

## NYS DOT ACCIDENT DATA FILES

Information pertaining to a highway accident can be found in three related files. One file provides event information such as location, date, time, weather, and severity to list just a few items. The second file provides vehicle information with one record for each vehicle, pedestrian or bicyclist involved in the accident. The third file provides contributing factor information with two factors (records) for each vehicle, pedestrian or bicyclist involved in the accident. There are two contributing factor records related to each vehicle record based on DMV case year (case\_yr), DMV case number (case\_num), and vehicle sequence (veh\_seq\_num). Each accident event record can have from zero (none) to many vehicle records related to it based on DMV case year (case\_yr), and DMV case number (case\_num).

Accidents are classified as either reportable or non-reportable. All accidents involving either a death, personal injury or if the reported property damage to any single motor vehicle meets a threshold of at least one thousand dollars will be considered a reportable accident. Reportable accidents always have event, vehicle and contributing factor information. Non-reportable accidents usually have only a limited amount of event information coded by DMV. The only event information captured by DMV for a typical non-reportable accident is location (reference marker and intersection number) and date. There usually is no vehicle or contributing factor data for non-reportable accidents. However, vehicle and contributing factor records can exist for non-reportable accidents, but all the data fields will contain code values of not entered or not available.

Each accident (event) is represented by a single accident record. The amount of information available in each record depends on whether the accident is classified as reportable or non-reportable.

The accident event data file structure, field definitions, and code values are as follows:

FIELD	TYPE	WIDTH	POSITION	DEFINITION	CODE VALUES
CASE_NUM	Character	9		Case number assigned by DMV.	Integer values.
CASE_YR	Number			Year of accident	Integer values.
REF_MRKR	Character	12		NYS DOT reference marker closest to where the accident occurred.	The full reference marker legend.
ACCD_DTE	Date/Timer			Date of the accident in the format: 05-JAN-1991.	Valid calendar dates.

FIELD	TYPE	WIDTH	POSITION	DEFINITION	CODE VALUES
ROAD_SYS	Character	2		Code assigned by DMV. All valid codes found in accident data after August 31, 2001. Prior to this date all codes except 10 found in the accident file.	01 - STATE 02 - COUNTY 03 - TOWN 04 - CITY STREET 05 - PARKWAY 06 - THRUWAY 07 - NORTHWAY 08 - LIMITED ACCESS 09 - UNKNOWN 10 - PARKING LOT, OTHER NON-TRAFFIC 11 - INTERSTATE ?? - INVALID CODE XX - NOT ENTERED
Num_Of_Fatalities	Numeric			Number of persons killed in the accident.	Integer value 1 THROUGH 999.
Num_Of_Injuries	Numeric			Number of persons injured in the accident.	Integer value 001 THROUGH 999.
REPORTABLE	Character	1		Indicates if accident is fully coded or only partially coded.	Y - Yes the accident is fully coded. N - No only part of the data fields are entered.
POLICE_DEPT	Character	5		Unique code which identifies each police agency.	Valid codes are available from DMV.
INTERSECT_NUM	Character	2		Intersection number assigned to an accident, which distinguishes between multiple intersections at the same reference marker.	Integer value.
MUNI	Character	2		Municipality code.	Valid Municipality codes.
PRECINCT	Character	4		Unique code which identifies a New York City Precinct.	Valid codes are available from DMV.
NUM_OF_VEH	Numeric			Number of vehicles involved in the accident. Equals the number of records that would be in the vehicle data set for the accident.	Integer value.

FIELD	TYPE	WIDTH	POSITION	DEFINITION	CODE VALUES
ACCD_TYP	Character	2		Accident type code which describes what a vehicle collided with. Multi vehicle accidents always coded "01". Single vehicle accidents use codes "02" through "40".	01 - COLLISION WITH MOTOR VEHICLE 02 - COLLISION WITH PEDESTRIAN 03 - COLLISION WITH BICYCLIST 04 - COLLISION WITH ANIMAL 05 - COLLISION WITH RAILROAD TRAIN 06 - COLLISION WITH IN-LINE SKATER 07 - COLLISION WITH DEER 08 COLLISION WITH OTHER PEDESTRIAN 10 - COLLISION WITH OTHER 11 - COLLISION. W/LIGHT SUPPORT/UTILITY POLE 12 - COLLISION WITH GUIDE RAIL 13 - COLLISION WITH CRASH CUSHION 14 - COLLISION WITH SIGN POST 15 - COLLISION WITH TREE 16 - COLLISION WITH BUILDING/WALL 17 - COLLISION WITH CURBING 18 - COLLISION WITH FENCE 19 - COLLISION WITH BRIDGE STRUCTURE 20 - COLLISION WITH CULVERT/HEAD WALL 21 - COLLISION WITH MEDIAN/BARRIER 22 - COLLISION WITH SNOW EMBANKMENT 23 - COLLISION. W/EARTH ELEMENT./ROCK CUT/DITCH 24 - COLLISION WITH FIRE HYDRANT 25 - COLLISION WITH GUIDERAIL END 26 - COLLISION WITH MEDIAN BARRIER END 27 - COLLISION WITH OTHER BARRIER 30 - COLLISION WITH OTHER FIXED OBJECT 31 - OVERTURNED 32 - FIRE/EXPLOSION 33 - SUBMERSION 34 - RAN OFF ROAD ONLY 40 - OTHER NON-COLLISION ?? - INVALID CODE XX - NOT ENTERED YY - NOT APPLICABLE ZZ - UNKNOWN
LOCN	Character	1		Location where the first event of the accident occurred.	Y - FIRST EVENT OCCURRED ON ROAD N - FIRST EVENT OCCURRED OFF ROAD ? - INVALID CODE X - NOT REPORTED

