 *Failure to Yield Right-of-Way	Primarily intersection-related. Care should be used to distinguish yield violations from lane violations.
39 *Failure to Obey Actual Traffic Sign, Traffic Control Devices or Traffic Officers; Failure to Obey Safety Zone Traffic Laws	Oftentimes incorrectly coded in conjunction with “38 – Failure to Yield.” Care must be used to distinguish from “38.” When persons not in motor vehicles in-transport do not stop when required by traffic control, code as “39.” When persons not in motor vehicles in-transport stop, but fail to yield, code as “38” (4-way stops). Violating yield sign, code as “38” and “39.” Persons not in motor vehicles in-transport passing around railroad gates.
40 Passing Through or Around Barrier	Denotes “demarcated” area.
41 *Failure to Observe Warnings or Instructions on Vehicles Displaying Them	Failure to follow construction instructions (i.e., arrows directing traffic mounted on vehicle), instructions on emergency vehicles (ambulances, fire trucks, police cars). Failure to observe right –turn warning on trucks, buses. Failure to heed hazard lights on disabled vehicle, school bus arm.
42 Failure to Signal Intentions	Failure to signal by either lamp turn signal or hand.
	<b>*NOTE: Also applies to pedestrians</b>

Related Factors	Examples/Notes	
44	Driving Too Fast for Conditions or in Excess of Posted Maximum	Conditions denote: weather, sharp curves, bridges, tunnels, school zone, traffic, person or road. Speed greater than reasonable or prudent.
45	Driving Less Than Posted Minimum	Driving too slowly, so as to impede traffic.
47	Making Right Turn From Left-Turn Lane, Left Turn From Right-Turn Lane	To distinguish from “27 – Improper Lane Change;” police officer must have knowledge of driver’s intention.
48	Making Other Improper Turn	To distinguish from “39 – Failure to Obey Traffic Controls,” “48” implies judgment-oriented actions, not those explicitly stated by the law. (Too wide at right or left turn, unsafe U-turns.)
49	Driving Wrong Way on One-Way Trafficway	To distinguish from “50 – Driving on Wrong Side of Road.” On a divided highway, although each side is “one-way,” driving against traffic should be coded as “50” not “49.”
50	Driving on Wrong Side of Road (Intentional or Unintentional)	To distinguish from “28 – Failure to Keep in Proper Lane;” when a vehicle loses control, crosses a divided highway, it is coded as “28” not “50.” Bicycle driving against traffic.
51	Operator Inexperience	Persons not in motor vehicles in-transport unfamiliar with transport device.
52	Unfamiliar with Roadway	Persons not in motor vehicles in-transport unfamiliar with roadway, based on the judgment of the police officer.
53	Stopped in Roadway (Vehicle Not Abandoned)	“53” signifies both in the process of stopping and “stopped” vehicles. Usually implies unusual condition. Excludes stopping in traffic or stopping for traffic control.
55	Getting Off/Out of or On/In to a Transport Vehicle	Only describes passenger of a transport vehicle, occupant of a non-motor vehicle transport device, pedestrian, and persons on personal conveyances.

Related Factors	Examples/Notes	
56	Non-Driver Flees Scene	Flags the non-driver who left the scene of a Hit-and-Run accident. Examples: passenger of motor vehicle in-transport fled scene on foot. Occupant of an involved parked vehicle leaves by driving their vehicle from the scene. A bicyclist clipped by a vehicle that runs off the road and overturns, leaves the scene on their bike. An involved motor vehicle in-transport is driven away by a passenger in that vehicle.
57	Improper Tire Pressure	Signifies that improper tire pressure is not a defect, but rather the irresponsibility of the persons not in motor vehicles in-transport.
58	Locked Wheel	Occurs when braking too suddenly as noted by police officer. Can't be inferred just from skid marks.
59	Overcorrecting	Based on the judgment of the police officer, with knowledge of the intention of the person not in a motor vehicle in-transport. Over steering.
<b><u>Vision Obscured by:</u></b>		
<b>NOTE: Factors "60-83" describe mainly bicyclists, other cyclists or persons in Motor Vehicles Not In-Transport</b>		
60	Rain, Snow, Fog, Smoke, Sand, Dust	
61	Reflected Glare, Bright Sunlight, Headlights	
62	Curve, Hill, or Other Design Features (including traffic signs, embankment)	
63	Building, Billboard, Other Structures	
64	Trees, Crops, Vegetation	
65	Motor Vehicle (including load)	Vision Obscured by: Car stopped on roadway. Tractor-trailer moving on road. School bus stopped, loading or unloading children.



Related Factors		Examples/Notes
66	Parked Vehicle	Vision obscured by: Vehicle stopped on shoulder, in parking lane.
67	Splash or Spray of Passing Vehicle	
68	Inadequate Lighting System	
69	Obstructing Angles on Vehicle	Vision Obscured by: Obstructing angles on this person's vehicle. Not to be confused with visual obstructions from other vehicles. (See codes "65" and "66.")
70	Mirrors	Vision Obscured by: Rear view Side mirrors Others
72	Other Visual Obstruction	Trailer (only) left parked.
<b>Skidding Swerving, Sliding Due To:</b>		
73	Severe Crosswind	
74	Wind From Passing Truck	
75	Slippery or Loose Surface	Refers to actual condition of roadway surface, i.e., loose gravel roadway. Slippery or old worn blacktop. Newly paved surface.
76	Tire Blowout or Flat	
77	Debris or Objects in Road	Nails, glass, trash cans, tire retread, trash, dead animals, pile of sand, etc.
78	Ruts, Holes, Bumps in Road	
79	Live Animals in Road	
80	Vehicle in Road	Includes both contact and non-contact vehicles that remain at the scene.

Related Factors		Examples/Notes
81	Phantom Vehicle	Non-contact vehicle that leaves the scene as described by the police officer.
82	Pedestrian, Pedal Cyclists, or Persons on Personal Conveyances.	
83	Ice, Snow, Slush, Water, Sand, Dirt, Oil, Wet Leaves on Road	This is for the substances on roadway that causes roadway to be slick, which may interfere with traction. These are not part of the roadway design (see code "75").
<b><u>Other Non-Motorist Factors</u></b>		
87	Police or Law Enforcement Officer	Federal, State or local law enforcement officer working at the time of the accident. Includes: Military and Park Police, Border Patrol and all other sworn law enforcement officers.
88	Seat Back Not in Normal Upright Position, Seat Back Reclined	
90	Non-Motorist Pushing a Vehicle	Not part of "Avoiding, Swerving or Sliding" section.
99	Unknown	

**Remarks:**

For forms with Person Type "01" (Driver), zero-fill all three fields. The related factors for drivers are captured in the Related Factors-Driver Level.

"Operator" and "Vehicle" in factors "21-59" refer to both motorized and non-motorized vehicles.

Code information provided in the narrative by the investigating officer.

The following lists those related factors that may be used for each person type:

Person Type	Valid Related Factors
01	00
02	05-09, 12, 14, 16-18, 32, 55-56, 87-88, 99
03	06-09, 14, 16-18, 24, 32, 37, 39, 52, 56, 87-88, 99
04	01-04, 06-10, 12, 14, 16-18, 21, 23-24, 26-30, 32-42, 44-45, 47-53, 56-70, 72-83, 87, 99
05	01-11, 14, 16-19, 37-39, 41, 55-56, 60-67, 72, 87, 90, 99
06	01-08, 10, 14, 16-18, 21, 23-24, 26-30, 33-42, 44-45, 47-52, 55-67, 72-83, 87, 99
07	01-08, 10, 14, 16-18, 21, 23-24, 26-30, 33-42, 44-45, 47-52, 55-68, 72-83, 87, 99
08	01-04, 08-09, 12-14, 16-18, 26-30, 34-41, 47-53, 56-70, 72-83, 87, 90, 99
09	05-10, 12, 14, 16-18, 32, 55, 57-59, 87-88, 99
19	01-10, 12-14, 16-18, 21, 23-24, 26-30, 32-42, 44-45, 47-52, 55-68, 72-83, 87, 90, 99

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**Consistency Checks:**

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	IF	THEN
(1M1F) 1.	RELATED FACTORS- PERSON LEVEL equals 13,	PERSON TYPE must equal 08.
(1M2F) 2.	RELATED FACTORS- PERSON LEVEL equals 11, 19,	PERSON TYPE must equal 05.
(1N0F) 3.	PERSON TYPE equals 06,	RELATED FACTORS-PERSON LEVEL must not equal 09, 11-13, 19, 32, 53, 68, 70, 88, 90.
(1W0P) 4.	any RELATED FACTORS- PERSON LEVEL equals 99,	all factors must equal 99.
(2W0P) 5.	any RELATED FACTORS- PERSON LEVEL equals blanks,	all factors must equal blanks.
(3W0P) 6.	any RELATED FACTORS- PERSON LEVEL equals 00,	all subsequent factors must equal 00.
(4W0P) 7.	A RELATED FACTORS-PERSON LEVEL between 01 and 90 can be used only once per person form.	

	<b>IF</b>	<b>THEN</b>
(5M0F)	8. PERSON TYPE equals 01,	all RELATED FACTORS- PERSON LEVEL must equal 00.
(5N0F)	9. PERSON TYPE equals 02,	RELATED FACTORS-PERSON LEVEL must not equal 01-04, 10-11, 13, 19, 21, 23-24, 26-30, 33-53, 57-70, 72-83, 90.
(5W0P)	10. RELATED FACTORS-PERSON LEVEL equals 18,	SEX must equal 2, and AGE must be greater than 12.
(7M0F)	11. PERSON TYPE equals 03, and UNIT TYPE does not equal 4,	RELATED FACTORS-PERSON LEVEL must not equal 01-05, 10-13 19, 26-30, 33-36, 38, 40-42, 44-45, 47-51, 53, 57-70, 72-83, 90.
(8M0F)	12. PERSON TYPE equals 04,	RELATED FACTORS-PERSON LEVEL must not equal 05, 11, 13, 19, 55, 88, 90.
(8Q0F)	13. PERSON TYPE equals 08,	RELATED FACTORS-PERSON LEVEL must not equal 05, 11, 19, 23, 32, 88.
(9A0P)	14. RELATED FACTORS-PERSON LEVEL equals 56	HIT-AND-RUN must not equal 0.
(9M0F)	15. PERSON TYPE equals 05,	RELATED FACTORS-PERSON LEVEL must not equal 12-13, 21, 23-24, 26-30, 32-36, 40, 42, 44-53, 57-59, 68-70, 73-83, 88.
(CK0P)	16. PERSON TYPE equals 07,	RELATED FACTORS-PERSON LEVEL must not equal 09, 11-13, 19, 32, 53, 69-70, 88, 90.
(CL0P)	17. PERSON TYPE equals 09,	RELATED FACTORS-PERSON LEVEL must not equal 01-04, 11, 13, 19, 21, 23-24, 26-30, 33-42, 44-45, 47-53, 56, 60-70, 72-83, 90.

	<b>IF</b>	<b>THEN</b>
(CM0P)	18. PERSON TYPE equals 19,	RELATED FACTORS-PERSON LEVEL must not equal 11, 19, 53, 69-70, 88.

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**Special Processing Rules:**

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	<b>IF</b>	<b>THEN</b>
(A382)	1. HIT-AND-RUN equals 5,	there should be at least one person with PERSON TYPE not equal to 01, and with RELATED FACTORS-PERSON LEVEL equal to 56.

## **SUPPLEMENTAL**

**THESE ELEMENTS DO NOT APPEAR ON THE CODING FORMS**

**They are presented on-screen by the M.D.E. System.**

### **PERSON LEVEL ELEMENTS**

Including Coding Instructions

**SP1 – Death Certificate Number**

**SP2 – Fatal Injury At Work**

**SP3 – Race/Hispanic Origin**

<b>DEATH CERTIFICATE NUMBER</b>
---------------------------------

**Format: 12 numeric**

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**Element Values:**

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Blanks	0000-00-000000	Not Applicable (not a fatality)
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Any Numeric Characters	9999-99-999999	Unknown
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**Remarks:**

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THIS ELEMENT DOES NOT APPEAR ON THE CODING FORMS. It is presented on-screen by the M.D.E. System.

Code the sequence number from the death certificate as assigned by your State Vital Statistics Department. The sequence number is six digits in length and is part of the State File Number.

The format for coding the numbers is as follows:

First four digits	_ _ _ _	City (where death occurred)
Next two digits	_ _	State (where death occurred)
Last six digits	_ _ _ _ _ _	Sequence Number (as assigned by State Vital Statistics Department)

If this person is not a fatality, zero-fill this element.

Use GSA codes for the City and State where the death occurred according to the death certificate. These are the same GSA codes you use for the City variables (A7) in the Accident Level Form:

0000	Not a fatality or death not within city limits and no location code is available
0001-9996	GSA Geographical Location Codes
9997	Other (Death within city limits, but no GSA code available for this city)
9999	Unknown (City where death occurred cannot be found on death certificate).

---

The State codes are the same those you use for variables A1, V1, D1 and P1:

00	Not a fatality	30	Montana
01	Alabama		-
02	Alaska		-
	-		-
	-		-
	-		-
	-		-
29	Missouri	56	Wyoming

If the fatal crash occurred in your State, but the death occurred in a hospital of another State, please attempt to obtain the death certificate from that State and code the City and State where the death occurred.

If a person dies at the accident scene, code the appropriate city code or location code for the accident location. Code "0000" if the location is not within a city, and no geographical location code is available.

If the location is not within a city, but a geographical location code is available, use the location code.

If a person is transported by EMS and dies en-route or at the hospital, use the city code for the hospital's location.

Code the exact sequence number as indicated on the death certificate. If the sequence number is less than six-digits long (e.g., it is 12345 (five digits)) right-justify your coded number and zero-fill the first (and/or second digit) (e.g., \_0\_ \_1\_ \_2\_ \_3\_ \_4\_ \_5\_).

Note that if you receive a copy of the death certificate from the Medical Examiner or Coroner, it may not contain the sequence number. The sequence number needed is the one assigned by your State Vital Statistics or Vital Records Department, which is subsequently sent to the National Center for Health Statistics. In those instances, leave the sequence number blank until you are able to obtain it in a follow-up effort with your Vital Statistics Department.

If the sequence number contains a letter in it (e.g., N12345), simply ignore the letter and code the numbers only (right-justified), (e.g., \_0\_ \_1\_ \_2\_ \_3\_ \_4\_ \_5\_).

If the death certificate number cannot be obtained, "9-fill" this element.

If the death certificate number can be obtained, but is not yet received, leave this element blank until the number is available.



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**Consistency Checks:**

---

	<b>IF</b>	<b>THEN</b>
(7E0P) 1.	INJURY SEVERITY equals 4,	DEATH CERTIFICATE NUMBER must NOT equal 0000-00-000000.
(7F0P) 2.	DEATH CERTIFICATE NUMBER not blank or 0000-00-000000,	INJURY SEVERITY must equal 4.

<b>FATAL INJURY AT WORK</b>
-----------------------------

**Format: 1 numeric**

---

**Element Values:**

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Blank	
0 No	
1 Yes	
8 Not Applicable (not a fatality)	
9 Unknown	

**Remarks:**

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**THIS ELEMENT DOES NOT APPEAR ON THE CODING FORMS.**

It is presented on-screen by the M.D.E. System.

**THE DEATH CERTIFICATE ALSO INDICATES WHETHER THE VICTIM WAS ON-THE-JOB AT THE TIME OF FATAL INJURY.**

Use code "0" – No	if the injury was not at work.
Use code "1" – Yes	if the injury was on the job.
Use code "8" – Not Applicable	if the victim <u>was not a fatality</u> use.
Use code "9" – Unknown	if the death certificate does not indicate whether the injury was at work or if you do not have access to death certificate information

**Additional Remarks:**

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**FATAL INJURY AT WORK SHOULD ONLY BE DETERMINED FROM THE DEATH CERTIFICATE, NOT FROM ANY OTHER SOURCE. HOWEVER, IT IS NOT NECESSARY TO HAVE A COPY OF THE DEATH CERTIFICATE.**

**Consistency Checks:**

---

	IF	THEN
(7R0P) 1.	FATAL INJURY AT WORK equals 0-1, 9,	INJURY SEVERITY must equal 4.

	<b>IF</b>	<b>THEN</b>
(7W0P) 2.	FATAL INJURY AT WORK equals 8,	INJURY SEVERITY must not equal 4.
(P130) 3.	BODY TYPE equals 60-67, 71-72, 78-79, and PERSON TYPE equals 01, 03, and INJURY SEVERITY equals 4,	FATAL INJURY AT WORK should equal 1.

<b>RACE/HISPANIC ORIGIN</b>
-----------------------------

**Format: 2 set, 2 numeric**

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**Element Values:**

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**Detail Race**

---

Blanks
00 Not a Fatality (not applicable)
01 White
02 Black
03 American Indian (includes Aleuts and Eskimos)
04 Chinese
05 Japanese
06 Hawaiian (includes part-Hawaiian)
07 Filipino
18 Asian Indian
19 Other Indian (includes South and Central America, any others, except American or Asian Indians)
28 Korean
38 Samoan
48 Vietnamese
58 Guamanian
68 Other Asian or Pacific Islander
78 Asian or Pacific Islander, No Specific (individual) Race
97 Multiple Races (Individual races not specified; ex. "mixed" )
98 All Other Races
99 Unknown

**Hispanic Origin**

---

00 Not a Fatality (not applicable)
01 Mexican
02 Puerto Rican
03 Cuban
04 Central or South American
05 European Spanish
06 Hispanic, Origin not Specified or Other Origin
07 Non-Hispanic
99 Unknown

**Remarks:**

**Race and Hispanic Origin should be obtained from the death certificate only.**

**THIS ELEMENT DOES NOT APPEAR ON THE CODING FORMS:** It is presented on-screen by the M.D.E. System.

Both RACE and HISPANIC ORIGIN are coded for fatal victims only (INJURY SEVERITY on this person must be coded "4 - Fatal"). If INJURY SEVERITY is coded other than "4" on the Person Level, the M.D.E. System will automatically enter "00's" in both the RACE and HISPANIC ORIGIN fields.

In general, the actual race will be written literally (i.e., white, black, Chinese, etc.) on the death certificate. Hispanic Origin comes directly from a check box. Within that box, if Hispanic Origin is "yes" a specific location (i.e., Cuba, Puerto Rico or Mexico) is indicated.

For translating the entries on the death certificate, refer to the table, "Detail Race and Hispanic Origin for FARS." This table is based on the guidelines provided by the Center for Disease Control (CDC). The only exception is Hawaiian. Any race with Hawaiian is coded Hawaiian (See code "06-Hawaiian").

**DETAIL RACE**

**Code "01 – White"** should be coded for persons listed as White, Mexican, Puerto Rican, Cuban and Caucasian for race.

**Code "03 – American Indian"** includes American, Aleut, Alaskan, Canadian and Eskimo.

**Code "06 – Hawaiian"** should be coded for any person listed as Hawaiian, even if another race is listed as well.

**Code "19 – Other Indian"** includes South and Central America and any other Indians, except American or Asian Indians.

**Code "68 – Other Asian or Pacific Islander"** is used when an "Other Asian" or "Pacific Island" race is specified, and it is other than Chinese (Code "04"), Japanese (Code "05"), Hawaiian (Code "06"), Filipino (Code "07"), Asia Indian (Code "18"), Korean (Code "28"), Samoan (Code "38"), Vietnamese (Code "48"), or Guamanian (Code "58").

**Code "78 – Asian or Pacific Islander, No Specific (individual) Race"** is used when the death certificate or report lists "Asian" for race.

