

DRIVER(S) AND PERSON(S) INVOLVED INFORMATION (Back Page, Upper Right)

Person Type 01 Driver 02 Passenger 03 Pedestrian	04 Pedalcyclist 05 Scooter/Skater 97 Other* 99 Unknown	Sex M Male F Female U Unknown	Transport By 01 Not Transported 02 Ambulance 03 Helicopter	04 Law Enforcement 05 Private Vehicle 97 Other* 99 Unknown	Ejection 00 Not Ejected 01 Totally Ejected 02 Partially Ejected 96 Not Applicable (motorcycle, snowmobile, pedestrian, pedalcyclist, etc.) 99 Unknown
Injury Level 01 No Injury 02 Possible Injury 03 Non-Incapacitating Injury 04 Incapacitating Injury 05 Fatal	Injury Area 00 None 01 Head 02 Face 03 Neck 04 Chest	05 Abdomen/Pelvis 06 Spine 07 Upper Extremity 08 Lower Extremity 99 Unknown	Safety Equipment 00 None 01 Lap & Shoulder Belt 02 Shoulder Belt Only 03 Lap Belt Only 04 Child Restraint - Forward Facing 05 Child Restraint - Rear Facing	06 Booster Seat 07 Helmet 08 Helmet Plus Other 97 Other* 99 Unknown	Ejection Path 98 Not Applicable 01 Windshield 02 Side Window/Door 03 Rear Window/Door 97 Other* 99 Unknown
Injury Cause 00 None 01 Steering Wheel 02 Dash/Windshield 03 Airbag 04 Seatbelt 05 Roof	06 Other Interior 07 Vehicle Exterior 08 External Object 97 Other* 99 Unknown	Disposition of Vehicle 01 Retained by Driver 02 Towed/Disabled 03 Towed/Impounded 04 Towed Other 05 Hit and Run 96 Not Applicable	Used Properly 01 Yes 02 No	98 Not Applicable 99 Unknown	Extrication 01 Not Extricated 02 Extricated 99 Unknown
			Air Bag 00 None 01 Not Deployed 02 Deployed - Front 03 Deployed - Side	04 Deployed - Other 05 Deployed - Combination 06 Deactivated 07 Missing 99 Unknown	

24-Odd Veh. ←

24-Even Veh. ←

24 Visual Contributing Circumstances	00 None	07 Moving Vehicle(s)
01 Weather Condition	08 Building	
02 Physical Obstruction	09 Guardrail/Barrier	
03 Windshield or Other Window Obscured	10 Glare	
04 Trees, Crops, Bushes, Other Vegetation	11 Smoke	
05 Parked Vehicle(s)	97 Other*	
08 Signs, Billboards, etc.	99 Unknown	

25 ←

25 Weather Condition	01 Clear	04 Snowing	07 Fog, Smog	99 Unknown
02 Cloudy	05 Blowing Snow	08 Severe Crosswinds		
03 Rain	06 Sleet, Hail	09 Blowing Sand, Soil, Dirt		

26 ←

26 Light Condition	01 Daylight	04 Dark - Unknown Lighting	99 Unknown
02 Dark - Lighted	05 Dawn		
03 Dark - Not Lighted	08 Dusk		

27 ←

27 Roadway Surface Condition	01 Dry	07 Mud
02 Wet	08 Sand, Dirt, Gravel	
03 Snow	09 Oil	
04 Slush	97 Other*	
05 Ice	99 Unknown	
06 Water (standing, moving)		



28 ←

28 Roadway/Junction Feature	Non-Intersection	Intersection
00 No Special Feature/Junction	20 4-Leg Intersection	
01 Bridge (overpass/underpass)	21 T-Intersection	
02 Railroad Crossing	22 Y-Intersection	
03 Business Drive	23 5-Leg or More Intersection	
04 Farm/Residential Drive	24 Roundabout	
05 Alley	25 Ramp Intersection With Crossroad	
06 Crossover in Median	28 Biker/Ped Path Intersection	
07 On-Ramp Merge Area		
08 Off-Ramp Diverge Area	97 Other*	
09 On-Ramp	99 Unknown	
10 Off-Ramp		