FIELD	TYPE	WIDTH	POSITION	DEFINITION	CODE VALUES
TRAF_CNTL	Character	2		Traffic control present at the accident location.	01 - NONE 02 - TRAFFIC SIGNAL 03 - STOP SIGN 04 - FLASHING LIGHT 05 - YIELD SIGN 06 - OFFICER/FLAGMAN/GUARD 07 - NO PASSING ZONE 08 - RR CROSSING SIGN 09 - RR CROSSING FLASH LIGHT 10 - RR CROSSING GATES 11 - STOPPED SCHOOL BUS W/RED LIGHT FLASH 12 - HIGHWAY WORK AREA (CONSTRUCTION) 13 - MAINTENANCE WORK AREA 14 - UTILITY WORK AREA 15 - POLICE/FIRE EMERGENCY 16 - SCHOOL ZONE 20 - OTHER ?? - INVALID CODE XX - NOT ENTERED YY - NOT APPLICABLE ZZ - UNKNOWN
LIGHT_COND	Character	1		Light condition at the time of the accident. Data element only found on the police accident report.	1 - DAYLIGHT 2 - DAWN 3 - DUSK 4 - DARK-ROAD LIGHTED 5 - DARK-ROAD UNLIGHTED ? - INVALID CODE X - NOT ENTERED Z - NOT REPORTED
WEATHER	Character	1		Weather condition at the time of the accident.	0 - OTHER 1 - CLEAR 2 - CLOUDY 3 - RAIN 4 - SNOW 5 - SLEET/HAIL/FREEZING RAIN 6 - FOG/SMOG/SMOKE ? - INVALID CODE X - NOT ENTERED Z - NOT REPORTED
ROAD_CHAR	Character	1		Code value which describes the road character at the location of the accident. Based on the police officers observation/interpretation.	1 - STRAIGHT AND LEVEL 2 - STRAIGHT/GRADE 3 - STRAIGHT AT HILLCREST 4 - CURVE AND LEVEL 5 - CURVE AND GRADE 6 - CURVE AND HILLCREST ? - INVALID CODE X - NOT ENTERED Y - NOT APPLICABLE Z - UNKNOWN

FIELD	TYPE	WIDTH	POSITION	DEFINITION	CODE VALUES
ROAD_SURF_COND	Character	1		Road surface condition at the time of the accident.	0 - OTHER 1 - DRY 2 - WET 3 - MUDDY 4 - SNOW/ICE 5 - SLUSH 6 - FLOODED WATER ? - INVALID CODE X - NOT ENTERED Y - NOT APPLICABLE Z - UNKNOWN
COLLISION_TYP	Character	2		Type of collision encountered when the accident involves multiple vehicles.	01 - REAR END 02 - OVERTAKING 03 - LEFT TURN (AGAINST OTHER CAR) 04 - RIGHT ANGLE 05 - RIGHT TURN (AGAINST OTHER CAR) 06 - RIGHT TURN (WITH OTHER CAR) 07 - HEAD ON 08 - SIDESWIPE 09 - OTHER 10 - LEFT TURN (WITH OTHER CAR) ?? - INVALID CODE XX - NOT ENTERED YY - NOT APPLICABLE ZZ - UNKNOWN
PED_LOC	Character	1		Code which describes the location of a pedestrian when involved in an accident.	1 - PEDESTRIAN AT INTERSECTION 2 - PEDESTRIAN NOT AT INTERSECTION ? - INVALID CODE X - NOT ENTERED Y - NOT APPLICABLE Z - UNKNOWN
PED_ACTN	Character	2		Describes the pedestrian action prior to being involved in the accident.	01 - CROSSING WITH SIGNAL 02 - CROSSING AGAINST SIGNAL 03 - CROSSING, NO SIGNAL, MARKED CROSSWALK 04 - CROSSING, NO SIGNAL OR CROSSWALK 05 - ALONG HIGHWAY WITH TRAFFIC 06 - ALONG HIGHWAY AGAINST TRAFFIC 07 - EMERGE FROM BEHIND PARKED VEHICLE 08 - CHILD GETTING ON/OFF SCHOOL BUS 09 - GETTING ON/OFF VEHICLE 10 - PUSHING/WORKING ON CAR 11 - WORKING IN ROADWAY 12 - PLAYING IN ROADWAY 13 - OTHER ACTIONS IN ROADWAY 14 - NOT IN ROADWAY ?? - INVALID CODE XX - NOT ENTERED YY - NOT APPLICABLE ZZ - UNKNOWN