**Code "97 – Multiple Races"** is used when the death certificate indicates more than one race without specifying the individual races (e.g., "mixed," "multiple races," "multi-racial," etc.)

**Code “98 – All Other Races”** is used if an individual race listed on the death certificate or report is not found on the translation table.

If more than one race is listed on the death certificate or report, code the race entry listed first. An example is “American Indian/White,” which should be coded “03-American Indian.” Again, Hawaiian is the exception. (See code “06-Hawaiian.”)

#### **HISPANIC ORIGIN**

**Code “06 – Hispanic Origin Not Specified, or Other Origin.”** This includes when you know they are Hispanic, but the specific origin is not specified (e.g., Hispanic, Latino, Latin American, South American).

**Code “99 – Unknown.”** This person could be Hispanic, or not. You don’t have enough information to determine whether or not they are Hispanic. (E.g., all you know is that Race is “White,” “Black,” “European,” or “Indian,” and no other information is provided.)

If you receive a listing from the Vital Statistics Department, be sure you request a translation table for the code structure. For FARS, we tried to match the coding structure to the National Center for Health Statistics (NCHS) coding structure for these elements; however, it was necessary to modify NCHS’s structure slightly in order to be consistent with other FARS codes. (Reference: National Center for Health Statistics. Documentation for the Mortality Public Use Data Set, 1999. Available at URL: <http://www.cdc.gov/nchs/data/dvs/Mort99doc.pdf>).

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#### **Consistency Checks:**

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	<b>IF</b>	<b>THEN</b>
(7E1P) 1.	INJURY SEVERITY equals 4,	RACE must not equal 00.
(7E2P) 2.	INJURY SEVERITY equals 4,	HISPANIC ORIGIN must not equal 00.
(7E3P) 3.	INJURY SEVERITY does not equal 4,	RACE AND HISPANIC ORIGIN must equal 00.
(7F1P) 4.	RACE equals 00,	INJURY SEVERITY must not equal 4.
(7F2P) 5.	HISPANIC ORIGIN equals 00,	INJURY SEVERITY must not equal 4.
(7F3P) 6.	RACE is not equal to 00, and HISPANIC ORIGIN is not equal to 00,	INJURY SEVERITY must equal 4.

## DETAIL RACE AND HISPANIC ORIGIN FOR FARS

Race (CDC)	Ancestry/ Ethnicity (CDC)	Country	Region	CDC Race*	CDC Ethnic*	FARS Detail Race	FARS Hispanic Origin
	Acadian			--	15	99	07
Afghanistan	Afghan	Afghanistan	Middle East	1	21	01	07
African	<b>African</b>			2	24	02	07
African/American				2	--	02	07
Afro/American	Afro-American			2	24	02	07
Alaskan Indian				3	--	03	07
	Alaskan Native			--	07	03	07
	<b>Albanian</b>	<b>Albania</b>	Europe	--	19	01	07
Aleut	Aleut			3	07	03	07
Algerian	Algerian	Algeria	North Africa	1	23	01	07
Amerasian				9	--	98	99
American	American			1	06	99	99
American Indian	American Indian			3	07	03	07
	American Negro			--	24	02	07
	American White			--	06	01	99
Amish	Amish			1	99	01	07
		Andorra		--	--	01	99
Anglo-Saxon	Anglo Saxon			1	08	01	07
	Anglo American			--	08	99	07
	Angolan	Angola	Africa	--	24	02	07
Antiguans and Barbudans		Antigua & Barbuda		--	--	02	07
	Arab			--	22	01	07
Arabian				1	--	01	07
Argentinian	Argentina (Argentino)	Argentina	South America	1	04	01	04
	Arian			--	99	99	99
Armenian	Armenian	Armenia	Europe	1	22	01	07

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES

## DETAIL RACE AND HISPANIC ORIGIN FOR FARS

Race (CDC)	Ancestry/ Ethnicity (CDC)	Country	Region	CDC Race*	CDC Ethnic*	FARS Detail Race	FARS Hispanic Origin
Aryan				1	--	01	99
Asian	Asian			9	22	78	07
Asian Indian	Asian Indian			9	21	18	07
Asiatic				9	--	78	07
Assyrian	Assyrian			1	22	01	07
Athapaskan				3	--	03	07
Australian	Australian	Australia	Australasia & Pacific	1	20	01	07
Austrian	Austrian	Austria	Europe	1	16	01	07
		Azerbaijan	Europe	--	--	01	07
Azores	Azorean	Azores	Europe	1	19	01	07
Bahamian	Bahamian	Bahamas		6	99	98	07
	Bahrain	Bahrain	Middle East	--	22	01	07
	Baleanc Islands			--	05	01	05
Bangladeshi	Bangladesh	Bangladesh	Asia	9	21	68	07
		Barbados		--	--	02	07
Basque	Basque			1	05	01	05
Bavarian	Bavarian			1	16	01	07
	Belgian	Belgium	Europe	--	16	01	07
Belizian	Belizian	Belize	Central America	6	04	98	04
	Belorussian, Byelorussian	Belarus	Europe	--	18	01	07
Bengali	Bengali			6	21	98	07
	Benin	Benin	Africa	--	24	99	07
	Bermudan	Bermuda		--	15	99	07
	Bhutanese	Bhutan	Asia	--	21	68	07
Bilatian	Bilatian		Africa	2	24	02	07
Black	Black			2	24	02	07
Blanc				1	--	01	99

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES



## DETAIL RACE AND HISPANIC ORIGIN FOR FARS

Race (CDC)	Ancestry/ Ethnicity (CDC)	Country	Region	CDC Race*	CDC Ethnic*	FARS Detail Race	FARS Hispanic Origin
Bohemian	Bohemian			1	18	01	07
Bolivian	Bolivia (Boliviano)	Bolivia	South America	1	04	01	04
	Boricua (Borinquano)			--	05	99	05
		Bosnia-Herzegovna	Europe	--	--	01	07
	Botswana	Botswana	Africa	--	24	99	07
Brava (Bravo)				1	--	01	99
Brazilian	Brazilian	Brazil	South America	1	15	01	04
	British			--	08	99	07
British Honduran		(See Belize)		0	--	98	04
Brown				2	--	02	99
		Brunei	Asia	--	--	68	07
	Bulgarian	Bulgaria	Europe	--	18	01	07
		Burkina Faso	Africa	--	--	99	07
Burmese	Burmese	Burma (Also Myanmar)	Asia	9	20	68	07
	Burundi	Burundi	Africa	--	24	99	07
Cajun	Cajun			1	15	01	07
	California			--	05	99	05
Cambodian	Cambodian	Cambodia	Asia	9	20	68	07
	Cameroon	Cameroon	Africa	--	24	99	07
Canadian	Canadian	Canada	North America	1	15	01	07
Canadian Indian				3	--	03	07
Canadian Mexican				3	--	03	01
	Canary Islands			--	05	99	05
	Cantonese			--	20	78	07
Cape Verde	Cape Verdean	Cape Verde	Africa	2	24	02	07
Carib				6	--	98	99
	Castillan			--	05	01	05

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES

## DETAIL RACE AND HISPANIC ORIGIN FOR FARS

Race (CDC)	Ancestry/ Ethnicity (CDC)	Country	Region	CDC Race*	CDC Ethnic*	FARS Detail Race	FARS Hispanic Origin
	Catalonia			--	05	01	05
Caucasian	Caucasian			1	99	01	07
		Cayman Islands		--	--	99	99
	Celltic			--	08	01	07
	Central African Republic	Central African Republic	Africa	--	24	02	07
	Central European			--	99	99	99
	Centroamericano			--	04	99	04
Ceylonese	Ceylonese			9	21	68	07
	Chad	Chad	Africa	--	24	99	07
Chamorro	Chamorro			9	20	68	07
Chicano	Chicano			1	01	01	01
Chicano/Mex/American				1	--	01	01
	Chile (Chilano)	Chile	South American	--	04	01	04
Chinese	Chinese	China	Asia	4	20	04	07
Chinese/White				4	--	04	99
Colombian	Colombia (Colombiano)	Colombia	South America	1	04	01	04
Colored				2	--	02	99
		Comoros	Africa	--	--	99	07
	Congolese	Congo (Republic of)	Africa	--	24	99	07
Costa Rican	Costa Rica (Constarricense)	Costa Rica	Central America	1	04	01	04
Creole	Creole			1	16	01	99
	Croatian	Croatia	Europe	--	19	01	07
Crucian				1	--	01	99
Cuban	Cuban	Cuba		1	03	01	03
	Cypriot	Cyprus	Europe	--	22	01	07
Czechoslovakian	Czechoslovakian	Czech Republic	Europe	1	18	01	07
	Dahomey		Africa	--	24	02	07

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES

## DETAIL RACE AND HISPANIC ORIGIN FOR FARS

Race (CDC)	Ancestry/ Ethnicity (CDC)	Country	Region	CDC Race*	CDC Ethnic*	FARS Detail Race	FARS Hispanic Origin
Danish	Danish	Denmark	Europe	1	12	01	07
		Djibouti	Africa	--	--	99	07
		Dominica		--	--	99	99
Dominican	Dominican Republic	Dominican Republic		2	04	02	04
	Dutch	Netherlands	Europe	--	16	01	07
Dutch East Indian				9	--	68	99
East Indian	East Indian			9	20	68	07
	Eastern European			--	18	99	07
Ebian				1	--	01	99
Ecuadorian	Ecuador (Ecuatoriano)	Ecuador	South America	1	04	01	04
Egyptian	Egyptian	Egypt	North Africa	1	23	01	07
	El Salvador	El Salvador	Central America	--	04	98	04
English	English			1	08	01	07
		England	Europe	--	--	99	99
English-French			Europe	1	--	01	07
English-Irish			Europe	1	--	01	07
	Equatorial Guinea	Equatorial Guinea	Africa	--	24	99	07
Eritrean		Eritrea	Africa	2	--	02	07
Eskimo, Eskimoan	Eskimo, Eskimoan			3	07	03	07
	Espana, (Espanol)			--	05	01	05
	Estonian	Estonia	Europe	--	18	01	07
Ethiopia(n)	Ethiopian	Ethiopia	Africa	2	24	02	07
Eurasian	Eurasian			9	22	78	99
European	European			1	99	01	99
	Falkland Islands	Falkland Islands	South America	--	04	01	07
	Fernando PO			--	05	99	05
Fijan	Fijan	Fiji	Australasia & Pacific	9	20	68	07

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES

## DETAIL RACE AND HISPANIC ORIGIN FOR FARS

Race (CDC)	Ancestry/ Ethnicity (CDC)	Country	Region	CDC Race*	CDC Ethnic*	FARS Detail Race	FARS Hispanic Origin
Filipino	Filipino	Philippines	Asia	8	20	07	07
Finnish	Finnish	Finland	Europe	1	17	01	07
	Flemish		Europe	--	16	01	07
	Franco American			--	11	99	07
French	French	France	Europe	1	11	01	07
French Canadian	French Canadian			1	15	01	07
		French Guiana		--	--	99	99
French Indian (American)	French Indian			3	07	03	07
French Indian (India)				9	--	18	07
		French Polynesia		--	--	68	07
	Gabonese	Gabon	Africa	--	24	99	07
	Galapagos Islands			--	04	01	04
	Gambian	Gambia	Africa	--	24	99	07
	Georgian	Georgia	Europe	--	18	01	07
German	German	Germany	Europe	1	10	01	07
Ghanaian	Ghanaian	Ghana	Africa	2	24	02	07
Gilbertese				9	--	68	07
	Great Russian			--	18	01	07
Greek	Greek	Greece	Europe	1	19	01	07
	Greenland	Greenland		--	15	99	07
		Grenada		--	--	02	07
		Guadeloupe		--	--	99	99
Guamanian	Guamanian	Guam		9	20	58	07
Guatemalan	Guatemala (Guatemalteco)	Guatemala	Central America	6	04	98	04
	Guinean	Guinea	Africa	--	24	99	07
		Guinea-Bissau	Africa	--	--	99	07
Guyanese	Guyanaq	Guyana	South America	0	15	99	07

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES

## DETAIL RACE AND HISPANIC ORIGIN FOR FARS

Race (CDC)	Ancestry/ Ethnicity (CDC)	Country	Region	CDC Race*	CDC Ethnic*	FARS Detail Race	FARS Hispanic Origin
Gypsy	Gypsy			1	22	01	07
Haitian	Haitian	Haiti		2	15	02	07
Hamitic				2	--	02	07
Hawaiian	Hawaiian			7	20	06	07
Hawaiian/Part Hawaiian				7	--	06	07
Hebrew	Hebrew			1	22	01	07
Hindu	Hindu			9	21	78	07
Hispanic	Hispanio			1	05	01	06
Hmong	Hmong			9	20	68	07
Honduran	Honduras (Hondureno)	Honduras	Central America	6	04	98	04
	Hong Kong	Hong Kong	Asia	--	20	78	07
Hungarian	Hungarian	Hungary	Europe	1	18	01	07
	Iberian (Ibero)			--	05	01	05
Icelandic	Icelandic	Iceland	Europe	1	17	01	07
India				9	--	18	07
Indian (From India)	Indian (From India)	India	Asia	9	21	18	07
Indian (American)				3	--	03	07
Indian (Argentina)				6	--	98	04
Indian (AM,AK,CN,MX)				3	--	03	99
Indo-Aryan				9	--	78	07
Indonesian	Indonesian	Indonesia	Asia	9	20	68	07
Iran(ian)	Iranian	Iran	Middle East	1	22	01	07
Iraqi	Iraqi	Iraq	Middle East	1	22	01	07
Irish	Irish	Ireland	Europe	1	09	01	07
Islamic				1	--	01	07
Israelite	Israeli	Israel	Middle East	1	22	01	07
Italian	Italian	Italy	Europe	1	14	01	07

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES

## DETAIL RACE AND HISPANIC ORIGIN FOR FARS

Race (CDC)	Ancestry/ Ethnicity (CDC)	Country	Region	CDC Race*	CDC Ethnic*	FARS Detail Race	FARS Hispanic Origin
	Ivory Coast	Ivory Coast/Cote D'Ivoire	Africa	--	24	02	07
Jackson (Jack) White				6	--	98	99
Jamaican	Jamaican	Jamaica		2	15	02	07
Japanese	Japanese	Japan	Asia	5	20	05	07
Java	Javanese			9	20	68	07
Jew	Jewish			1	99	01	99
Jordanian	Jordanian	Jordan	Middle East	1	22	01	07
	Kashmirian			--	21	99	07
		Kazakhstan	Asia	--	--	68	07
Kenyan	Kenyan	Kenya	Africa	2	24	02	07
		Kiribati		--	--	99	99
Korean	Korean	Korea-North	Asia	9	20	28	07
Korean	Korean	Korea-South	Asia	9	20	28	07
Kuwaitian	Kuwaiti	Kuwait	Middle East	1	22	01	07
		Kyrgyzstan	Asia	--	--	68	07
Ladina				1	--	01	99
	La Raza			--	05	01	01
Laotian	Laotian	Laos	Asia	9	20	68	07
Latin American	American			1	05	01	06
	Latino			--	05	01	06
Latvian	Latvian	Latvia	Europe	1	18	01	07
Lebonese	Lebonese	Lebanon	Middle East	1	22	01	07
	Lesotho	Lesotho	Africa	--	24	99	07
Liberian	Liberian	Liberia	Africa	2	24	02	07
Libyan	Libyan	Libya	North Africa	1	23	01	07
		Liechtenstein	Europe	--	--	01	07
Lithuanian	Lithuanian	Lithuania	Europe	1	18	01	07

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES

## DETAIL RACE AND HISPANIC ORIGIN FOR FARS

Race (CDC)	Ancestry/ Ethnicity (CDC)	Country	Region	CDC Race*	CDC Ethnic*	FARS Detail Race	FARS Hispanic Origin
		Luxembourg	Europe	--	--	01	07
		Macau		--	--	04	07
		Macedonia	Europe	--	--	01	07
	Madagascan	Madagascar	Africa	--	24	99	07
	Majorca			--	05	99	05
Malawian	Malawi	Malawi	Africa	2	24	02	07
Malayan	Malaysian	Malaysia	Asia	9	20	68	07
		Maldives	Asia	--	--	99	07
	Mali	Mali	Africa	--	24	99	07
	Mallorca (Mallorquin)			--	05	99	05
Maltese	Maltese	Malta	Europe	1	19	01	07
Maori	Maori			9	20	68	07
Marshallese		Marshall Islands	Australasia & Pacific	9	--	68	07
Marshenese				1	--	01	99
		Martinique		--	--	02	07
Mauritian	Mauritanian	Mauritania	Africa	1	24	01	07
	Mauritius	Mauritius	Africa	--	24	99	07
Mediterranean				1	--	01	99
Melanesian	Melanesian			9	20	68	07
Mestizo				6	--	03	04
Mestizo-Inca				6	--	03	04
Mexican	Mexican (Mexicano)	Mexico	North America	1	01	01	01
Mexican Indian				3	--	03	01
	Mexican American			--	01	99	01
Micronesian	Micronesian			9	20	68	07
Mixed	Mixed			6	99	98	99
Mohammed Ali				6	--	98	07

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES

## DETAIL RACE AND HISPANIC ORIGIN FOR FARS

Race (CDC)	Ancestry/ Ethnicity (CDC)	Country	Region	CDC Race*	CDC Ethnic*	FARS Detail Race	FARS Hispanic Origin
Mohammedan (Moslem)				1	--	01	07
		Moldova	Europe	--	--	01	07
		Monaco	Europe	--	--	01	07
Mongolian	Mongolian	Mongolia	Asia	--	20	68	07
		Montenegro		--	--	01	07
Moor(ish)				6	--	98	07
Morroccan	Morroccan	Morocco	North Africa	1	23	01	07
	Moslem			--	99	99	99
Mugandan				2	--	02	99
Mullato				2	--	02	99
Muslim	Muslim			1	99	01	99
		Mozambique	Africa	--	--	02	07
		Myanmar (also Burma)	Asia	--	--	68	07
		Namibia	Africa	--	--	02	07
Nassau				2	--	02	99
	Native American			--	07	03	07
		Nauru	Australasia & Pacific	--	--	78	07
Negro	Negro			2	24	02	07
Negro/Indian				2	--	02	07
Nepalese	Nepali	Nepal	Asia	9	21	68	07
		Netherlands	Europe	--	--	01	07
		Netherlands Antilles		--	--	99	99
		New Caledonia	Australasia & Pacific	--	--	78	07
	New Zelandar	New Zealand	Australasia & Pacific	--	20	99	07
	Newfoundland			--	15	01	07
Nicaraguan	Nicaragua (Nicaraguense)	Nicaragua	Central America	6	04	98	04

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES



## DETAIL RACE AND HISPANIC ORIGIN FOR FARS

Race (CDC)	Ancestry/ Ethnicity (CDC)	Country	Region	CDC Race*	CDC Ethnic*	FARS Detail Race	FARS Hispanic Origin
	Niger	Niger	Africa	--	24	02	07
Nipponese (Nipon)	Nipponese			5	20	05	07
Nigerian	Nigerian	Nigeria	Africa	2	24	02	07
Nordic	Nordic (Icelandic)			1	17	01	07
	North American			--	15	99	99
		Northern Ireland	Europe	--	--	01	07
Norwegian	Norwegian	Norway	Europe	1	12	01	07
Nubian				2	--	02	07
Occidental				1	--	01	99
Octaroon				2	--	02	99
Okinawan	Okinawan			5	20	05	07
		Oman	Middle East	--	--	01	07
	Oriental			--	20	78	07
	Pacific Islander			--	20	78	07
Pakistani	Pakistani	Pakistan	Asia	9	21	18	07
Palauan		Palau	Australasia & Pacific	9	--	68	
Palestinian	Palestinian			1	22	01	07
Panamanian	Panama (Panameno)	Panama	Central America	6	04	98	04
		Papua New Guinea	Australasia & Pacific	--	--	99	07
	Paraguay (Paraguayo)	Paraguay	South America	--	04	98	04
Parsi				1	--	01	99
	Pennsylvania Dutch			--	10	01	07
Persian	Persian			1	22	01	07
Peruvian	Peru (Peruano)	Peru	South American	1	04	01	07
Philipino	Philipino	Philippines	Asia	8	20	07	07
Polish	Polish	Poland	Europe	1	13	01	07