29 ←

29 Road Jurisdiction	01 State (I, U.S. SR)	05 Private Property
02 County	97 Other*	
03 City	99 Unknown	
04 Federal (NP, BLM, FS, etc)		

30 →

30 Non-Motorist Action	98 Not Applicable	05 Cycling	97 Other*
01 Entering or Crossing Road	06 Working	99 Unknown	
02 Walking, Running, Jogging, Playing, etc.	07 Working on Vehicle		
03 Approaching or Leaving Motor Vehicle	08 Pushing Motor Vehicle		
04 Standing, Lying, Sitting	09 Alcohol/Drugs		

31 →

31 Non-Motorist Contributing Circumstances	98 Not Applicable	05 Inattentive
00 None	06 Failure to Obey Traffic Signs, Signals, or Officer	
01 Improper Crossing	07 Failure to Yield Right-of-Way	
02 Derting	08 In Roadway (standing, on knees, lying, etc.)	
03 Wrong Side of Road	97 Other*	
04 Not Visible	99 Unknown	

32 →

32 Non-Motorist Location	98 Not Applicable	06 Shoulder	97 Other*
01 Marked Crosswalk at Intersection	09 Island	99 Unknown	
02 Unmarked Crosswalk at Intersection	10 Sidewalk		
03 Mid-Block Crosswalk	11 Roadside		
04 School Crosswalk at Intersection	12 Dedicated Bike Path		
05 Mid-Block School Crosswalk	13 Shared Use Path/Trail		
06 In Roadway (no crosswalk or intersection)	14 Outside Right-of-Way		
07 Median (not on shoulder)	15 Inside Building		

33 →

33 Horizontal Alignment	01 Straight	02 Curve	99 Unknown
--------------------------------	-------------	----------	------------

34 →

34 Vertical Alignment	01 Level	03 Hillcrest	99 Unknown
02 Grade	04 Sag (bottom)		

35 →

35 Pavement Type	01 Concrete	04 Dirt
02 Asphalt (blacktop)	97 Other*	
03 Gravel, Stone	99 Unknown	

36 →

36 Location of First Harmful Event	01 On Roadway	06 In Parking Lane or Zone
02 Shoulder	07 Off Roadway, Location Unknown	
03 Median	08 Outside Right-of-Way	
04 Gore	99 Unknown	
05 Roadside (outside of shoulder)		

ONLY ONE CODE per BOX

***Explain in Narrative**

Sequence of Events (codes 01 - 98 only) (front page, each vehicle) 37 →

Most Harmful Event (codes 00, 07 - 89 only) 37 →

Non-Collision: 00 No Damage or Injury, This Vehicle 01 Ran Off Road Right 02 Ran Off Road Left 03 Crossed Median/Centerline 04 Equipment Failure (tire, brakes, etc.) 05 Separation of Units 06 Downhill Runaway 07 Overturn/Rollover 08 Cargo/Equipment Loss or Shift 09 Jackknife 10 Fire/Explosion 11 Immersion 12 Fell/Jumped From Motor Vehicle 19 Other Non-Collision*	Collision With Person, Vehicle, or Non-Fixed Object: 20 Motor Vehicle in Transport 21 Parked Motor Vehicle (off roadway) 22 Pedestrian 23 Pedalcycle 24 Skates, Scooters, Skateboards 25 Animal - Wild 26 Animal - Domestic 27 Work Zone/Maintenance Equipment 28 Freight Rail 29 Light Rail 30 Passenger Heavy Rail 31 Thrown or Fallen Object 39 Other Non-Fixed Object*	Collision With Fixed Object: 40 Guardrail 41 Concrete Barrier 42 Cable Barrier 43 Crash Cushion 44 Guardrail End Section 45 Concrete Sloped End Section 46 Cable Barrier End Section 47 Access Control Cable 48 Bridge Rail 49 Bridge Pier or Support 50 Bridge Overhead Structure 51 Traffic Sign Support 52 Delineator Post 53 Other Post, Pole or Support	54 Utility Pole/Light Support 55 Traffic Signal Support 56 Culvert 57 Ditch 58 Embankment 59 Snow Bank 60 Tree/Shrubbery 61 Mailbox/Fire Hydrant 62 Fence 69 Other Fixed Object* 96 Not Applicable (used only to fill unused box(es))
---	--	---	---