FIELD	TYPE	WIDTH	POSITION	DEFINITION	CODE VALUES
EXT_OF_INJURIES	Character	5		Up to five entries per accident, one for each person injured or killed in the accident.	1 - APPARENT DEATH 2 - UNCONSCIOUS 3 - SEMI-CONSCIOUS 4 - INCOHERENT 5 - SHOCK 6 - CONSCIOUS ? - INVALID CODE A - INCAPACITATING INJURY B - NON-INCAPACITATING INJURY C - POSSIBLE INJURY K - KILLED

FIELD	TYPE	WIDTH	POSITION	DEFINITION	CODE VALUES
REG_CNTY_CDE	Character	2		Region/county code used by SIMS.	01 - NASSAU 02 - SUFFOLK 11 - ALBANY 12 - ESSEX 13 - GREENE 14 - RENSSELAER 15 - SARATOGA 16 - SCHENECTADY 17 - WARREN 18 - WASHINGTON 21 - FULTON 22 - HAMILTON 23 - HERKIMER 24 - MADISON 25 - MONTGOMERY 26 - ONEIDA 31 - CAYUGA 32 - CORTLAND 33 - ONONDAGA 34 - OSWEGO 35 - SENECA 36 - TOMPKINS 41 - GENESSEE 42 - LIVINGSTON 43 - MONROE 44 - ONTARIO 45 - ORLEANS 46 - WYOMING 47 - WAYNE 51 - CATTARAUGUS 52 - CHAUTAUQUA 53 - ERIE 54 - NIAGARA 61 - ALLEGANY 62 - CHEMUNG 63 - SCHUYLER 64 - STEUBEN 66 - YATES 71 - CLINTON 72 - FRANKLIN 73 - JEFFERSON 74 - LEWIS 75 - ST. LAWRENCE 81 - COLUMBIA 82 - DUTCHESS 83 - ORANGE 84 - PUTNAM 85 - ROCKLAND 86 - ULSTER 87 - WESTCHESTER 91 - BROOME 92 - CHENANGO 93 - DELAWARE 94 - OTSEGO 95 - SCHOHARIE 96 - SULLIVAN 97 - TIOGA N1 - BRONX N2 - KINGS N3 - NEW YORK N4 - QUEENS N5 - RICHMOND ZZ - UNKNOWN COUNTY

FIELD	TYPE	WIDTH	POSITION	DEFINITION	CODE VALUES
LOW_NODE	Character	5		The lowest numeric NODE identifying a point along a segment of highway in the highway network which can be used as a single point or combined with a HIGH_NODE to indicate a segment of highway known as a LINK.	Four or five digit integer value.
HIGH_NODE	Character	5		The highest numeric NODE identifying at one end of a segment of highway in the highway network known as a LINK. The LOW_NODE identifies the beginning of the LINK.	Four or five digit integer.
ACCD_TIME	Date/Time			Time of the accident in military hours and minutes.	Example - 22:12 . There is no value if time is unknown or was not entered.
RPT_AGCY	Character			Name of the police agency who submitted the accident report.	No code values just the police agency name.
DMV_ACCD_CLS F	Character	1		Classification assigned to an accident by the Department of Motor Vehicles.	1 - FATAL ACCIDENT 2 - INJURY ACCIDENT 3 - PROPERTY DAMAGE & INJURY 4 - PROPERTY DAMAGE 5 - NON-REPORTABLE 6 - NON-AUTO 7 - NON-MOTOR VEHICLE X - NOT ENTERED
ERR_CDE	Character	3		Code assigned to indicate if the location data (reference marker, intersection number, low node, or high node) are valid.	000 - NO ERROR EXISTS 001 - INVALID REFERENCE MARKER 002 - RM INVALID ON ACCIDENT DATE 003 - INVALID RM/INTERSECTION NUMBER 004 - INTERSECTION INVALID ON DATE 005 - DATA INTEGRITY ERROR ON LOCATION 009 - ACCIDENT SHOULD BE CODED TO RM 010 - INVALID LOCATION LOCAL ACCIDENT 011 - ACCIDENT WITHOUT LOCATION DATA
COMM_VEH_ACC _IND	Character	1		Indicator if an accident meets Truck/Bus commercial vehicle reporting requirements.	1 - NOT A COMM VEHICLE ACCIDENT 2 - COMM VEHICLE ACCIDENT AWAITING SELECTION FOR REPORTING. 3 - COMM VEHICLE ACCIDENT ALREADY SELECTED FOR REPORTING. A - LEGACY ACCIDENT PRIOR TO SEPTEMBER 1, 2001 .
Highway_Ind	Character	1		Indicates if accident is a non-highway accident	Y - Non-Highway accident N - Highway Accident
Intersection_Ind	Character	1		Indicates if the accident occurred at an intersection.	Y - Yes accident occurred at intersection N - No, accident didn't occur at an intersection
UTM_Northing	Number			Universal Transverse Mercator (Y - Coordinate)	Values valid within New York State
UTM_Eastering	Number			Universal Transverse Mercator (X - Coordinate)	Values valid within New York State
Geo_segment_Id	Number			Unique segment Id from NYS Data Product.	Numeric value of segment to which the accident record has been located.