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES

## DETAIL RACE AND HISPANIC ORIGIN FOR FARS

Race (CDC)	Ancestry/ Ethnicity (CDC)	Country	Region	CDC Race*	CDC Ethnic*	FARS Detail Race	FARS Hispanic Origin
Polynesian	Polynesian			9	20	68	07
Ponapean				9	--	68	07
Portuguese	Portuguese	Portugal	Europe	1	19	01	07
	Prussia			--	10	01	07
Puerto Rican	Puerto Rican (Puertorriqueno)	Puerto Rico		1	02	01	02
Punjabi	Punjabi			9	20	68	07
	Qatar	Qatar	Middle East	--	22	99	07
Quadroon				2	--	02	99
Red	Red			3	07	03	07
Rhodesian		Rhodesia		--	24	02	07
		Reunion	Africa	--	--	99	07
Romanian		Romania	Europe	1	--	01	07
	Romany			--	22	99	07
Rotanese				9	--	68	99
	Rumanian			--	18	99	07
Russian	Russian	Russia	Europe	1	18	01	07
	Rwanda	Rwanda	Africa	--	24	02	07
Ryukyuan				5	--	05	07
Salpanese				9	--	68	99
Salvadorian	Salvadoreno			6	04	98	04
Samoa(n)	Samoaan	American Samoa	Australasia & Pacific	9	20	38	07
		Saint Kitts-Nevis		--	--	02	07
		Saint Lucia		--	--	02	07
		Saint Vincent		--	--	02	07
		San Marino		--	--	01	07
		Sao Tome and Principe	Africa	--	--	02	07

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES

## DETAIL RACE AND HISPANIC ORIGIN FOR FARS

Race (CDC)	Ancestry/ Ethnicity (CDC)	Country	Region	CDC Race*	CDC Ethnic*	FARS Detail Race	FARS Hispanic Origin
Saudia-Arabian	Saudi Arabian	Saudi Arabia	Middle East	1	22	01	07
Saxon(y)				1	--	01	07
Scandinavian	Scandinavian			1	12	01	07
Scotch	Scottish	Scotland	Europe	1	08	01	07
	Scotch-Irish			--	08	01	07
Selawik				3	--	03	07
Semitic				1	--	01	99
		Senegal	Africa	--	--	02	07
Serbian	Serbian	Serbia	Europe	1	19	01	07
	Serbo-Croatian			--	19	01	07
Servian				1	--	01	99
Seychelloise		Seychelles	Africa	2	--	02	07
Siamese	Siamese			9	20	68	07
Sicilian	Sicilian			1	14	01	07
	Sierra Leone	Sierra Leone	Africa	--	24	02	07
Sikh	Sikhs			9	21	68	07
	Singaporean	Singapore	Asia	--	20	68	07
Singhalese	Singhalese			9	21	68	07
Sino Burman				4	--	04	07
Slovakian	Slovak	Slovakia	Europe	1	18	01	07
	Sloavic (Slovenian)	Slovenia	Europe	--	19	01	07
	Slovikian			--	19	01	07
	Slovish			--	19	01	07
		Solomon Islands	Australasia & Pacific	--	--	68	07
	Somalian	Somalia	Africa	--	24	99	07
	South African	South Africa	Africa	--	24	99	07
South American				1	--	01	06

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES

## DETAIL RACE AND HISPANIC ORIGIN FOR FARS

Race (CDC)	Ancestry/ Ethnicity (CDC)	Country	Region	CDC Race*	CDC Ethnic*	FARS Detail Race	FARS Hispanic Origin
	Southern European			--	19	01	99
Spanish	Spain (Spaniard)	Spain	Europe	1	05	01	05
		Sri Lanka	Asia		--	68	07
Sudanese	Sudanese	Sudan	North Africa	2	23	02	07
Sunni				1	--	01	07
	Swaziland			--	24	02	07
Swedish	Swedish	Sweden		1	12	01	07
	Swiss	Switzerland	Europe	--	16	01	07
Syrian	Syrian	Syria	Middle East	1	22	01	07
Tahitian				9	--	68	07
Taimskin				3	--	03	99
Taiwanese	Taiwanese	Taiwan	Asia	4	20	04	07
		Tajikistan	Asia	--	--	68	07
Tamil-Ceylonese				9	--	68	07
Tamil-Malayan				9	--	68	07
Tanzanian	Tanzanian	Tanzania	Africa	2	24	02	07
Teutonic				1	--	01	07
Thai	Thai	Thailand	Asia	9	20	68	07
Tibetan		Tibet		9	--	68	07
	Togolese	Togo	Africa	--	24	02	07
Tongan		Tonga	Australasia & Pacific	9	--	68	07
Triguano				6	--	98	99
Trinidadian	Trinidadian	Trinidad and Tobago		2	15	02	07
Tunisian	Tunisian	Tunisia	North Africa	1	23	01	07
Turk	Turkish	Turkey	Middle East	1	22	01	07
		Turkmenistan	Asia	--	--	68	07

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES

## DETAIL RACE AND HISPANIC ORIGIN FOR FARS

Race (CDC)	Ancestry/ Ethnicity (CDC)	Country	Region	CDC Race*	CDC Ethnic*	FARS Detail Race	FARS Hispanic Origin
		Tuvalu	Australasia & Pacific	--	--	68	07
Ubontilian				9	--	68	07
Ugandan	Ugandan	Uganda	Africa	2	24	02	07
Ukrainian	Ukrainian	Ukraine	Europe	1	18	01	07
		United Arab Emirates	Middle East	--	--	01	07
	United Kingdom			--	08	99	07
		United States of America	North America	--	--	99	99
Unknown or Blank	Unknown			0	99	99	99
	Upper Volta		Africa	--	24	99	07
	Uruguay (Uruguayo)	Uruguay	South America	--	04	01	04
Ute				3	--	03	07
		Uzbekistan	Asia	--	--	68	07
	Valencian			--	05	01	05
		Vanuatu	Australasia & Pacific	--	--	68	07
Venezuela(n)	Venezuela (Venezolano)	Venezuela	South America	1	04	01	04
Vietnam(ese)	Vietnamese	Vietnam	Asia	9	20	48	07
	Viking			--	12	01	07
W				1	--	01	99
Welsh	Welsh	Wales (United Kindom)	Europe	1	08	01	07
West Indies (Indian)	West Indian			2	15	02	07
		Western Sahara	Africa	--	--	99	99
		Western Samoa	Australasia & Pacific	--	--	38	07
White	White			1	99	01	99
	White Russian			--	18	01	07
Wiam (White American)				1	--	01	99

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES

## DETAIL RACE AND HISPANIC ORIGIN FOR FARS

Race (CDC)	Ancestry/ Ethnicity (CDC)	Country	Region	CDC Race*	CDC Ethnic*	FARS Detail Race	FARS Hispanic Origin
Yapanes				9	--	68	07
	Yellow			--	20	78	07
	Yemen	Yemen	Middle East	--	22	99	07
Yugoslavian	Yugoslavian	Yugoslavia	Europe	1	19	01	07
	Zaire	Zaire	Africa	--	24	02	07
	Zambian	Zambia	Africa	--	24	02	07
	Zanzibar			--	24	02	07
		Zimbabwe	Africa	--	--	02	07
Zoroastrian				1	--	01	07

## NCHS (NATIONAL CENTER FOR HEALTH STATISTICS) RACE CODES

CDC RACE CODE	RACE DISCRPTION
0	Unknown/Blank
1	White/Mexican/Puerto Rican, Other Caucasian
2	Black
3	Indian (American, Canadian, Alaskan, Aleut/Eskimo)
4	Chinese
5	Japanese
6	Other Non-White
7	Hawaiian/Part Hawaiian
8	Filipino
9	Asian/Pacific Island Other

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES

**DETAIL RACE AND HISPANIC ORIGIN FOR FARS  
NCHS (NATIONAL CENTER FOR HEALTH STATISTICS) ANCESTRY CODES**

CDC ANCESTRY CODE	ANCESTRY/ETHNICITY DESCRIPTION
01	Mexican
02	Puerto Rican
03	Cuban
04	Central or South American
05	Other & Unknown Spanish
06	"American"
07	Indian (American, Alaskan, Canadian or Mexican Indian, Eskimo & Aleut)
08	English, Scottish, Welsh, Scotch-Irish
09	Irish
10	German
11	French
12	Norwegian, Swedish, Danish
13	Polish
14	Italian
15	Other North, Central and South American or Canadian
16	Other Western European
17	Other Northern European
18	Other Eastern European
19	Other Southern European (Excluding Spain)
20	Southwest Asian & Pacific Islander
21	South Central Asian
22	Other Asian
23	North African
24	Other African
99	Unknown
Blank	Blank

\* SEE NATIONAL CENTER FOR HEALTH STATISTICS (NCHS) CODES

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# APPENDIX

## 2006 CONSISTENCY CHECKS

The following pages contain Consistency Checks,  
Intraconsistency Checks and Special  
Processing Rules.  
It is arranged in alpha/numeric order.

All questions concerning the FARS Coding Manual and  
coding issues should be directed to  
NISR, Inc., 301-533-0750  
[codingquestions@nistrinc.com](mailto:codingquestions@nistrinc.com)

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**ERROR CODE    ERROR TEST**

040F	The NUMBER OF PERSON FORMS SUBMITTED given on the ACCIDENT FORM is not equal to the total of NUMBER OF FORMS SUBMITTED FOR PERSONS NOT IN MOTOR VEHICLES and VEHICLE OCCUPANTS.
050P	If PERSON TYPE equals 04-08, 19, and NUMBER OF VEHICLE FORMS SUBMITTED equals 01, then NON-OCCUPANT STRIKING VEHICLE NUMBER must equal 01.
060P	If NON-OCCUPANT STRIKING VEHICLE NUMBER is not equal to 00, 99, then the NON-OCCUPANT STRIKING VEHICLE NUMBER must equal some VEHICLE NUMBER in the case.
170F	If MONTH equals current month, then DAY must be at least 2 days prior to current day or 99.
1A0P	If RELATED FACTORS-ACCIDENT LEVEL equals 14, then NUMBER OF VEHICLE FORMS SUBMITTED must be greater than 01.
1C0P	If ACCIDENT MONTH is between June and December, then the vehicle MODEL YEAR must not be greater than ACCIDENT YEAR plus ONE.
1D0P	If SPECIAL USE equals 1, then BODY TYPE must equal 02-09, 12, 14-21, 28-29, 99.
1E0P	If IMPACT POINT-INITIAL equals 00, then IMPACT POINT-PRINCIPAL must equal 00.
1E1P	If IMPACT POINT-PRINCIPAL equals 00, then IMPACT POINT-INITIAL must equal 00.
1G0P	If one RELATED FACTORS-VEHICLE LEVEL equals 99, then both factors must equal 99.
1H0F	If DRIVER PRESENCE equals 2, 4, 9, then PREVIOUS SPEEDING CONVICTIONS must be blank.
1H1F	If DRIVER PRESENCE equals 2, 4, 9, then LICENSE STATE must be blank.
1H2F	If DRIVER PRESENCE equals 2, 4, 9, then LICENSE COMPLIANCE WITH CLASS OF VEHICLE must be blank.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
1H3F	If DRIVER PRESENCE equals 2, 4, 9, then NON-CDL LICENSE STATUS and COMMERCIAL MOTOR VEHICLE LICENSE STATUS must be blank.
1H4F	If DRIVER PRESENCE equals 2, 4, 9, then COMPLIANCE WITH LICENSE RESTRICTIONS must be blank.
1H6F	If DRIVER PRESENCE equals 2, 4, 9, then VIOLATIONS CHARGED must be blank.
1H7F	If DRIVER PRESENCE equals 2, 4, 9, then PREVIOUS RECORDED ACCIDENTS must be blank.
1H8F	If DRIVER PRESENCE equals 2, 4, 9, then PREVIOUS RECORDED SUSPENSIONS must be blank.
1H9F	If DRIVER PRESENCE equals 2, 4, 9, then PREVIOUS DWI CONVICTIONS must be blank.
1HAF	If DRIVER PRESENCE equals 2, 4, 9, then PREVIOUS OTHER HARMFUL MV CONVICTIONS must be blank.
1HBF	If DRIVER PRESENCE equals 2, 4, 9, then DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION must be blank.
1HCF	If DRIVER PRESENCE equals 2, 4, 9, then DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must be blank.
1HDF	If DRIVER PRESENCE equals 2, 4, 9, then DRIVER HEIGHT (feet and inches) must equal blank.
1HEF	If DRIVER PRESENCE equals 2, 4, 9, then DRIVER WEIGHT must equal blank.
1I0P	If LICENSE STATE equals 99, then NON-CDL LICENSE STATUS must not equal 0-4, 6, and COMMERCIAL MOTOR VEHICLE LICENSE STATUS must not equal 0-8.
1J0P	If any counter equals 99, then all counters must equal 99.
1J1P	If any counter equals 99, then DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION must equal 999999.
1J2P	If any counter equals 99, then DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must equal 999999.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
1K0P	If LICENSE STATE equals 99, then LICENSE COMPLIANCE WITH CLASS OF VEHICLE must not equal 0-3.
1L0P	If any RELATED FACTORS-DRIVER LEVEL equals blanks, then all RELATED FACTORS-DRIVER LEVEL must equal blanks.
1M1F	If RELATED FACTORS-PERSON LEVEL equals 13, then PERSON TYPE must equal 08.
1M2F	If RELATED FACTORS-PERSON LEVEL equals 11, 19, then PERSON TYPE must equal 05.
1N0F	If PERSON TYPE equals 06, then RELATED FACTORS-PERSON LEVEL must not equal 09, 11-13, 19, 32, 53, 68, 70, 88, 90.
1P0F	If PERSON TYPE equals 05-08, 19, then NON-OCCUPANT LOCATION must not equal 00.
1P1F	If PERSON TYPE equals 03, then NON-OCCUPANT LOCATION must equal 00.
1Q0F	If PERSON TYPE equals 01, and BODY TYPE equals 80-83, 88-89, then SEATING POSITION must not equal 00, 12-55, 99.
1R0P	If SEATING POSITION equals 51, and BODY TYPE equals 50-52, 58-59, then INJURY SEVERITY must not equal 0, 9.
1R1P	If DIED AT SCENE/EN ROUTE equals 7-8, then INJURY SEVERITY must equal 4.
1S0P	If SEQUENCE OF EVENTS equals 08-15, 17-43, 45-46, 48-50, 52-55, then VEHICLE ROLE must not equal 0.
1T0P	If SPEED LIMIT is greater than 55, and not equal to 99, then ROADWAY FUNCTION CLASS must not equal 15-16.
1U1F	If INJURY SEVERITY equals 4, then DEATH DATE must not equal 00000000.
1U2F	If INJURY SEVERITY equals 4, then DEATH TIME must not equal 0000.
1V0P	If DEATH MONTH or DAY equals 00, or DEATH YEAR equals 0000, then all must equal 0's.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
1W0P	If any RELATED FACTORS-PERSON LEVEL equals 99, then all factors must equal 99.
1Y0P	If RELATION TO JUNCTION equals 06, then RAIL GRADE CROSSING IDENTIFIER must not equal 0000000.
1Z0P	If SEQUENCE OF EVENTS equals 01, then ROLLOVER must not equal 0 for this vehicle, unless BODY TYPE equals 80-83, 88-89, or blank for this vehicle.
200P	If CITY is greater than 0000 and less than 9997, and COUNTY is greater than 000 and less than 997, then COUNTY and CITY must be valid codes for the STATE.
210P	If CITY is greater than 0000 and less than 9997, then COUNTY must not equal 999.
220P	If LIGHT CONDITION equals 4 and STATE is not equal to 02, then ACCIDENT TIME must equal 0300-0900, 0999, 9999.
2300	If LIGHT CONDITION equals 5, and STATE is not equal to 02, then ACCIDENT TIME must equal 1600-2200, 2299, 9999 (or if LIGHT CONDITION equals 5, and STATE equals 02, then ACCIDENT TIME should equal 1600-2300, 2399, 9999).
250P	If RELATION TO ROADWAY equals 03, then TRAFFICWAY FLOW must not equal 1, 4-5, 9.
260P	If ROUTE SIGNING equals 1, then NATIONAL HIGHWAY SYSTEM must equal 1.
2B0P	If JACKKNIFE equals 1-3, then VEHICLE TRAILING must not equal 0, 9.
2D0P	If SPECIAL USE equals 2, then BODY TYPE must equal 16, 19-21, 28-29, 45, 48, 51-52, 58-59 or blanks.
2E0P	If IMPACT POINT-INITIAL equals 01-14, 99, then IMPACT POINT-PRINCIPAL must not equal 00.
2F0F	If NUMBER OF OCCUPANTS equals 00, then DRIVER PRESENCE must equal 2, 4.
2G0P	If either RELATED FACTORS-VEHICLE LEVEL equals blanks, then the other factor must also equal blanks.

**ERROR CODE    ERROR TEST**

2H0F	If DRIVER PRESENCE equals 2, 9, then RELATED FACTORS-DRIVER LEVEL must not equal 01-08, 09, 11-13, 15-16, 19, 46, 52-53, 58-59, 61-88, 90, 93-98.
2I0P	If LICENSE STATE equals 99, then COMPLIANCE WITH LICENSE RESTRICTIONS must not equal 0-3.
2J0P	If all counters are not blanks and PREVIOUS RECORDED ACCIDENTS not equal to 98 and any counter not equal to 00, 99, then DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION must not equal 000000, 999999.
2J1P	If all counters are not blanks and PREVIOUS RECORDED ACCIDENTS not equal to 98 and any counter not equal to 00, 99, then DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must not equal 000000, 999999.
2K0P	DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must be less than or equal to DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION.
2L0P	If any RELATED FACTORS-DRIVER LEVEL equals 99, then all RELATED FACTORS-DRIVER LEVEL must equal 99.
2M0F	If PERSON TYPE equals 01, then SEATING POSITION must not equal 00, 21-55.
2P0F	If PERSON TYPE equals 04-08, 19, then EJECTION must equal 0.
2Q0F	If PERSON TYPE equals 02-03, 09, and BODY TYPE equals 01-02, 04, 08, 10, 31-33, 39-41, 45, 48-49, 90-91, then SEATING POSITION must not equal 00, 31-50.
2R0P	If RESTRAINT SYSTEM USE equals 01-04, 06, 13-14, then BODY TYPE must not equal 80-83, 88-89, 91.
2S0P	If RESTRAINT SYSTEM USE equals 05, then AIR BAG AVAILABILITY/DEPLOYMENT must equal 30.
2T0P	If RESTRAINT SYSTEM USE equals 06, then AIR BAG AVAILABILITY/DEPLOYMENT must equal 00.
2U0P	If BODY TYPE equals 80-83, 88-91, then AIR BAG AVAILABILITY/DEPLOYMENT must equal 30.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
2U1F	If INJURY SEVERITY is not equal to 4, then DEATH DATE must equal 00000000.
2U2F	If INJURY SEVERITY is not equal to 4, then DEATH TIME must equal 0000.
2U3F	If INJURY SEVERITY equals 3, then TAKEN TO HOSPITAL OR TREATMENT FACILITY should not equal 0.
2V0P	If DEATH DAY and MONTH are greater than 00 and less than 99, then DEATH DAY must be a valid day for DEATH MONTH.
2W0P	If any RELATED FACTORS-PERSON LEVEL equals blanks, then all factors must equal blanks.
2X0F	If VEHICLE NUMBER equals 00, then PERSON TYPE must not equal 01-03, 09.
2Z0F	If SEQUENCE OF EVENTS equals 12-14, 45, 54-55, then NUMBER OF VEHICLE FORMS SUBMITTED must be greater than 01.
300P	If NATIONAL HIGHWAY SYSTEM equals 0, 9, then ROADWAY FUNCTION CLASS must not equal 01, 11.
320P	If ROADWAY FUNCTION CLASS equals 01, 11, and ROUTE SIGNING is not equal to 7, then NATIONAL HIGHWAY SYSTEM must equal 1.
330P	If NATIONAL HIGHWAY SYSTEM equals 0, 9, then ROUTE SIGNING must not equal 1.
340P	If ROUTE SIGNING equals 1, then the first position of TRAFFICWAY IDENTIFIER #1 must be "I" and the second position must be "-".
350P	If ROUTE SIGNING equals 2, then the first two positions of TRAFFICWAY IDENTIFIER #1 must be "US" and the third position must be "-".
360P	If ROUTE SIGNING equals 3, then the first two positions of TRAFFICWAY IDENTIFIER #1 must be "SR" and the third position must be "-".
3A0P	If SPECIAL USE equals 7, then BODY TYPE must equal 15, 19, 40, 48-49, 60-64, 66-67, 71-72, 78-79, 99.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
3B0P	If JACKKNIFE equals 2-3, then TRAVEL SPEED must not equal 00.
3C0P	If EXTENT OF DEFORMATION equals 6, then MANNER OF LEAVING SCENE must not equal 1.
3D0P	If SPECIAL USE for any vehicle equals 2, then SCHOOL BUS RELATED must equal 1.
3E0P	If IMPACT POINT-INITIAL equals 00, then VEHICLE ROLE must not equal 1-3, 9.
3E1P	If IMPACT POINT-INITIAL equals 01-14, 99, then VEHICLE ROLE must not equal 0.
3E2P	If VEHICLE ROLE equals 1-3, 9, then IMPACT POINT-INITIAL must not equal 00.
3E3P	If VEHICLE ROLE equals 0, then IMPACT POINT-INITIAL must equal 00.
3F0F	If UNIT TYPE equals 1, and NUMBER OF OCCUPANTS equals 97, and PERSON TYPE is not equal to 01, then INJURY SEVERITY must not equal 0, 9.
3G0P	If the first RELATED FACTORS-VEHICLE LEVEL equals 00, then the other factor must also equal 00.
3H0F	If DRIVER PRESENCE equals 1, then there must be one and only one Person Level form for that vehicle with PERSON TYPE equal to 01, or there must be no Person Level form for that vehicle with PERSON TYPE equal to 01 and at least two Person Level forms for that vehicle with PERSON TYPE equal to 09.
3I1P	If LICENSE STATE equals 99, then all driver history counters PREVIOUS RECORDED ACCIDENTS must equal 99.
3I2P	If LICENSE STATE equals 99, then all driver history counters PREVIOUS RECORDED SUSPENSIONS AND REVOCATIONS must equal 99.
3I3P	If LICENSE STATE equals 99, then all driver history counters PREVIOUS DWI CONVICTIONS must equal 99.
3I4P	If LICENSE STATE equals 99, then all driver history counters PREVIOUS SPEEDING CONVICTIONS must equal 99.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
3I5P	If LICENSE STATE equals 99, then all driver history counters PREVIOUS OTHER HARMFUL MV CONVICTIONS must equal 99.
3J0P	If all counters equal 00, then DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION must equal 000000.
3J1P	If all counters equal 00, then DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must equal 000000.
3K0P	DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION must be less than or equal to ACCIDENT DATE.
3L0P	If any RELATED FACTORS-DRIVER LEVEL equals 00, then all remaining RELATED FACTORS-DRIVER LEVEL must equal 00.
3M0F	If PERSON TYPE equals 01, then RESTRAINT SYSTEM USE must not equal 04, 06, 14.
3P0F	If PERSON TYPE equals 03-08, 19, then INJURY SEVERITY should not equal 6.
3Q0F	If PERSON TYPE equals 02-03, 09, and BODY TYPE equals 01-16, 19-20, 22, 28-33, 39, 41-42, 50-52, 58-59, 65, 80-83, 88-92, 97, then SEATING POSITION must not equal 00, 50.
3R0P	If AIR BAG AVAILABILITY/DEPLOYMENT does not equal 30, then SEATING POSITION must not equal 31-55.
3R1P	If AIR BAG AVAILABILITY/DEPLOYMENT equals 00, then SEATING POSITION must equal 00.
3R2P	If SEATING POSITION equals 00, then AIR BAG AVAILABILITY/DEPLOYMENT must equal 00.
3R3P	If SEATING POSITION equals 00, then PERSON TYPE must not equal 01-03, 09.
3S0P	If SEATING POSITION equals 55, then EJECTION must equal 0.
3U0P	If DEATH DATE equals ACCIDENT DATE, and ACCIDENT TIME is not equal to 9999 (or ACCIDENT HOUR equals Death Hour and Accident Minute is not equal to 99), then DEATH TIME must not be less than ACCIDENT TIME.
3W0P	If any RELATED FACTORS-PERSON LEVEL equals 00, then all subsequent factors must equal 00.



**ERROR CODE    ERROR TEST**

3X0F	If VEHICLE NUMBER is greater than 00, then PERSON TYPE must not equal 04-08, 19.
420P	If MANNER OF COLLISION equals 07-08, then there must be at least two vehicle forms with IMPACT POINT-INITIAL equal to 01-05, 07-11, 99.
421P	If NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 01, then IMPACT POINT-INITIAL for one vehicle should equal 12, and IMPACT POINT-INITIAL for the other vehicle should equal 06, 99.
422P	If NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 02, then IMPACT POINT-INITIAL for one vehicle should equal 12, and IMPACT POINT-INITIAL for the other vehicle should equal 12, 99.
423P	If NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 03-06, then IMPACT POINT-INITIAL for one vehicle should equal 01, 11-12, and IMPACT POINT-INITIAL for the other vehicle should equal 01-05, 07-11, 99.
424P	If NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 09, then IMPACT POINT-INITIAL for one vehicle should equal 06, and IMPACT POINT-INITIAL for the other vehicle should equal 01-05, 07-11, 99.
425P	If NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and MANNER OF COLLISION equals 10, then IMPACT POINT-INITIAL for one vehicle should equal 06, and IMPACT POINT-INITIAL for the other vehicle should equal 06, 99.
440F	If FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 01, then there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 01-04, 09-14, 19, 99.
450F	If FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 07, then there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 14.
460F	If FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 02, then there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 05, 15.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
470F	If FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 03, 08, 10, then there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 05, 15, 18, 99.
480F	If FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 04, 06, then there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 05, 09, 16, 18-19, 99.
490F	If FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 05, then there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 17.
4A0P	If BODY TYPE equals 80-83, 88-89, then SPECIAL USE must not equal 1-3, 6-7.
4C1P	If NUMBER OF OCCUPANTS is less than 97, BODY TYPE equals 01-05, 07-09, 14-15, 19, 97, VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS must not be greater than 15.
4C2P	If NUMBER OF OCCUPANTS is less than 97, BODY TYPE equals 06, 11, 16, VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS must not be greater than 22.
4C3P	If NUMBER OF OCCUPANTS is less than 97, BODY TYPE equals 12, VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS must not be greater than 25.
4C4P	If NUMBER OF OCCUPANTS is less than 97, BODY TYPE equals 80-83, 88-89, VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS must not be greater than 5.
4C5P	If NUMBER OF OCCUPANTS is less than 97, BODY TYPE equals 42, 73, VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS must not be greater than 30.
4C6P	If NUMBER OF OCCUPANTS is less than 97, BODY TYPE equals 60-65, 71-72, 79, VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS must not be greater than 55.
4C7P	If NUMBER OF OCCUPANTS is less than 97, BODY TYPE equals 66, VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS must not be greater than 77.

**ERROR CODE    ERROR TEST**

4C8P	If NUMBER OF OCCUPANTS is less than 97, BODY TYPE equals 91, VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS must not be greater than 10.
4C9P	If NUMBER OF OCCUPANTS is less than 97, BODY TYPE equals 90, VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS must not be greater than 20.
4C0P	If NUMBER OF OCCUPANTS is less than 97, BODY TYPE equals 99, VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS must not be greater than 10.
4D0P	If SPECIAL USE equals 3, then BODY TYPE must equal 20-21, 28-29, 50-52, 58-59.
4E1P	If UNDERRIDE/OVERRIDE equals 1-3, then there must be another vehicle in the accident with BODY TYPE equal to 60-64, 66-67, 71-72,78.
4F1P	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 01-05, 07-09, 14-15, 19, 97, and VEHICLE TRAILING equals 0, then NUMBER OF OCCUPANTS must not be greater than 15.
4F2P	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 06, 11, 16, and VEHICLE TRAILING equals 0, then NUMBER OF OCCUPANTS must not be greater than 22.
4F3P	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 12, and VEHICLE TRAILING equals 0, then NUMBER OF OCCUPANTS must not be greater than 25.
4F4P	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 80-83, 88-89, and VEHICLE TRAILING equals 0, then NUMBER OF OCCUPANTS must not be greater than 5.
4F5P	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 42, 73, and VEHICLE TRAILING equals 0, then NUMBER OF OCCUPANTS must not be greater than 30.
4F6P	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 60-65, 71-72, 79, and VEHICLE TRAILING equals 0, then NUMBER OF OCCUPANTS must not be greater than 55.
4F7P	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 66, and VEHICLE TRAILING equals 0, then NUMBER OF OCCUPANTS must not be greater than 50.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
4F8P	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 91, and VEHICLE TRAILING equals 0, then NUMBER OF OCCUPANTS must not be greater than 10.
4F9P	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 90, and VEHICLE TRAILING equals 0, then NUMBER OF OCCUPANTS must not be greater than 20.
4F0P	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 99, and VEHICLE TRAILING equals 0, then NUMBER OF OCCUPANTS must not be greater than 10.
4G0P	A RELATED FACTORS-VEHICLE LEVEL between 01 and 43 can be used only once per vehicle form.
4H0F	If DRIVER PRESENCE equals 2, 4, 9, then there must not be a Person Level form for that vehicle with PERSON TYPE equal to 01.
4H1P	If DRIVER HEIGHT/INCHES is less than 12, then DRIVER HEIGHT/FEET must not be blank.
4H2P	If DRIVER HEIGHT/INCHES is greater than 11, then DRIVER HEIGHT/FEET must equal 0.
4H3P	If DRIVER HEIGHT/FEET is 2-8, then DRIVER HEIGHT/INCHES must equal 00-11.
4H4P	If DRIVER HEIGHT/FEET equals 9, then DRIVER HEIGHT/INCHES must equal 99.
4H5P	If DRIVER HEIGHT/INCHES equals 99, then DRIVER HEIGHT/FEET must equal 9.
4H6P	If DRIVER HEIGHT/INCHES equals 98, then DRIVER HEIGHT/FEET must equal 0.
4H7P	If DRIVER HEIGHT/FEET is 0, then DRIVER HEIGHT/INCHES must equal 24-96, 98.
4J0P	If all counters are not blanks and the sum of all counters less than 98 is equal to 1, then DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION must equal DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION.
4K0P	If Month of DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION equals 00, then Year (of same) must equal 0000.

**ERROR CODE    ERROR TEST**

4K1P	If Year of DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION equals 0000, then Month (of same) must equal 00.
4K2P	If Month of DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION equals 00, then Year (of same) must equal 0000.
4K3P	If Year of DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION equals 0000, then Month (of same) must equal 00.
4M0F	If PERSON TYPE equals 01-03, 09, then NON-OCCUPANT LOCATION must not equal 01-19, 99.
4N1P	If VEHICLE CONFIGURAION does not equal 00, then MOTOR CARRIER IDENTIFICATION NUMBER must not equal 00-000000000.
4N2P	If MOTOR CARRIER IDENTIFICATION NUMBER equals 00-000000000, then VEHICLE CONFIGURATION must equal 00.
4N4P	If MOTOR CARRIER IDENTIFICATION NUMBER does not equal 00-000000000, then BODY TYPE must equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, 99, or HAZARDOUS CARGO must equal 1-3.
4N5P	If BODY TYPE does not equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, or HAZARDOUS CARGO does not equal 1-3, then MOTOR CARRIER IDENTIFICATION NUMBER must equal 00-000000000, 99-999999999.
4Q0F	If PERSON TYPE equals 02-03, 09, and BODY TYPE equals 80-83, 88-89, then SEATING POSITION must not equal 00, 13-19, 22-50.
4Q1F	If PERSON TYPE equals 02-03, and BODY TYPE equals 21, then SEATING POSITION must not equal 00, 50, 52.
4R0P	If SEATING POSITION equals 54, then VEHICLE TRAILING must not equal 0.
4S0P	If BODY TYPE equals 80-82, 83, 88-89, then EJECTION must equal 0.
4U0F	Each original submission must have at least one Person Level form with INJURY SEVERITY coded 4.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
4V1F	If ACCIDENT MONTH is not equal to 99, and ACCIDENT DAY is not equal to 99, and DEATH MONTH is not equal to 99 and not blanks, and DEATH DAY is not equal to 99 and not blanks, then DEATH DAY must be within 30 calendar days of the ACCIDENT DATE.
4V2F	If ACCIDENT MONTH equals 12, and DEATH MONTH equals 01, then DEATH YEAR must equal ACCIDENT YEAR plus 1.
4V3F	If ACCIDENT MONTH equals 12, then DEATH MONTH must equal 01, 12, 99, or blanks.
4V4F	If ACCIDENT MONTH equals 02-11, and DEATH MONTH is not equal to 99 or blanks, then DEATH MONTH must equal ACCIDENT MONTH or ACCIDENT MONTH plus 1.
4V5F	If ACCIDENT MONTH equals 01, and DEATH MONTH is not equal to 99 or blanks, then DEATH MONTH must equal ACCIDENT MONTH or ACCIDENT MONTH plus 1 or ACCIDENT MONTH plus 2.
4V1P	If DEATH MONTH is greater than 00 and less than 13, and DEATH DAY is not blank, 99 or in error, then DEATH DATE must be within 30 calendar days of the ACCIDENT DATE.
4V2P	If DEATH MONTH is greater than 00 and less than 13, and DEATH DAY is blank, 99 or in error, then DEATH MONTH must be within one month of ACCIDENT MONTH.
4V6P	If DEATH MONTH is not equal to blanks, then DEATH DAY and DEATH YEAR must not equal blanks.
4V7P	If DEATH DAY is not equal to blanks, then DEATH MONTH and DEATH YEAR must not equal blanks.
4V8P	If DEATH YEAR is not equal to blanks, then DEATH MONTH and DEATH DAY must not equal blanks.
4W0P	A RELATED FACTORS-PERSON LEVEL between 01 and 90 can be used only once per person form.
4X0F	If NON-OCCUPANT STRIKING VEHICLE NUMBER equals 00, then PERSON TYPE must not equal 04-08, 19.
4X1F	If PERSON TYPE equals 01-03, 09, then NON-OCCUPANT STRIKING VEHICLE NUMBER must equal 00.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
4Z0P	If SEQUENCE OF EVENTS equals 02, then FIRE OCCURRENCE for this vehicle must equal 1 or blank.
500F	If FIRST HARMFUL EVENT equals 01-11, 15-44, 46-53, 56-60, then MANNER OF COLLISION must not equal 01-11, 99.
510F	If FIRST HARMFUL EVENT equals 12-14, 45, 54-55, then MANNER OF COLLISION must not equal 00.
520F	If FIRST HARMFUL EVENT equals 10, then TRAFFIC CONTROL DEVICE must not equal 01-09, 20-50, 98.
530F	If FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 09, then there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 09, 19, 99.
531F	If FIRST HARMFUL EVENT equals 08-09, 15, and RELATION TO ROADWAY equals 11, then there must be at least one Person Level form with NON-OCCUPANT LOCATION equal to 11-13.
540F	If FIRST HARMFUL EVENT equals 02, then at least one vehicle must have FIRE OCCURRENCE equal to 1 or blank.
550F	If FIRST HARMFUL EVENT equals 08, then at least one person must have PERSON TYPE equal 05.
560F	If FIRST HARMFUL EVENT equals 09, then at least one person must have PERSON TYPE equal to 06-07.
570F	If FIRST HARMFUL EVENT equals 05-06, 47, then at least one PERSON TYPE equal to 01-03, 09 must have INJURY SEVERITY equal to 1-5, or blank.
580F	If FIRST HARMFUL EVENT equals 14, then RELATION TO ROADWAY must not equal 01.
590F	If FIRST HARMFUL EVENT equals 15, then at least one Person Level form must have a PERSON TYPE of 08.
5A0P	If BODY TYPE equals 80-83, 88-89, then ROLLOVER must equal 0.
5B0P	If JACKKNIFE equals 0 and BODY TYPE equals 66, then VEHICLE TRAILING must not equal 1-4.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
5D0P	If SPECIAL USE equals 4, then BODY TYPE must equal 01-12, 15-16, 19-22, 28-33, 39-41, 45, 48-50, 58-59, 60-64, 66-67, 71-72, 78-79, 90, 99.
5F0F	If NUMBER OF OCCUPANTS equals 00-96, and BODY TYPE does not equal 50-52, 58-59, then the number of Person Level forms for that vehicle must be less than or equal to the NUMBER OF OCCUPANTS.
5I0P	If NON-CDL LICENSE STATUS equals 0, then COMPLIANCE WITH LICENSE RESTRICTIONS must not equal 1-3, 9.
5J0P	If the sum of all counters less than 98 is greater than fifteen, then DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION must not equal DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION.
5K0P	The Year of DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must be within three years of the Year of ACCIDENT DATE.
5L0F	If any RELATED FACTORS-DRIVER LEVEL equals 20, then DRIVER PRESENCE must not equal 1, 3, 9.
5M0F	If PERSON TYPE equals 01, then all RELATED FACTORS-PERSON LEVEL must equal 00.
5N0F	If PERSON TYPE equals 02, then RELATED FACTORS-PERSON LEVEL must not equal 01-04, 10-11, 13, 19, 21, 23-24, 26-30, 33-53, 57-70, 72-83, 90.
5Q0F	If PERSON TYPE equals 02-03, and BODY TYPE equals 50-52, 58-59, then SEATING POSITION must not equal 00-50, 52-54, 99.
5S0P	If BODY TYPE equals 80-83, 88-89, then EXTRICATION must equal 0.
5T0P	If ALCOHOL TEST RESULT equals 00-94, 97-98, then ALCOHOL TEST TYPE must equal 01-08, 10, 99.
5T1P	If ALCOHOL TEST RESULT equals 96, then ALCOHOL TEST TYPE must equal 00.
5T2P	If ALCOHOL TEST TYPE equals 01-08, 10, then ALCOHOL TEST RESULT must equal 00-94, 97-98.



<b>ERROR CODE</b>	<b>ERROR TEST</b>
5T3P	If ALCOHOL TEST TYPE equals 00, then ALCOHOL TEST RESULT must equal 95-96.
5T4P	If ALCOHOL TEST RESULT equals 95, then ALCOHOL TEST TYPE must equal 00.
5T5P	If ALCOHOL TEST RESULT equals 99, then ALCOHOL TEST TYPE must equal 99.
5T6P	If ALCOHOL TEST TYPE equals 99, then ALCOHOL TEST RESULTS must equal 00-94, 97-99.
5W0P	If RELATED FACTORS-PERSON LEVEL equals 18, then SEX must equal 2, and AGE must be greater than 12.
5X0F	If NON-OCCUPANT STRIKING VEHICLE NUMBER equals 01-99, then PERSON TYPE must not equal 01-03, 09.
5Y0F	If FIRST HARMFUL EVENT equals 08-09, 15, then NUMBER OF FORMS SUBMITTED FOR PERSONS NOT IN MOTOR VEHICLES must not equal 00.
5Z0F	If SEQUENCE OF EVENTS equals 08, then at least one person must have PERSON TYPE equal to 05, 08.
610P	If TRAFFIC CONTROL DEVICE equals 00, then TRAFFIC CONTROL DEVICE FUNCTIONING must equal 0.
620P	If HIT-AND-RUN equals 1, then NUMBER OF VEHICLE FORMS SUBMITTED must not be less than 02.
630P	If HIT-AND-RUN equals 1-4, then there must be at least one vehicle with one RELATED FACTORS-VEHICLE LEVEL equal to 31.
640F	If TRAFFIC CONTROL DEVICE equal 30-31, 38-39, then RELATED FACTORS-ACCIDENT LEVEL should equal 21.
641F	If RELATED FACTORS-ACCIDENT LEVEL equals 21, then TRAFFIC CONTROL DEVICE should not equal 00.
642F	If TRAFFIC CONTROL DEVICE equals 00, then RELATED FACTORS-ACCIDENT LEVEL should not equal 21.
650P	If TRAFFIC CONTROL DEVICE equals 60-80, then RAIL GRADE CROSSING IDENTIFIER must not equal 0000000.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
660P	If TRAFFIC CONTROL DEVICE is not equal to 00, then TRAFFIC CONTROL DEVICE FUNCTIONING must not equal 0.
670F	If FIRST HARMFUL EVENT equals 12-14, 45, 54-55, then NUMBER OF VEHICLE FORMS SUBMITTED must be greater than 01.
6A1P	If UNDERRIDE/OVERRIDE equals 1-6, then BODY TYPE must equal 01-16, 19-22, 28-33, 39-42, 45, 48-49, 67, 97, and VEHICLE ROLE must equal 1, 3.
6D0P	If SPECIAL USE equals 5, then BODY TYPE must equal 01-12, 14-16, 19-22, 28-33, 39-41, 45, 48-49, 58-59, 60-64, 66-67, 71-72, 78-82, 88-90, 91, 97, 99.
6E1P	If UNDERRIDE/OVERRIDE equals 7-8, then BODY TYPE must not equal 80-83, 88-91, and VEHICLE ROLE must equal 1, 3.
6G0P	If RELATED FACTORS-VEHICLE LEVEL equals 32, then REGISTRATION STATE must not equal 00, 92.
6H0P	If DRIVER PRESENCE equals 2, 4, 9, then DRIVER ZIP CODE must be blank.
6I0P	If NON-CDL LICENSE STATUS equals 9, and COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0, then COMPLIANCE WITH LICENSE RESTRICTIONS must not equal 1-3.
6K0P	If VIOLATION CHARGED equals 71, then RELATED FACTORS-DRIVER LEVEL must not equal 19.
6L0P	If COMPLIANCE WITH LICENSE RESTRICTIONS equals 1, and RELATED FACTORS-DRIVER LEVEL equals 19, then LICENSE COMPLIANCE WITH CLASS OF VEHICLE must equal 3.
6M0F	If PERSON TYPE equals 02-03, 09, then SEATING POSITION must not equal 00.
6Q0F	If PERSON TYPE equals 02-03, 09, and BODY TYPE equals 60-67, 71-72, 78-79, then SEATING POSITION must not equal 00, 31-49.
6S0P	If EJECTION equals 1, then EXTRICATION must not equal 1, 9.
6V0P	DEATH DATE must not be less than ACCIDENT DATE.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
6Z0F	If SEQUENCE OF EVENTS equals 09, then at least one person must have PERSON TYPE equal to 06-07.
730P	If RELATION TO JUNCTION equals 07, 14, then RELATION TO ROADWAY must not equal 04-07, 99.
740P	If RELATION TO JUNCTION equals 07, 14, then TRAFFICWAY FLOW must equal 2-3.
750P	If RELATION TO JUNCTION equals 07, 14, then RAIL GRADE CROSSING IDENTIFIER must equal 0000000.
770P	If RELATION TO ROADWAY equals 07, then RELATION TO JUNCTION must not equal 02, 05, 07, 10-19.
780P	If RELATION TO ROADWAY equals 10, then RELATION TO JUNCTION must not equal 02, 04, 08, 10, 12.
7A0F	If FIRST HARMFUL EVENT equals 01, then ROLLOVER must equal 1 or blank for at least one vehicle, or BODY TYPE must equal 80-83, 88-89, or blank for at least one vehicle.
7B0F	If JACKKNIFE equals 2-3, then DRIVER PRESENCE must equal 1.
7D0P	If SPECIAL USE equals 6, then BODY TYPE must equal 11, 14-16, 19, 21-22, 28-29, 40-41, 45, 48-49, 61, 64, 79, 97, 99.
7E0P	If INJURY SEVERITY equals 4, then DEATH CERTIFICATE NUMBER must NOT equal 0000-00-000000.
7E1P	If INJURY SEVERITY equals 4, then RACE must not equal 00.
7E2P	If INJURY SEVERITY equals 4, then HISPANIC ORIGIN must not equal 00.
7E3P	If INJURY SEVERITY does not equal 4, then RACE AND HISPANIC ORIGIN must equal 00.
7F0P	If DEATH CERTIFICATE NUMBER is not blank or 0000-00-000000, then INJURY SEVERITY must equal 4.
7F1P	If RACE equals 00, then INJURY SEVERITY must not equal 4.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
7F2P	If HISPANIC ORIGIN equals 00, then INJURY SEVERITY must not equal 4.
7F3P	If RACE is not equal to 00, and HISPANIC ORIGIN is not equal to 00, then INJURY SEVERITY must equal 4.
7G0P	If RELATED FACTORS-VEHICLE LEVEL equals 31, then HIT-AND-RUN must not equal 0.
7I0P	If COMPLIANCE WITH LICENSE RESTRICTIONS equals 1, and RELATED FACTORS-DRIVER LEVEL equals 19, then NON-CDL LICENSE STATUS must equal 6.
7K0P	If VIOLATIONS CHARGED equals 71, then NON-CDL LICENSE STATUS must equal 0, 1-2, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS must equal 1-2, 5.
7L0P	A RELATED FACTORS-DRIVER LEVEL between 01-98 can be used only once per driver form.
7M0F	If PERSON TYPE equals 03, and UNIT TYPE does not equal 4, then RELATED FACTORS-PERSON LEVEL must not equal 01-05, 10-13, 19, 26-30, 33-36, 38, 40-42, 44-45, 47-51, 53, 57-70, 72-83, 90.
7N0F	If PERSON TYPE equals 04-08, 19, then SEATING POSITION must not equal 11-55, 99.
7P0F	If PERSON TYPE equals 01, then AGE must not be less than 02.
7Q0F	If PERSON TYPE equals 09, and BODY TYPE equals 50-52, 58-59, then SEATING POSITION must not equal 00, 12-50, 52-54.
7R0P	If FATAL INJURY AT WORK equals 0-1, 9, then INJURY SEVERITY must equal 4.
7V0F	If DEATH YEAR equals 9999, then ACCIDENT MONTH must not be 01-11.
7W0P	If FATAL INJURY AT WORK equals 8, then INJURY SEVERITY must not equal 4.
7Z0F	If SEQUENCE OF EVENTS equals 05-06, 47, then at least one occupant of this vehicle (PERSON TYPES 01-03, 09) must have INJURY SEVERITY equal to 1-5, or blank.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
810P	If any RELATED FACTORS-ACCIDENT LEVEL equals 05, then ROADWAY SURFACE CONDITION must not equal 1, 3-5, 8-9.
840P	If any RELATED FACTORS-ACCIDENT LEVEL equals 99, then all RELATED FACTORS-ACCIDENT LEVEL must equal 99.
850P	If the first RELATED FACTORS-ACCIDENT LEVEL equals 00, then all RELATED FACTORS-ACCIDENT LEVEL must be 00. If the second equals 00, then the third must also.
860P	If any RELATED FACTORS-ACCIDENT LEVEL is blank, then all RELATED FACTORS-ACCIDENT LEVEL must be blanks.
870P	A RELATED FACTORS-ACCIDENT LEVEL 01-07, <b>13-22</b> can be used only once per accident.
880F	If RELATED FACTORS-ACCIDENT LEVEL equals 15-16, then there must be a Person Level form with PERSON TYPE equal to 04-08, 19.
<b>8A1P</b>	<b><i>If any SEQUENCE OF EVENTS equals 00, then all remaining SEQUENCE OF EVENTS must equal 00.</i></b>
8B0P	If JACKKNIFE equals 2-3, then VEHICLE MANEUVER must not equal 03-04, 06-08, 15.
8G0P	If any RELATED FACTORS-DRIVER LEVEL equals 90, then one RELATED FACTORS-VEHICLE LEVEL must equal 31.
8I0P	If NON-CDL LICENSE STATUS equals 0-4, 9, then RELATED FACTORS-DRIVER LEVEL must not equal 19.
8J0P	If NON-CDL LICENSE TYPE equals 0, then NON-CDL LICENSE STATUS must equal 0.
8J1P	If NON-CDL LICENSE STATUS equals 0, then NON-CDL LICENSE TYPE must equal 0.
8J2P	If RELATED FACTORS-DRIVER LEVEL equals 73-74, then COMPLIANCE WITH LICENSE RESTRICTIONS must equal 2.
8K0P	If VIOLATIONS CHARGED equals 07-08, then HIT-AND-RUN must not equal 0.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
8L0P	If LICENSE COMPLIANCE WITH CLASS OF VEHICLE equals 0-2, 9, then RELATED FACTORS-DRIVER LEVEL must not equal 19.
8L8P	If IMPACT POINT INITIAL or IMPACT POINT PRINCIPAL equals 18, then at least one SEQUENCE OF EVENTS should equal 54.
8M0F	If PERSON TYPE equals 04, then RELATED FACTORS-PERSON LEVEL must not equal 05, 11, 13, 19, 55, 88, 90.
8N0F	If PERSON TYPE equals 04-05, 08, then RESTRAINT SYSTEM USE must equal 00.
<b>8N1F</b>	<b><i>If PERSON TYPE equals 06-08, then RESTRAINT SYSTEM USE should equal 00, 06.</i></b>
8P0P	If PERSON TYPE equals 01, and AGE is less than 08, then BODY TYPE must not equal 01-12, 14-16, 19-22, 28-33, 39-42, 45, 48-52, 58-67, 71-72, 78-83, 89, 92-93.
8P1P	If PERSON TYPE equals 01, and AGE is less than 08, then BODY TYPE should equal 88, 91.
8Q0F	If PERSON TYPE equals 08, then RELATED FACTORS-PERSON LEVEL must not equal 05, 11, 19, 23, 32, 88.
8S0P	If METHOD OF ALCOHOL DETERMINATION equals 9, then POLICE-REPORTED ALCOHOL INVOLVEMENT must equal 0-1, 8-9.
8T0F	If RESTRAINT SYSTEM USE equals 06, then PERSON TYPE must equal 06-08.
8V0P	If DEATH YEAR equals 9999, then DEATH MONTH and DEATH DAY must equal 99.
8Z0F	If SEQUENCE OF EVENTS equals 15, then at least one Person Level form must have a PERSON TYPE code of 08.
900P	If BODY TYPE does not equal 91, and VEHICLE MODEL YEAR is a valid year and greater than or equal to 1980 and VEHICLE MODEL YEAR equals _____, then the 10th digit of the valid VEHICLE IDENTIFICATION NUMBER (VIN) should equal _____ (contact Headquarters for VIN Assistance).

**ERROR CODE    ERROR TEST**

910P	If any one of the fields MAKE, MODEL, BODY TYPE, MODEL YEAR, and VIN is blank, then the other four must also be blank.
921P	If MAKE is not 98, 99, and equals ____, and MODEL equals ____, then MODEL YEAR must equal ____, or ACCIDENT YEAR plus 1.
930P	BODY TYPE is inconsistent with VIN.
960P	If MAKE is not 98, 99, and equals ____, and MODEL equals ____, then BODY TYPE must equal ____.
970P	If MODEL YEAR is known and is greater than 1990; and BODY TYPE equals 02-09, and SEATING POSITION equals 21, 23, 31, 33, then RESTRAINT SYSTEM USE must equal 00, 01-04, 08, 13-14, 99.
980P	If MODEL YEAR is known and is greater than 1992; and BODY TYPE equals 01-16, 19-22, 28-33, 39-42, 45, 48-49, and SEATING POSITION equals 21, 23, 31, 33, 41, 43, then RESTRAINT SYSTEM USE must equal 00, 01-04, 08, 13-14, 99.
990P	If any counter equals 99, then all counters and DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION and DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION must equal 9999.
9A0P	If RELATED FACTORS-PERSON LEVEL equals 56, then HIT-AND-RUN must not equal 0.
9A1P	If UNIT TYPE equals 2-4, and NUMBER OF OCCUPANTS equals 97, then INJURY SEVERITY must not equal 0, 9 for any occupant of this vehicle.
9A2P	If UNIT TYPE equals 2-3, then REGISTERED VEHICLE OWNER must equal 6.
9A3P	If UNIT TYPE equals 2-4, then DRIVER PRESENCE must equal 4.
9A4P	If DRIVER PRESENCE equals 4, then UNIT TYPE must equal 2-4.
9A5P	If PERSON TYPE equals 03, then UNIT TYPE must equal 2-4.
9A6P	If TRAVEL SPEED equals 00-99, then UNIT TYPE must equal 1.
9A7P	If VEHICLE MANEUVER equals 01-17, 98-99, then UNIT TYPE must equal 1.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
9A8P	If CRASH AVOIDANCE MANEUVER equals 0-6, 8, then UNIT TYPE must equal 1.
9A9P	If ROLLOVER equals 0-2, then UNIT TYPE must equal 1.
9B0P	If JACKKNIFE equals 0-3, then UNIT TYPE must equal 1.
9B1P	If MANNER OF LEAVING SCENE equals 1-3, 9, then UNIT TYPE must equal 1.
9B2P	If SEQUENCE OF EVENTS equals 01-54, 60-67, 99, then UNIT TYPE must equal 1.
9B3P	If UNDERRIDE/OVERRIDE equals 7, then there must be at least one vehicle with UNIT TYPE equal to 1.
9B4P	If UNDERRIDE/OVERRIDE equals 8, then there must be at least one vehicle with UNIT TYPE equal to 2-4.
9B5P	If UNIT TYPE equals 2, then UNDERRIDE/OVERRIDE must equal 0.
9B6P	If UNIT TYPE equals 2-4, then VEHICLE ROLE must not equal 0.
9B7P	If UNIT TYPE equals 2-4, then PERSON TYPE of all occupants of this vehicle must equal 03.
9B9P	If any SEQUENCE OF EVENTS equals 55, then there must be at least one other vehicle with UNIT TYPE equal to 2-4.
9C0P	If FIRST HARMFUL EVENT equals 55, then there must be at least one vehicle with UNIT TYPE equal to 2-4.
9C1P	If UNIT TYPE equals 4, then RELATED FACTORS-VEHICLE LEVEL must not equal 39.
9C2P	If RELATED FACTORS-VEHICLE LEVEL equals 43, then HAZARDOUS CARGO must equal 1-3.
9C3P	If DRIVER PRESENCE equals 4, then RELATED FACTORS-DRIVER LEVEL must equal 00.
9G0P	If TRAVEL SPEED equals 00, then VEHICLE MANEUVER must equal 04, 98-99.



**ERROR CODE    ERROR TEST**

9J0P	If LICENSE COMPLIANCE WITH CLASS OF VEHICLE equals 0-1, then COMPLIANCE WITH LICENSE RESTRICTIONS must not equal 1-3, 9.
9K0P	If HAZARDOUS CARGO equals 1-3, then REGISTRATION STATE must not equal 00.
9L0F	If PERSON TYPE equals 01, and RELATED FACTORS-DRIVER LEVEL equals 12, then SEX must equal 2, and AGE must be greater than 12.
9M0F	If PERSON TYPE equals 05, then RELATED FACTORS-PERSON LEVEL must not equal 12-13, 21, 23-24, 26-30, 32-36, 40, 42, 44-53, 57-59, 68-70, 73-83, 88.
9N0F	If PERSON TYPE equals 04-08, 19, then AIR BAG AVAILABILITY/ DEPLOYMENT must equal 00.
9P0F	If PERSON TYPE equals 04-08, 19, then EXTRICATION must not equal 1, 9.
9V0P	If DEATH MONTH equals 99, then DEATH DAY must equal 99.
A010	If STATE equals 02, and LIGHT CONDITION equals 4, then ACCIDENT TIME should equal 0300-0900, 0999, 9999.
A020	If STATE equals 02, and LIGHT CONDITION equals 5, then ACCIDENT TIME should equal 1600-2200, 2299, 9999.
A030	If ACCIDENT MONTH equals 05-09, then ATMOSPHERIC CONDITIONS should not equal 3-4.
A040	If ACCIDENT MONTH equals 05-09, then ROADWAY SURFACE CONDITION should not equal 3-4.
A050	If ACCIDENT TIME equals 0900-1600, 1699, then LIGHT CONDITION should not equal 2-5.
A060	If ACCIDENT TIME equals 2300-0400, 0499, then LIGHT CONDITION should not equal 1, 4-5, 9.
A070	If NOTIFICATION TIME EMS is not 0000, 9998 or 9999, then NOTIFICATION TIME EMS should not be more than 120 minutes later than ACCIDENT TIME.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
A080	If DRIVER PRESENCE equals 2, FIRST HARMFUL EVENT equals 12-13, and NUMBER OF VEHICLE FORMS SUBMITTED equals 02, then one RELATED FACTORS-DRIVER LEVEL should equal 20.
A090	If NUMBER OF VEHICLE FORMS SUBMITTED is greater than 01, then there should be at least one vehicle with TRAVEL SPEED of 01-99, or blanks.
A100	If FIRST HARMFUL EVENT is not equal to 02, 04-05, 10, 16, 18, then there should be one vehicle with TRAVEL SPEED of 01-99, or blanks.
A110	If FIRST HARMFUL EVENT equals 10, then ROADWAY FUNCTION CLASS should not equal 01, 11-12.
A130	If ROADWAY FUNCTION CLASS equals 01-02, 11-13, and RELATION TO JUNCTION does not equal 05, 11, 13, then NUMBER OF TRAVEL LANES should not equal 1.
A140	If ROADWAY FUNCTION CLASS equals 01-02, 11-12, and RELATION TO JUNCTION does not equal 10-11, then TRAFFICWAY FLOW should not equal 4-5, 9.
A150	If ROADWAY FUNCTION CLASS equals 01, 11-12, then RELATION TO JUNCTION should not equal 02-04, 06, 08.
A160	If ROADWAY FUNCTION CLASS equals 01-02, 04, 11-12, 13, 15, then ROADWAY SURFACE TYPE should not equal 3-5, 8.
A170	If ROADWAY SURFACE TYPE equals 5, then ROADWAY FUNCTION CLASS should not equal 01-03, 11-15.
A180	If ROADWAY FUNCTION CLASS equals 01, 11, then SPECIAL JURISDICTION should not equal 1-5, 8-9.
A190	If ROADWAY FUNCTION CLASS equals 12, then SPECIAL JURISDICTION should not equal 4.
A200	If RELATION TO JUNCTION equals 07, 14, then ROADWAY FUNCTION CLASS should not equal 04-06, 16.
A210	If ROADWAY FUNCTION CLASS equals 01, 11-12, and RELATION TO JUNCTION does not equal to 10-11, 13, then TRAFFIC CONTROL DEVICE should not equal 01-03, 07, 20, 40, 50, 80.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
A220	If ROADWAY FUNCTION CLASS equals 01, 11, and RELATION TO JUNCTION does not equal 10-11, 13, then SPEED LIMIT should not equal 05-40.
A230	If SEQUENCE OF EVENTS equals 10, then ROADWAY FUNCTION CLASS should not equal 01, 11.
A240	If ROADWAY FUNCTION CLASS equals 01, 11, and RELATION TO JUNCTION does not equal 10-11, 13, then TRAVEL SPEED should not equal 05-40.
A280	If ROUTE SIGNING equals 1, then SPECIAL JURISDICTION should not equal 1-5, 8-9.
A290	If ROUTE SIGNING equals 1, then RELATION TO JUNCTION should not equal 02-04, 06, 08.
A291	If RELATION TO JUNCTION equals 07, 14, then ROUTE SIGNING should not equal 5-6.
A300	If ROUTE SIGNING equals 1, then TRAFFICWAY FLOW should not equal 1, 4-5.
A310	If ROUTE SIGNING equals 1, and RELATION TO JUNCTION does not equal 11, 13, then NUMBER OF TRAVEL LANES should not equal 1.
A320	If ROUTE SIGNING equals 1, and RELATION TO JUNCTION does not equal 11, 13, then SPEED LIMIT should not equal 05-40.
A330	If ROUTE SIGNING equals 1-2, then ROADWAY SURFACE TYPE should not equal 3-5, 8.
A340	If ROUTE SIGNING equals 1, and RELATION TO JUNCTION equals 01, then TRAFFIC CONTROL DEVICE should equal 00.
A350	If ROUTE SIGNING equals 1, then FIRST HARMFUL EVENT should not equal 10.
A360	If RELATION TO JUNCTION equals 07, 14, then ROUTE SIGNING should not equal 4.
A370	If FIRST HARMFUL EVENT equals 99, then MANNER OF COLLISION should not equal 00, 01-11.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
A380	If FIRST HARMFUL EVENT equals 01-07, 16, 44, 47, 51, 60, then HIT-AND-RUN should not equal 1-3.
A381	If HIT-AND-RUN equals 4, then FIRST HARMFUL EVENT should equal 01-07, 16, 44, 47, 51, 60, or SEQUENCE OF EVENTS for at least one vehicle should equal 01-07, 16, 44, 47, 51, 60.
A382	If HIT-AND-RUN equals 5, then there should be at least one person with PERSON TYPE not equal to 01, and with RELATED FACTORS-PERSON LEVEL equal to 56.
A390	If FIRST HARMFUL EVENT equals 17, 19-43, 52-53, then RELATION TO ROADWAY should not equal 01, 07, 11.
A400	If FIRST HARMFUL EVENT equals 13, then RELATION TO JUNCTION should not equal 02-06, 08, 10-13.
A410	If RELATION TO JUNCTION equals 07, 14, then FIRST HARMFUL EVENT should not equal 08-10, 14-15, 55.
A420	If FIRST HARMFUL EVENT equals 10, then RELATION TO JUNCTION should equal 06.
A440	If RELATION TO JUNCTION equals 06, then TRAFFIC CONTROL DEVICE should equal 60-80.
A450	If SEQUENCE OF EVENTS equals 10, then RELATION TO JUNCTION should equal 06.
A460	If SEQUENCE OF EVENTS equals 13, then RELATION TO JUNCTION should not equal 02-06, 08, 10-13.
A470	If TRAFFICWAY FLOW equals 1-3, 5, then NUMBER OF TRAVEL LANES should not equal 1.
A481	If TRAFFICWAY FLOW equals 6, then NUMBER OF TRAVEL LANES should equal 1.
A490	If TRAFFICWAY FLOW equals 2-3, 5, then ROADWAY SURFACE TYPE should not equal 4-5, 8.
A500	If NUMBER OF TRAVEL LANES equals 3-7, then ROADWAY SURFACE TYPE should not equal 4-5, 8.
A510	If ATMOSPHERIC CONDITIONS equals 2-4, 6-7, then ROADWAY SURFACE CONDITION should not equal 1, 5, 8-9.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
A520	If SEQUENCE OF EVENTS equals 10, then TRAFFIC CONTROL DEVICE should not equal 01-09, 20-50, 98.
A530	If VEHICLE MANEUVER equals 10-11, then TRAFFIC CONTROL DEVICE should equal 01-03.
A540	If NOTIFICATION TIME EMS is not 0000, 9998, or 9999, and ARRIVAL TIME EMS is not 0000, 9997, 9998, 9999, then ARRIVAL TIME EMS should not be more than 120 minutes later than NOTIFICATION TIME EMS.
A550	If ARRIVAL TIME EMS is not 0000, 9997, 9998, or 9999, and EMS TIME AT HOSPITAL is not 0000, 9997, 9998, 9999, then EMS TIME AT HOSPITAL should not be more than 60 minutes later than ARRIVAL TIME EMS.
A551	If EMS TIME AT HOSPITAL equals 0000, 9997, 9998, then TAKEN TO HOSPITAL/TREATMENT FACILITY should not equal 1, for any PERSON.
A560	If NOTIFICATION TIME EMS is not 0000, 9998, or 9999, and EMS TIME AT HOSPITAL is not 0000, 9997, 9998, 9999, then EMS TIME AT HOSPITAL should not be more than 180 minutes later than NOTIFICATION TIME EMS.
A610	If RELATION TO JUNCTION equals 05, 13, then TRAFFICWAY FLOW should equal 6.
A611	If TRAFFICWAY FLOW equals 6, then RELATION TO JUNCTION should equal 05, 13.
A700	If SPEED LIMIT is greater than 65, then ROUTE SIGNING should equal 1-4.
A720	If ROADWAY FUNCTION CLASS equals 01-02, 11-12, and NUMBER OF TRAVEL LANES equals 1, 3, then TRAFFICWAY FLOW should not equal 1.
A770	If FIRST HARMFUL EVENT equals 46, then TRAFFIC CONTROL DEVICE should equal 01-04.
A780	If FIRST HARMFUL EVENT equals 46, then TRAFFIC CONTROL DEVICE should not equal 00.
A790	If FIRST HARMFUL EVENT equals 46, then RELATION TO JUNCTION should not equal 01, 07, 14.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
A800	If FIRST HARMFUL EVENT equals 46, then RELATION TO ROADWAY should not equal 01-02, 05, 07, 11.
A810	If FIRST HARMFUL EVENT equals 46, and RELATION TO JUNCTION does not equal 10-11, 13, then ROADWAY FUNCTION CLASS should not equal 01, 11.
A820	If FIRST HARMFUL EVENT equals 46, and RELATION TO JUNCTION does not equal 10-11, 13, then ROUTE SIGNING should not equal 1.
A830	If FIRST HARMFUL EVENT equals 46, then SPEED LIMIT should be less than 55.
A840	If ROUTE SIGNING equals 7, then ROADWAY FUNCTION CLASS should equal 01-02, 11-13.
A850	If ROADWAY FUNCTION CLASS equals 02, 12, and ROUTE SIGNING equals 2, then NATIONAL HIGHWAY SYSTEM should equal 1.
A860	If NATIONAL HIGHWAY SYSTEM equals 1, then ROADWAY FUNCTION CLASS should equal 01-02, 11-13.
A870	If RELATION TO ROADWAY equals 07, then NUMBER OF TRAVEL LANES should not equal 1.
A880	If RELATION TO ROADWAY equals 07, then TRAFFICWAY FLOW should not equal 2-3, 5.
A881	If RELATION TO ROADWAY equals 11, then TRAFFICWAY FLOW should equal 5.
A882	If RELATION TO ROADWAY equals 07, and TRAFFICWAY FLOW does not equal 6, then ROUTE SIGNING should not equal 1.
A883	If RELATION TO ROADWAY equals 07, then ROADWAY FUNCTION CLASS should not equal 01, 11-12.
A890	If RELATION TO JUNCTION equals 01, then TRAFFIC CONTROL DEVICE should not equal 01-03.
A900	If SPEED LIMIT equals 60, 65, then ROADWAY FUNCTION CLASS should not equal 05-06, 14-16.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
A910	If ROADWAY FUNCTION CLASS equals 03-06, 14-16, then NATIONAL HIGHWAY SYSTEM should equal 0, 9.
A920	If NATIONAL HIGHWAY SYSTEM equals 0, 9, then ROADWAY FUNCTION CLASS should not equal 02, 12, and ROUTE SIGNING should not equal 2.
A930	If HIT-AND-RUN equals 2, then there should be at least one PERSON TYPE equal to 04-08, 19.
A940	If HIT-AND-RUN equals 4, then there should be at least one PERSON TYPE equal to 02-03, 09.
AA0P	If VEHICLE CONFIGURATION equals 00, then NUMBER OF AXLES must equal 00.
AB0P	If VEHICLE CONFIGURATION equals 01, then NUMBER OF AXLES must equal 02.
AB1P	If VEHICLE CONFIGURATION equals 01, then CARGO BODY TYPE must NOT equal 20-21.
AC0A	If RELATION TO JUNCTION equals 02-03, 10-11, then the second TRAFFICWAY IDENTIFIER should not be all blank.
AC1A	If FIRST HARMFUL EVENT equals 54, then MANNER OF COLLISION should equal 11.
AD0P	If VEHICLE CONFIGURATION equals 04, 06-08, then VEHICLE TRAILING must not equal 0.
AD1P	If VEHICLE CONFIGURATION equals 02, 04, 06-08, then NUMBER OF AXLES must equal 03-98.
AE0P	If VEHICLE CONFIGURATION equals 05, then VEHICLE TRAILING must equal 0.
AE1P	If VEHICLE CONFIGURATION equals 05-08, then BODY TYPE must equal 66.
AE2P	If VEHICLE CONFIGURATION equals 05, then NUMBER OF AXLES must equal 02-03, 98.
AE3P	If VEHICLE CONFIGURATION equals 05, then CARGO BODY TYPE must equal 96.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
AF0P	If VEHICLE CONFIGURATION equals 20-21, then NUMBER OF AXLES must equal 02-98.
AF1P	If VEHICLE CONFIGURATION equals 20, then CARGO BODY TYPE must equal 20.
AF2P	If VEHICLE CONFIGURATION equals 20-21, then BODY TYPE must equal 20-21, 50-52, 58-59.
AG0P	If VEHICLE CONFIGURATION equals 99, then NUMBER OF AXLES must equal 99.
AH0P	If VEHICLE CONFIGURATION does not equal 00, 99, then BODY TYPE must equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, or HAZARDOUS CARGO must equal 1-3.
AH1P	If BUS USE equals 8, then BODY TYPE must equal 50-59.
AI0P	If NUMBER OF AXLES equals 99, then CARGO BODY TYPE must equal 99.
AJ0P	If NUMBER OF AXLES does not equal 00, 99, then BODY TYPE must equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, or HAZARDOUS CARGO must equal 1-3.
AK00	If CARGO BODY TYPE equals 20, 96, then JACKKNIFE should equal 0.
AL0P	If CARGO BODY TYPE equals 20-21, then BODY TYPE must equal 21, 50-52, 58-59.
AL1P	If SEQUENCE OF EVENTS equals 62, then VEHICLE TRAILING must not equal 0.
AL2P	If SEQUENCE OF EVENTS equals 45, then CONSTRUCTION/ MAINTENANCE ZONE <i>should</i> equal 1-4.
AL3P	If SEQUENCE OF EVENTS equals 02, then at least one vehicle must have FIRE OCCURRENCE equal to 1, or blank.
AL4P	If MOST HARMFUL EVENT equals 01, and BODY TYPE does not equal 80-83, 88-89, then at least one SEQUENCE OF EVENTS must equal 01, and ROLLOVER must equal 1-2.
AL5P	<b><i>If UNIT TYPE equals 1, then</i></b> at least one event in the SEQUENCE OF EVENTS must equal the MOST HARMFUL EVENT.



**ERROR CODE    ERROR TEST**

AL6P	If MOST HARMFUL EVENT equals __, <i>and UNIT TYPE equals 1</i> , then at least one event in the SEQUENCE OF EVENTS must equal __.
AL7P	If FIRST HARMFUL EVENT equals __, then at least one SEQUENCE OF EVENTS must equal __ for at least one vehicle.
AL8P	If SEQUENCE OF EVENTS equals 51, then JACKKNIFE must equal 2-3.
AM0P	If CARGO BODY TYPE does not equal 00, 99, then BODY TYPE must equal 21, 28, 31, 40, 45, 48-52, 58-64, 66-67, 71-72, 78, 92-93, or HAZARDOUS CARGO must equal 1-3.
AM1P	If FIRST HARMFUL EVENT equals 54, or SEQUENCE OF EVENTS equals 54 for any vehicle, then one RELATED FACTORS-ACCIDENT LEVEL must equal 14.
AN0P	If TRAVEL SPEED equals 00, then CRASH AVOIDANCE MANEUVER must not equal 1-5.
AP0P	If REGISTERED VEHICLE OWNER equals 0, then REGISTRATION STATE must equal 00, 92.
AQ0P	If REGISTRATION STATE equals 00, 92, then REGISTERED VEHICLE OWNER must equal 0, 5-6.
AR0P	If SPECIAL USE equals 4, then REGISTERED VEHICLE OWNER must not equal 0, 1-2, 4.
AS0P	If RELATED FACTORS-VEHICLE LEVEL equals 32, then REGISTERED VEHICLE OWNER must not equal 0.
AV0P	If REGISTERED VEHICLE OWNER equals 3-4, then REGISTRATION STATE must not equal 99.
AZ0P	If CRASH AVOIDANCE MANEUVER equals 1-5, then TRAVEL SPEED must not equal 00.
AZ0Q	If HIT-AND-RUN equals 3, then FIRST HARMFUL EVENT should equal 10-11, 14, 17-43, 45-46, 48-50, 52-53, 55, or SEQUENCE OF EVENTS for at least one vehicle should equal 10-11, 14, 17-43, 45-46, 48-50, 52-53, 55.
BA0P	If EJECTION equals 0, then EJECTION PATH must equal 0.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
BB0P	If EJECTION equals 1-2, 9, then EJECTION PATH must equal 1-9, or blanks.
BC0P	If EJECTION PATH equals 1-9, then EJECTION must equal 1-2, 9.
BE0P	If BODY TYPE equals 80-83, 88-89, then EJECTION PATH must equal 0.
BF0F	If PERSON TYPE equals 04-08, 19, then EJECTION PATH must equal 0.
BI0P	If LICENSE STATE equals 99, then COMPLIANCE WITH LICENSE ENDORSEMENTS must not equal 1-2.
BJ0P	If DRIVER PRESENCE equals 2, 4, 9, then COMPLIANCE WITH LICENSE ENDORSEMENTS must be blank.
BK0P	If LICENSE COMPLIANCE WITH CLASS OF VEHICLE equals 1, then COMPLIANCE WITH LICENSE ENDORSEMENTS must not equal 1-3, 9.
BL0P	If COMPLIANCE WITH LICENSE ENDORSEMENTS equals 1, and any RELATED FACTORS-DRIVER LEVEL equals 19, then LICENSE COMPLIANCE WITH CLASS OF VEHICLE must equal 3.
BN0P	If DRIVER PRESENCE equals 2, 4, 9, then COMMERCIAL MOTOR VEHICLE LICENSE STATUS must be blank.
BP0P	If PERSON TYPE equals 01-03, 09, then AIR BAG AVAILABILITY/DEPLOYMENT must not equal 00.
BQ0P	If METHOD OF OTHER DRUG DETERMINATION BY POLICE equals 8, then POLICE-REPORTED OTHER DRUG INVOLVEMENT must equal 0, 1, 8-9.
BR0P	If METHOD OF OTHER DRUG DETERMINATION BY POLICE equals 1-7, then POLICE-REPORTED OTHER DRUG INVOLVEMENT must equal 0, 1, 8.
BS0P	If any DRUG TEST TYPE equals 1-3, 7-8, then the corresponding DRUG TEST RESULT must not equal 000, 999.

**ERROR CODE    ERROR TEST**

BT0P	If any DRUG TEST RESULTS equals 001, 100-239, 295, 300-387, 395, 400-434, 495, 500-533, 595, 600-606, 695,700-708, 795, 800-826, 895, 900-944, 995, 998, then the corresponding DRUG TEST TYPE must not equal 0, 9.
BU0P	If any DRUG TEST RESULTS equals 999, then the corresponding DRUG TEST TYPE must equal 9.
BV0P	If any DRUG TEST TYPE equals 9, then the corresponding DRUG TEST RESULTS must equal 999.
BW0P	If any DRUG TEST TYPE equals 0, then the corresponding and subsequent DRUG TEST RESULTS must equal 000.
BX0P	If any DRUG TEST RESULTS equals 000, then the corresponding and subsequent DRUG TEST TYPE must equal 0.
BY0P	DRIVER ZIP CODE must be a valid code, blanks, 00000 or 99999.
BZ0P	If RELATED FACTORS-DRIVER LEVEL equals 93-98, then DRIVER PRESENCE must equal 1, 3-4.
CB0P	If REGISTERED VEHICLE OWNER equals 6, then DRIVER PRESENCE must equal 2, 4.
CC0P	If COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0, 9, then COMPLIANCE WITH LICENSE ENDORSEMENTS must not equal 1.
CG0P	If LICENSE COMPLIANCE WITH CLASS OF VEHICLE equals 0, then COMPLIANCE WITH LICENSE ENDORSEMENTS must not equal 1, 3.
CH0P	If BODY TYPE equals 50, then SPECIAL USE must not equal 2.
CI0P	If VEHICLE TRAILING equals 1-4, then JACKKNIFE must not equal 0.
CJ00	If PREVIOUS RECORDED ACCIDENTS equals 98, then LICENSE STATE should equal 09, 13, 35.
CK0P	If PERSON TYPE equals 07, then RELATED FACTORS-PERSON LEVEL must not equal 09, 11-13, 19, 32, 53, 69-70, 88, 90.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
CL0P	If PERSON TYPE equals 09, then RELATED FACTORS-PERSON LEVEL must not equal 01-04, 11, 13, 19, 21, 23-24, 26-30, 33-42, 44-45, 47-53, 56, 60-70, 72-83, 90.
CM0P	If PERSON TYPE equals 19, then RELATED FACTORS-PERSON LEVEL must not equal 11, 19, 53, 69-70, 88.
CSI1	NUMBER OF VEHICLE FORMS must equal the actual number of Vehicle Level forms for this case.
CSI2	There must be exactly one Driver Level form corresponding to each Vehicle Level form.
CSI3	NUMBER OF PERSON FORMS SUBMITTED must equal the actual number of Person Level forms for this case.
CSI4	NUMBER OF FORMS SUBMITTED FOR PERSONS NOT IN MOTOR VEHICLES must equal the actual number of persons not in motor vehicles in this case.
CSI5	If VEHICLE NUMBER at the Person Level is greater than 00, then VEHICLE NUMBER at the Person Level must equal a VEHICLE NUMBER at the Vehicle Level.
CSI6	For each VEHICLE NUMBER, PERSON NUMBERS must be consecutive, beginning with 01 and with no gaps.
CSI7	PERSON NUMBERS for persons not in motor vehicles must be consecutive, beginning with 01 and with no gaps.
D010	If LICENSE STATE equals 96-97, then PREVIOUS RECORDED ACCIDENTS should equal 99.
D020	If LICENSE STATE equals 96-97, then PREVIOUS RECORDED SUSPENSIONS AND REVOCATIONS should equal 99.
D030	If LICENSE STATE equals 96-97, then PREVIOUS DWI CONVICTIONS should equal 99.
D040	If LICENSE STATE equals 96-97, then PREVIOUS SPEEDING CONVICTIONS should equal 99.
D050	If LICENSE STATE equals 96-97, then PREVIOUS OTHER HARMFUL MV CONVICTIONS should equal 99.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
D060	If NON-CDL LICENSE STATUS equals 1-4, 6, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 1-8, and PERSON TYPE equals 01, then AGE should not be less than 15.
D080	If VIOLATION CHARGED equals 01-98, then RELATED FACTORS-DRIVER LEVEL should not all equal 00, 99.
D090	If VIOLATIONS CHARGED equals 11-19, and PERSON TYPE equals 01, <b>03</b> , then POLICE-REPORTED ALCOHOL INVOLVEMENT should equal 1, or POLICE-REPORTED OTHER DRUG INVOLVEMENT should equal 1.
D100	If NON-CDL LICENSE STATUS equals 9, then all driver history counters PREVIOUS RECORDED ACCIDENTS should equal 99.
D110	If NON-CDL LICENSE STATUS equals 9, then all driver history counters PREVIOUS RECORDED SUSPENSIONS AND REVOCATIONS should equal 99.
D120	If NON-CDL LICENSE STATUS equals 9, then all driver history counters PREVIOUS DWI CONVICTIONS should equal 99.
D130	If NON-CDL LICENSE STATUS equals 9, then all driver history counters PREVIOUS SPEEDING CONVICTIONS should equal 99.
D140	If NON-CDL LICENSE STATUS equals 9, then all driver history counters PREVIOUS OTHER HARMFUL MV CONVICTIONS should equal 99.
D150	If the sum of all counters less than 98 is greater than five but less than fifteen, then DATE OF LAST ACCIDENT, SUSPENSION, CONVICTION should not equal DATE OF FIRST ACCIDENT, SUSPENSION, CONVICTION.
D160	If NON-CDL LICENSE STATUS does not equal 9, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS does not equal 9, then DRIVER ZIP CODE should not equal 99999.
D170	If LICENSE STATE does not equal 99, then DRIVER ZIP CODE should not equal 99999.
D260	If NON-CDL LICENSE STATUS equals 9, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 9, then COMPLIANCE WITH LICENSE RESTRICTIONS should not equal 0.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
D270	If BODY TYPE equals 50-52, 63, 66, 72, or HAZARDOUS CARGO equals 1, then COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 0.
D280	If VEHICLE CONFIGURATION equals 05-08, 21, or HAZARDOUS CARGO equals 1, then COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 0.
D300	If HAZARDOUS CARGO equals 1, then COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 0, 9.
D310	If HAZARDOUS CARGO equals 1, then COMPLIANCE WITH LICENSE ENDORSEMENTS should equal 1-3.
D320	If LICENSE STATE does not equal 94-97, 99, then DRIVER ZIP CODE should be a valid zip code for LICENSE STATE.
D330	If DRIVER PRESENCE equals 2, 4, and REGISTRATION STATE is not equal to 00, 92, 99, then REGISTERED VEHICLE OWNER should equal 3-6.
D340	If NON-CDL LICENSE STATUS equals 1-4, 6, 9, or COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 1-9, then LICENSE COMPLIANCE WITH CLASS OF VEHICLE should not equal 0.
D350	If VIOLATIONS CHARGED equals 71, then NON-CDL LICENSE STATUS should not equal 0, 3, 6, 9.
D380	If NON-CDL LICENSE STATUS equals 9, then LICENSE COMPLIANCE WITH CLASS OF VEHICLE should equal 1, 9.
D390	If NON-CDL LICENSE STATUS equals 0, then LICENSE COMPLIANCE WITH CLASS OF VEHICLE should not equal 2-3, 8-9.
D400	If NON-CDL LICENSE STATUS equals 0-4, then LICENSE COMPLIANCE WITH CLASS OF VEHICLE should not equal 3, 8-9.
D410	If LICENSE COMPLIANCE WITH CLASS OF VEHICLE equals 0, then COMPLIANCE WITH LICENSE ENDORSEMENTS should not equal 1-3, 9.
D420	If COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0, then COMPLIANCE WITH LICENSE ENDORSEMENTS should not equal 1-3.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
D430	If COMPLIANCE WITH LICENSE ENDORSEMENTS equals 1-3, then COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 0.
D440	If COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0, then BODY TYPE should not equal 50-52, 63, 66, 72, and HAZARDOUS CARGO should not equal 1.
D450	If COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 0, then VEHICLE CONFIGURATION should not equal 05-08, 21, and HAZARDOUS CARGO should not equal 1.
D460	If COMMERCIAL MOTOR VEHICLE LICENSE STATUS equals 9, then COMPLIANCE WITH LICENSE ENDORSEMENTS should equal 0, 3, 9.
D470	If any RELATED FACTORS-DRIVER LEVEL equals 37, then at least one RELATED FACTORS-ACCIDENT LEVEL should equal 20.
D480	If LICENSE STATE equals 09, 13, 30, 35, then PREVIOUS RECORDED ACCIDENTS should equal 98.
D500	If VIOLATIONS CHARGED equals 05, then at least one RELATED FACTORS-ACCIDENT LEVEL should equal 20.
D510	If VIOLATIONS CHARGED equals 07-08, then one RELATED FACTORS-VEHICLE LEVEL should equal 31.
D520	If VIOLATIONS CHARGED equals 33, 41-42, 49, then VEHICLE MANEUVER should equal 10-14.
D530	If VIOLATIONS CHARGED equals 36, then RELATION TO JUNCTION should equal 06.
D540	If VIOLATIONS CHARGED equals 53-55, 59, then VEHICLE MANEUVER should equal 05.
D550	If VIOLATIONS CHARGED equals 61, 69, then VEHICLE MANEUVER should equal 16.
D560	If VIOLATIONS CHARGED equals 66, then BODY TYPE should equal 80-83, 88-89.
D570	If VIOLATIONS CHARGED equals 83, then not all occupants of this vehicle should have RESTRAINT SYSTEM USE equal 01-05, 08.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
D580	If VIOLATIONS CHARGED equals 85, then HAZARDOUS CARGO should equal 1-3.
D590	If VIOLATIONS CHARGED equals 91, then VEHICLE MANEUVER should equal 07.
D600	If DRIVER HEIGHT/INCHES is greater than 11, then DRIVER HEIGHT/INCHES should not be less than 48.
D610	If DRIVER HEIGHT/FEET is not blank, then DRIVER HEIGHT/FEET should not be less than 3.
D620	If NON-CDL LICENSE TYPE equals 7, then AGE (for the driver) should equal 14-16.
D630	If NON-CDL LICENSE TYPE equals 2, then AGE (for the driver) should equal 15-17.
D640	If AGE equals 14-17, and PERSON TYPE equals 01, then NON-CDL LICENSE TYPE should equal 2, 7.
D650	If AGE <i>equals 18-97</i> , and PERSON TYPE equals 01, then NON-CDL LICENSE TYPE should equal 1.
D680	If NON-CDL LICENSE TYPE does not equal 0, 9, then NON-CDL LICENSE STATUS should not equal 0, 9.
D690	If NON-CDL LICENSE TYPE equals 2, 7, and COMPLIANCE WITH LICENSE RESTRICTIONS equals 2, then RELATED FACTORS-DRIVER LEVEL should equal 73-74.
D700	If NON-CDL LICENSE TYPE equals 1, and COMPLIANCE WITH LICENSE RESTRICTIONS equals 2, then RELATED FACTORS-DRIVER LEVEL should equal 74.
D710	If LICENSE STATE equals 02, 04, 09, 15, 20-21, 30, 38, 40, 56, then NON-CDL LICENSE TYPE should not equal 2.
D730	If RELATED FACTORS-DRIVER LEVEL equals 73, then COMPLIANCE WITH LICENSE RESTRICTIONS should equal 2, and NON-CDL LICENSE TYPE should equal 2, 7.
E01P	If NOTIFICATION TIME EMS equals 9998, then ARRIVAL TIME EMS must equal 9998, and EMS TIME AT HOSPITAL must equal 0000 or 9998.



**ERROR CODE    ERROR TEST**

E02P	If ARRIVAL TIME EMS equals 9998, then EMS TIME AT HOSPITAL must equal 0000 or 9998.
E03P	If ARRIVAL TIME EMS equals 0000, then NOTIFICATION TIME EMS and EMS TIME AT HOSPITAL must equal 0000.
E04P	If NOTIFICATION TIME EMS equals 0000, then ARRIVAL TIME EMS and EMS TIME AT HOSPITAL must equal 0000.
E05P	If EMS TIME AT HOSPITAL equals 9997, then ARRIVAL TIME AT HOSPITAL must equal 9997.
E06P	If ARRIVAL TIME EMS equals 9997, then EMS TIME AT HOSPITAL must equal 9997.
E07P	If ARRIVAL TIME EMS equals 9997, then NOTIFICATION TIME EMS must not equal 0000, 9998.
E08P	If NOTIFICATION TIME EMS is not 0000, 9998, and EMS TIME AT HOSPITAL is not 0000, 9997, 9998, then ARRIVAL TIME EMS must not equal 9997 or 9998.
FA0F	If FIRST HARMFUL EVENT equals blank, case status is flawed.
FD0F	If DRIVER PRESENCE is blank, case status is flawed.
FP0F	If PERSON TYPE is blank, case status is flawed.
G01P	If STATE is ____ and GLOBAL POSITION - LATITUDE (degrees) is not equal to 88, 99 or blank, then LATITUDE (degrees) must be equal to, or greater than ( <u>1d</u> ) and LATITUDE (degrees) must not be greater than ( <u>2d</u> ).
G02P	If STATE is ____ and GLOBAL POSITION - LATITUDE (degrees) equals ( <u>1d</u> ), then LATITUDE (minutes) must be equal to, or greater than ( <u>1s</u> ).
G03P	If STATE is ____ and GLOBAL POSITION - LATITUDE (degrees) equals ( <u>2d</u> ), then LATITUDE (minutes) must not be greater than ( <u>2s</u> ).

<b>ERROR CODE</b>	<b>ERROR TEST</b>
G04P	If STATE is ____ and GLOBAL POSITION - LONGITUDE (degrees) is not equal to 888, 999 or blank, then LONGITUDE (degrees) must be equal to, or greater than, ( <u>3d</u> ) and LONGITUDE (degrees) must not be greater than ( <u>4d</u> ).
G05P	If STATE is ____ and GLOBAL POSITION - LONGITUDE (degrees) equals ( <u>3d</u> ), then LONGITUDE (minutes) must be equal to, or greater than ( <u>3s</u> ).
G06P	If STATE is ____ and GLOBAL POSITION - LONGITUDE (degrees) equals ( <u>4d</u> ), then LONGITUDE (minutes) must not be greater than ( <u>4s</u> ).
G07P	If any part of GLOBAL POSITION - LATITUDE (degrees, minutes or seconds) is all 8's, then all parts of LATITUDE must be all 8's.
G08P	If any part of GLOBAL POSITION - LONGITUDE (degrees, minutes or seconds) is all 8's, then all parts of LONGITUDE must be all 8's.
G09P	If any part of GLOBAL POSITION - LATITUDE (degrees, minutes or seconds) is all 9's, then all parts of LATITUDE must be all 9's.
G10P	If any part of GLOBAL POSITION - LONGITUDE (degrees, minutes or seconds) is all 9's, then all parts of LONGITUDE must be all 9's.
G11P	If any part of GLOBAL POSITION - LATITUDE (degrees, minutes or seconds) is blank, then all parts of LATITUDE must be blank.
G12P	If any part of GLOBAL POSITION - LONGITUDE (degrees, minutes or seconds) is blank, then all parts of LONGITUDE must be blank.
P010	If PERSON TYPE equals 01, then AGE should not be less than 12.
P020	If PERSON TYPE equals 02-03, 09, and RESTRAINT SYSTEM USE equals 04, then AGE should be less than 05, or equal to 99.
P030	If PERSON TYPE equals 01, then SEATING POSITION should not equal 12-19.
P040	If PERSON TYPE equals 02, 09, then SEATING POSITION should not equal 11.
P050	If EJECTION equals 1, then RESTRAINT SYSTEM USE should not equal 01-04,08.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
P060	If SEATING POSITION equals 12, 18, 22, 28, 32, 38, 42, 48, 50-55, then RESTRAINT SYSTEM USE should not equal 01, 03.
P070	If POLICE-REPORTED ALCOHOL INVOLVEMENT equals 1, and PERSON TYPE equals 01, 03, 19, then ALCOHOL TEST RESULTS should not equal 95-96.
P071	If PERSON TYPE equals 02-03, and INJURY SEVERITY does not equal 4, then ALCOHOL TEST TYPE should not equal 99, and ALCOHOL TEST RESULT should not equal 99.
P072	If PERSON TYPE equals 02-03, and INJURY SEVERITY equals 0, and ALCOHOL TEST RESULT equals 96, then POLICE-REPORTED ALCOHOL INVOLVEMENT should equal 0, 8.
P080	ALCOHOL TEST RESULTS should not equal 41-94.
P090	If TAKEN TO HOSPITAL OR TREATMENT FACILITY equals 1, then INJURY SEVERITY should not be blank, 0, 9.
P091	If TAKEN TO HOSPITAL OR TREATMENT FACILITY equals 1, then EMS TIME AT HOSPITAL should not equal 0000, 9997, 9998.
P092	If TAKEN TO HOSPITAL OR TREATMENT FACILITY equals 0, then INJURY SEVERITY should not equal 3.
P110	If METHOD OF ALCOHOL DETERMINATION equals 1-5, 8, then POLICE-REPORTED ALCOHOL INVOLVEMENT should equal 0, 1.
P120	If CRASH AVOIDANCE MANEUVER equals 2, then INJURY SEVERITY for driver of this vehicle should not equal 4.
P130	If BODY TYPE equals 60-67, 71-72, 78-79, and PERSON TYPE equals 01, 03, and INJURY SEVERITY equals 4, then FATAL INJURY AT WORK should equal 1.
P140	If POLICE-REPORTED OTHER DRUG INVOLVEMENT equals 8-9, then METHOD OF OTHER DRUG DETERMINATION should equal 8.
P150	If POLICE-REPORTED OTHER DRUG INVOLVEMENT equals 1, then DRUG TEST RESULTS should not equal 000.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
P160	If POLICE-REPORTED OTHER DRUG INVOLVEMENT equals 1, and METHOD OF OTHER DRUG DETERMINATION equals 2, then not all DRUG TEST RESULTS should equal 001.
P170	If METHOD OF OTHER DRUG DETERMINATION equals 1-7, then POLICE-REPORTED OTHER DRUG INVOLVEMENT should equal 0, 1.
P180	If PERSON TYPE equals 01, and AGE is less than 09, then BODY TYPE should not equal 90.
P190	If PERSON TYPE equals 01-05, <b>09</b> , then RESTRAINT SYSTEM USE should not equal 06.
P200	If POLICE-REPORTED ALCOHOL INVOLVEMENT equals 8-9, then METHOD OF ALCOHOL DETERMINATION should equal 9.
P220	If AIR BAG AVAILABILITY/DEPLOYMENT equals 01-29, 31-32, 99, then SEATING POSITION should not equal 12, 18-19, 21-23, 28-29.
P300	If POLICE-REPORTED ALCOHOL INVOLVEMENT equals 1, and INJURY SEVERITY equals 4, then ALCOHOL TEST RESULTS should not equal 95-96.
P410	If ALCOHOL TEST RESULT equals 00-94, 97-98, then ALCOHOL TEST TYPE should equal 01-08, 10, 99.
P50P	If DIED AT SCENE/EN ROUTE equals 7, then TAKEN TO HOSPITAL/TREATMENT FACILITY must equal 0.
P510	If EMS TIME AT HOSPITAL equals 0000, 9997, 9998, then DIED AT SCENE/EN ROUTE should not equal 8 for any PERSON.
P51P	If DIED AT SCENE/EN ROUTE equals 8, then TAKEN TO HOSPITAL/TREATMENT FACILITY must equal 1.
P520	If ACCIDENT DATE and DEATH DATE are the same, and ACCIDENT TIME AND DEATH TIME are the same, then TAKEN TO HOSPITAL/TREATMENT FACILITY should equal 0, and DIED AT SCENE/EN ROUTE should equal 7.
P52P	If DIED AT SCENE/EN ROUTE equals 9, then TAKEN TO HOSPITAL/TREATMENT FACILITY must equal 9.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
P53P	If INJURY SEVERITY equals 0-3, 5-6, then DIED AT SCENE/EN ROUTE must equal 0.
P54P	If DIED AT SCENE/EN ROUTE equals 8, then EMS TIME AT HOSPITAL should not equal 0000, 9997, 9998.
P55P	If TAKEN TO HOSPITAL/TREATMENT FACILITY equals 9, then DIED AT SCENE/EN ROUTE must equal 0, 9.
U010	UNLIKELY: SPECIAL JURISDICTION equals 4-5.
U020	UNLIKELY: FIRST HARMFUL EVENT equals 02, 04, 06, 20, 51, 60.
U030	UNLIKELY: MANNER OF COLLISION equals 10-11.
U040	UNLIKELY: REGISTRATION STATE equals 97.
U050	UNLIKELY: SPECIAL USE equals 2-4, 6.
U060	UNLIKELY: VEHICLE ROLE equals 9.
U120	UNLIKELY: AGE is greater than 92 and not equal to 99.
U130	UNLIKELY: SEATING POSITION equals 41-43, 48.
U150	UNLIKELY: NON-OCCUPANT LOCATION equals 14, 16.
U160	UNLIKELY: INJURY SEVERITY equals 6.
U170	UNLIKELY: RESTRAINT SYSTEM USE equals 01.
U180	UNLIKELY: SCHOOL BUS RELATED equals 1.
U210	UNLIKELY: PREVIOUS RECORDED ACCIDENTS is greater than 5 and less than 98.
U220	UNLIKELY: PREVIOUS RECORDED SUSPENSIONS AND REVOCATIONS is greater than 10 and less than 98.
U230	UNLIKELY: PREVIOUS DWI CONVICTIONS is greater than 5 and less than 98.
U240	UNLIKELY: PREVIOUS SPEEDING CONVICTIONS is greater than 5 and less than 98.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
U250	UNLIKELY: PREVIOUS OTHER HARMFUL MV CONVICTIONS is greater than 5 and less than 98.
U260	UNLIKELY: DRIVER HEIGHT is less than 3 feet or greater than 7 feet, verify data.
U280	UNLIKELY: DRIVER HEIGHT is less than 36 inches or greater than 84 inches, verify data.
U290	UNLIKELY: DRIVER WEIGHT is less than 50 lbs. or greater than 399 lbs., verify data.
U300	UNLIKELY: NUMBER OF AXLES is greater than 13.
V010	MODEL YEAR should not be less than 1940.
V020	If VEHICLE TRAILING equals 1, then BODY TYPE should not equal 50-52, 80-83, 88-91.
V030	If either RELATED FACTORS-VEHICLE LEVEL equals 12, 15, 17, 19, then BODY TYPE should not equal 80-83, 88-89.
V031	If RELATED FACTORS-VEHICLE LEVEL equals 39, then BODY TYPE should not equal 01, 12-13, 32-33, 42, 50-52, 58-59, 65, 73, 80-83, 88-92.
V032	If RELATED FACTORS-VEHICLE LEVEL equals 40, then BODY TYPE should not equal 01, 12-13, 32-33, 42, 50-52, 58-59, 60-67, 71-73, 78, 80-83, 88-93.
V040	If either RELATED FACTORS-VEHICLE LEVEL equals 15,17, 19, then BODY TYPE should not equal 91.
V050	If PERSON TYPE equals 01-03, 09, and RESTRAINT SYSTEM USE equals 05, 15, then BODY TYPE should equal 80-83, 88-91.
V051	If BUS USE equals 1-3, then BODY TYPE should equal 20-21, 29, 50-59.
V052	If BUS USE equals 4, then BODY TYPE should equal 29, 51-52, 58-59.
V053	If BUS USE equals 5, then BODY TYPE should equal 20-21, 29, 50-59.

**ERROR CODE    ERROR TEST**

V054	If BUS USE equals 6-7, then BODY TYPE should equal 20-21, 29, 51-59.
V055	If BUS USE equals 0, then BODY TYPE should not equal 50-59, and SPECIAL USE should not equal 2-3.
V056	If SPECIAL USE equals 2, then BUS USE must equal 1-3.
V057	If SPECIAL USE equals 3, then BUS USE must equal 4-7, 9.
V060	If SPECIAL USE equals 4, then REGISTRATION STATE should not equal 00-02, 04-06, 08-13, 15-51, 53-56, 92-93, 95, 97, 99.
V070	If HAZARDOUS CARGO equals 1-3, then REGISTRATION STATE should not equal 92.
V080	If TRAVEL SPEED equals 00, then VEHICLE ROLE should not equal 1.
V090	If HAZARDOUS CARGO equals 1-3, then COMMERCIAL MOTOR VEHICLE LICENSE STATUS should equal 6, 9.
V100	If HAZARDOUS CARGO equals 1-3, and RELATED FACTORS-DRIVER LEVEL does not equal 19, then COMMERCIAL MOTOR VEHICLE LICENSE STATUS should not equal 1-2, 5.
V110	If either RELATED FACTORS-VEHICLE LEVEL equals 15, then VEHICLE TRAILING should not equal 0.
V120	If DRIVER PRESENCE equals 2, 4, then VEHICLE ROLE should not equal 0, 9.
V130	If RELATED FACTORS-DRIVER LEVEL equals 33-35, then VEHICLE MANEUVER should equal 05.
V150	If RELATED FACTORS-DRIVER LEVEL equals 27, then VEHICLE MANEUVER should equal 16.
V160	If RELATED FACTORS-DRIVER LEVEL equals 54, then VEHICLE MANEUVER should equal 04.
V16P	If RELATED FACTORS-DRIVER LEVEL equals 88, then VEHICLE TRAILING must not equal 0, 9.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
V170	If NUMBER OF OCCUPANTS is less than 97, and VEHICLE TRAILING equals 0, and BODY TYPE equals 01-05, 07-09,14-15, 19, 97, then NUMBER OF OCCUPANTS should not be greater than 8.
V180	If NUMBER OF OCCUPANTS is less than 97, and VEHICLE TRAILING equals 0, and BODY TYPE equals 06, 11, 16, then NUMBER OF OCCUPANTS should not be greater than 12.
V190	If NUMBER OF OCCUPANTS is less than 97, and VEHICLE TRAILING equals 0, and BODY TYPE equals 12, then NUMBER OF OCCUPANTS should not be greater than 15.
V200	If NUMBER OF OCCUPANTS is less than 97, and VEHICLE TRAILING equals 0, and BODY TYPE equals 80-83, 88-89, then NUMBER OF OCCUPANTS should not be greater than 2.
V210	If NUMBER OF OCCUPANTS is less than 97, and VEHICLE TRAILING equals 0, and BODY TYPE equals 42, 73, then NUMBER OF OCCUPANTS should not be greater than 12.
V220	If NUMBER OF OCCUPANTS is less than 97, and VEHICLE TRAILING equals 0, and BODY TYPE equals 60-65, 71-72, 79, then NUMBER OF OCCUPANTS should not be greater than 12.
V230	If NUMBER OF OCCUPANTS is less than 97, and VEHICLE TRAILING equals 0, and BODY TYPE equals 66, then NUMBER OF OCCUPANTS should not be greater than 5.
V240	If NUMBER OF OCCUPANTS is less than 97, and VEHICLE TRAILING equals 0, and BODY TYPE equals 91, then NUMBER OF OCCUPANTS should not be greater than 2.
V250	If NUMBER OF OCCUPANTS is less than 97, and VEHICLE TRAILING equals 0, and BODY TYPE equals 90, then NUMBER OF OCCUPANTS should not be greater than 8.
V260	If NUMBER OF OCCUPANTS is less than, 97, and VEHICLE TRAILING equals 0, and BODY TYPE equals 99, then NUMBER OF OCCUPANTS should not be greater than 5.
V270	Possible error in VIN character types or number of characters.
V280	Possible error in VIN digit check
V300	Possible error in VIN Production Number.



**ERROR CODE    ERROR TEST**

V320	If BODY TYPE equals 50-52, 58-66, 71-79, then AIR BAG AVAILABILITY/DEPLOYMENT should equal 30.
V330	If SCHOOL BUS RELATED equals 1, then BODY TYPE of at least one of the involved vehicles should equal 50 (School Bus) or SPECIAL USE for at least one involved vehicle should equal 2 - Vehicle Used as School Bus, and BUS USE for at least one vehicle should equal 1-3.
V340	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 01-05, 07-09, 14-15, 19, 97, and VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS should not be greater than 8.
V350	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 06, 11, 16, and VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS should not be greater than 12.
V360	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 12, and VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS should not be greater than 15.
V370	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 80-83, 88-89, and VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS should not be greater than 2.
V380	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 42, 73, and VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS should not be greater than 12.
V390	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 60-65, 71-72, 79, and VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS should not be greater than 12.
V400	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 66, and VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS should not be greater than 5.
V410	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 91, and VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS should not be greater than 2.
V420	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 90, and VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS should not be greater than 8.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
V430	If NUMBER OF OCCUPANTS is less than 97, and BODY TYPE equals 99, and VEHICLE TRAILING does NOT equal 0, then NUMBER OF OCCUPANTS should not be greater than 5.
V440	If BODY TYPE equals 50, then SCHOOL BUS RELATED should equal 1.
V450	If NUMBER OF VEHICLE FORMS SUBMITTED equals 02, and VEHICLE ROLE of both vehicles equals 1, then MANNER OF COLLISION should equal 02.
V460	If VEHICLE CONFIGURATION equals 02, then NUMBER OF AXLES should not equal 02, 98.
V46P	If VEHICLE CONFIGURATION equals 21, then BODY TYPE must equal 21, 50-52, 58-59.
V470	If VEHICLE CONFIGURATION equals 01, then CARGO BODY TYPE should be 01-05, 07.
V47P	If VEHICLE CONFIGURATION equals 21, then CARGO BODY TYPE must equal 21.
V480	If VEHICLE CONFIGURATION equals 05, then NUMBER OF AXLES should not equal 98.
V490	If VEHICLE CONFIGURATION equals 19, then NUMBER OF AXLES should equal 98.
V500	If VEHICLE CONFIGURATION equals 20-21, then NUMBER OF AXLES should be 02-03, 98.
V502	If GROSS VEHICLE WEIGHT RATING equals 0, and HAZARDOUS CARGO equals 0, then VEHICLE CONFIGURATION, NUMBER OF AXLES and CARGO BODY TYPE must equal 00.
V503	If GROSS VEHICLE WEIGHT RATING equals 1, then HAZARDOUS CARGO should equal 1, or VEHICLE CONFIGURATION should equal 20-21.
V504	If GROSS VEHICLE WEIGHT RATING equals 1, then BODY TYPE should equal 01-22, 28-39, 41-49.
V505	If GROSS VEHICLE WEIGHT RATING equals 9, then BODY TYPE should not equal 61-63, 66-67.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
V506	If BODY TYPE equals 60, then GROSS VEHICLE WEIGHT RATING should equal 2.
V507	If BODY TYPE equals 01-22, 28-39, 41-49, then GROSS VEHICLE WEIGHT RATING should equal 0-1.
V50P	If BODY TYPE equals 61-62, 67, 71, then GROSS VEHICLE WEIGHT RATING must equal 2, 9. (See GVWR Remarks on how to use PCVina to determine GVWR.)
V510	If TRAVEL SPEED equals 00, then CRASH AVOIDANCE MANEUVER should not equal 6.
V51P	If BODY TYPE equals 63, 66, 72, then GROSS VEHICLE WEIGHT RATING must equal 3, 9. (See GVWR Remarks on how to use PCVina to determine GVWR.)
V520	If TRAVEL SPEED equals 00, then CRASH AVOIDANCE MANEUVER should equal 0.
V52P	If BODY TYPE equals 64, then GROSS VEHICLE WEIGHT RATING must equal 9. (See GVWR Remarks on how to use PCVina to determine GVWR.)
V530	If JACKKNIFE equals 2-3, then CRASH AVOIDANCE MANEUVER should not equal 0, 8.
V531	If BUS USE equals 1-7, then VEHICLE CONFIGURATION should equal 20-21, and CARGO BODY TYPE should equal 20-21.
V532	If VEHICLE CONFIGURATION equals 01-08, 19, then GROSS VEHICLE WEIGHT RATING should equal 2-3, 9.
V540	If BODY TYPE equals 42, 65, 73, and HAZARDOUS CARGO equals 0, then GROSS VEHICLE WEIGHT RATING should equal 0.
V550	If REGISTRATION STATE equals 93, 95-96, then REGISTERED VEHICLE OWNER should equal 3-4.
V55P	If VEHICLE CONFIGURATION equals 80, then BODY TYPE must equal 01-13.
V560	If SPECIAL USE equals 4, then REGISTERED VEHICLE OWNER should equal 3, and REGISTRATION STATE should equal 96.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
V56P	If VEHICLE CONFIGURATION equals 70, then BODY TYPE must equal 14-22, 28-49.
V570	If HAZARDOUS CARGO equals 1-3, then REGISTERED VEHICLE OWNER should not equal 0, 1-2, 4.
V57P	If VEHICLE CONFIGURATION equals 05, then CARGO BODY TYPE must equal 96, and BODY TYPE must equal 66.
V580	If HAZARDOUS CARGO equals 1-3, then REGISTERED VEHICLE OWNER should equal 3.
V58P	If VEHICLE CONFIGURATION equals 04, then BODY TYPE must not equal 66.
V590	If RELATED FACTORS-VEHICLE LEVEL equals 32, then REGISTERED VEHICLE OWNER should equal 1-3.
V591	If RELATED FACTORS-VEHICLE LEVEL equals 31, then TRAVEL SPEED should not equal 00.
V592	If RELATED FACTORS-VEHICLE LEVEL equals 37, then REGISTRATION STATE should not equal 00, 92.
V593	If RELATED FACTORS-VEHICLE LEVEL equals 37, then REGISTERED VEHICLE OWNER should not equal 0.
V59P	If VEHICLE CONFIGURATION equals 06, then BODY TYPE must equal 66, and VEHICLE TRAILING must equal 1.
V600	If REGISTERED VEHICLE OWNER equals 9, then REGISTRATION STATE should equal 99.
V60P	If VEHICLE CONFIGURATION equals 07, then BODY TYPE must equal 66, and VEHICLE TRAILING must equal 2.
V61P	If VEHICLE CONFIGURATION equals 08, then BODY TYPE must equal 66, and VEHICLE TRAILING must equal 3.
V620	If ACCIDENT MONTH is between January and August, then the vehicle MODEL YEAR should NOT be greater than the ACCIDENT YEAR (contact Coding Assistance).
V62P	If CARGO BODY TYPE equals 01-09, 97-98, and VEHICLE IDENTIFICATION NUMBER is not Blank or Unknown, then GROSS VEHICLE WEIGHT RATING must equal 2-3.

**ERROR CODE    ERROR TEST**

V630	If REGISTRATION STATE equals 00, 92, then REGISTERED VEHICLE OWNER should NOT equal 5.
V63P	If CARGO BODY TYPE equals 21, then BODY TYPE must equal 21, 50-52, 58-59.
V640	If VEHICLE CONFIGURATION does not equal 00, 99, then BODY TYPE should not equal 28, 31, 42, 45, 48-49.
V64P	If BODY TYPE equals 60-64, 66-72, 78, then GROSS VEHICLE WEIGHT RATING must not equal 0-1.
V650	If NUMBER OF AXLES does not equal 00, 99, then BODY TYPE should not equal 28, 31, 42, 45, 48-49.
V65P	If GROSS VEHICLE WEIGHT RATING equals 2-3, then VEHICLE CONFIGURATION must not equal 00, and NUMBER OF AXLES and CARGO BODY TYPE must not equal 00.
V660	If CARGO BODY TYPE does not equal 00, 99, then BODY TYPE should not equal 28, 31, 42, 45, 48-49.
V670	If REGISTERED VEHICLE OWNER equals 1-2, then REGISTRATION STATE should NOT equal 99.
V750	If UNDERRIDE/OVERRIDE equals 1-3, then FIRST HARMFUL EVENT or SEQUENCE OF EVENTS (for this vehicle) should equal 12-13.
V760	If UNDERRIDE/OVERRIDE equals 4-6, then FIRST HARMFUL EVENT or SEQUENCE OF EVENTS (for this vehicle) should equal 14, 45, 55.
V770	If UNDERRIDE/OVERRIDE equals 7, then FIRST HARMFUL EVENT or SEQUENCE OF EVENTS (for this vehicle) should equal 12-13.
V780	If UNDERRIDE/OVERRIDE equals 8, then FIRST HARMFUL EVENT or SEQUENCE OF EVENTS (for this vehicle) should equal 14, 45, 55.
V790	If BODY TYPE equals 20, then VEHICLE CONFIGURATION should equal 00, and CARGO BODY TYPE should equal 00.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
V800	If BODY TYPE equals 21-22, 28-29, then VEHICLE CONFIGURATION should equal <b>00, 04, 20</b> , 70, 99, and CARGO BODY TYPE should equal 00-01, <b>20</b> , 99.
V830	If BODY TYPE equals 40, then VEHICLE CONFIGURATION should equal 01, 03-04, 70, and CARGO BODY TYPE should equal 01-04, 06-07, 96-98.
V840	If BODY TYPE equals 50-59, then VEHICLE CONFIGURATION should equal 21, and CARGO BODY TYPE should equal 21.
V850	If BODY TYPE equals 60, then VEHICLE CONFIGURATION should equal 01, 03-04, and CARGO BODY TYPE should equal 01.
V860	If BODY TYPE equals 61-64, then VEHICLE CONFIGURATION should equal 01-04, and CARGO BODY TYPE should equal 01-08, 96-98.
V870	If BODY TYPE equals 65, then VEHICLE CONFIGURATION should equal 00, and CARGO BODY TYPE should equal 00.
V880	If BODY TYPE equals 66, then VEHICLE CONFIGURATION should equal 05-08,19, and CARGO BODY TYPE should equal 01-04, 06-09, 96-98.
V890	If BODY TYPE equals 71-72, then VEHICLE CONFIGURATION should equal 19, and CARGO BODY TYPE should equal 01-04, 06-09, 96-98.
V900	If BODY TYPE equals 73, then VEHICLE CONFIGURATION should equal 00, and CARGO BODY TYPE should equal 00.
V910	If BODY TYPE equals 78, then VEHICLE CONFIGURATION should equal 19, and CARGO BODY TYPE should equal 98.
V915	If BODY TYPE equals 67, then VEHICLE CONFIGURATION should equal 01, and CARGO BODY TYPE should equal 97.
V920	If BODY TYPE equals 79, then VEHICLE CONFIGURATION should equal 99, and CARGO BODY TYPE should equal 99.
V922	If MAKE equals 98, 99, and MODEL equals ____, then MODEL YEAR should equal ____.

**ERROR CODE    ERROR TEST**

V930	If VEHICLE CONFIGURATION equals 00, or CARGO BODY TYPE equals 00, then BODY TYPE should not equal 50-64, 66-72, 78-79.
V940	If HAZARDOUS CARGO equals 1-3, then VEHICLE CONFIGURATION should not equal 00, 99, CARGO BODY TYPE should not equal 00, 99, and NUMBER OF AXLES should not equal 00, 99.
V950	If vehicle MODEL YEAR is less than 1994, and SEATING POSITION equals 31, 33, 39, then RESTRAINT SYSTEM USE should not equal 01, 03, and BODY TYPE should equal 12, 15-16, 19-21.
V960	If REGISTRATION STATE equals 99, then REGISTERED VEHICLE OWNER should equal 5-6, 9.
V961	If MAKE equals 98, 99, and MODEL equals ____, then BODY should equal ____.
V970	Possible error in VIN, MODEL YEAR or VEHICLE MAKE.
V980	If BODY TYPE equals 28, 45, 48-52, 58-64, 66-67, 71-72, 78, 93, or HAZARDOUS CARGO equals 1-3, then MOTOR CARRIER IDENTIFICATION NUMBER should not equal 00-000000000.
V981	If VEHICLE CONFIGURATION equals 00, then MOTOR CARRIER IDENTIFICATION NUMBER should equal 00-000000000.
V982	If MOTOR CARRIER IDENTIFICATION NUMBER does not equal 00-000000000, then VEHICLE CONFIGURATION should not equal 00.
V983	If VEHICLE TRAILING equals 3, then STATE should equal 04, 08, 16, 18, 20, 30-32, 38-41, 46, 49.
V984	If STATE does not equal 04, 08, 16, 18, 20, 30-32, 38-41, 46, 49, then VEHICLE TRAILING should not equal 3.
V985	If VEHICLE TRAILING equals 5, then VEHICLE CONFIGURATION should not equal 04, 06-08, 20-21.
V986	If VEHICLE CONFIGURATION equals 05, and VEHICLE TRAILING equals 5, then NUMBER OF AXLES should not be greater than 03.

<b>ERROR CODE</b>	<b>ERROR TEST</b>
V989	If SEQUENCE OF EVENTS equals 65, then at least one RELATED FACTORS-DRIVER LEVEL should equal 27-28.
V990	If SEQUENCE OF EVENTS equals 61, then RELATED FACTORS-VEHICLE LEVEL should not all equal 00.
VH02	If IMPACT POINT PRINCIPAL equals 18, then MOST HARMFUL EVENT should equal 54.
VH03	If IMPACT POINT INITIAL or IMPACT POINT PRINCIPAL equals 18, then RELATED FACTORS-ACCIDENT LEVEL should equal 14-15.
VH04	If MOST HARMFUL EVENT equals 54, then IMPACT POINT PRINCIPAL must not equal 00.
VH05	If MOST HARMFUL EVENT equals 54, then IMPACT POINT PRINCIPAL should equal 18.
VH25	If UNIT TYPE equals 4, then REGISTERED VEHICLE OWNER should not equal 6, 9.
VH35	If UNIT TYPE equals 2-4, then VEHICLE ROLE should equal 1-3.
VH70	If UNIT TYPE equals 2-4, then elements V16-V20, V25, V33 should all be left blank.
VH75	If UNIT TYPE equals 4, then VEHICLE CONFIGURATION should not equal 05, 20-21, 70, 80.
VH80	If UNIT TYPE equals 4, then CARGO BODY TYPE should not equal 06-07, 20-21.



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