<b>FIELD</b>	<b>TYPE</b>	<b>WIDTH</b>	<b>POSITION</b>	<b>DEFINITION</b>	<b>CODE VALUES</b>
Geo_Node_Id	Number			Unique node Id from NYS Data Product.	Numeric value assigned to a highway intersection for the closest intersection to the accident location.
Geo_Node_Distance	Number			Distance in meters from the accident location to the nearest highway intersection.	Numeric value in meters.
Geo_Node_Direction	Character	1		Direction from the accident location to the nearest highway intersection (NYS Data Product node number).	1 - North 2 - Northeast 3 - East 4 - Southeast 5 - South 6 - Southwest 7 - West 8 - Northwest

***VEHICLE DATA FILE STRUCTURE AND CODE VALUES:***

The vehicle data sets contain information about the type of vehicle and vehicle actions involved in an accident. The vehicle data set can be linked with the accident (event) data set using the “case\_yr” and “case\_num” data fields. The relationship can involve from zero (none) to many vehicle records relating to a single accident (event) record.

The vehicle data file structure, field definitions, and code values are as follows:

<b>FIELD</b>	<b>TYPE</b>	<b>WIDTH</b>	<b>POSITION</b>	<b>DEFINITION</b>	<b>CODE VALUES</b>
CASE_NUM	Character	9		Case number assigned by DMV.	Integer values.
CASE_YR	Number			Year of accident	Integer values.
VEH_SEQ_NUM	Numeric	3		Number for each vehicle involved in the accident.	Integer value.

REGS_TYP  <b>SEE NEXT PAGE FOR ADDITIONAL VALUES.</b>	Character  2			Registration type of vehicle involved in the accident assigned by DMV.	01 - VAN POOL 02 - WORLD UNIVERSITY GAMES 03 - JEWISH WAR VETERANS 04 - MARINE CORP LEAGUE 05 - COUNTY LEGISLATORS 06 - COUNTY BOARD OF SUPERVISORS 07 - PURPLE HEART 08 - EDUCATOR 09 - FOREIGN CONSUL. DIPLOMAT 10 - LOCOMOTIVE 11 - SPECIAL PASSENGER 12 - SPECIAL PASSENGER (JUDGES/OFFICIALS) 13 - GOVERNOR'S SECOND CAR 14 - NEW YORK SENATE 15 - NEW YORK ASSEMBLY 16 - PASSENGER OR SUBURBAN (REGULAR) 17 - U.S. CONGRESS 18 - U.S. SENATE 19 - SCHOOL CAR 20 - HEARSE COACH (REGULAR OR INVALID) 21 - HISTORICAL 22 - SPECIAL REGISTRATION HEARSE 23 - HISTORICAL MOTORCYCLES 24 - LIMITED USE AUTOMOBILE 25 - COURT OF APPEALS 26 - SPECIAL PURPOSE COMMERCIAL 27 - NEW YORK COUNCIL 28 - SUPREME COURT (ADJ) 29 - MEDICAL DOCTOR 30 - COURT OF CLAIMS 31 - GOVERNOR'S ADDITIONAL CAR 32 - CONGRESSIONAL MEDAL OF HONOR 33 - SUPREME COURT JUSTICE 34 - COUNTY CLERK 35 - ALL TERRAIN VEHICLE 36 - MOTORCYCLE 37 - LIMITED USE MOTORCYCLE - TYPE A 38 - LIMITED USE MOTORCYCLE - TYPE B 39 - LIMITED USE MOTORCYCLE - TYPE C 40 - AIR NATIONAL GUARD 41 - ARMY NATIONAL GUARD 42 - NAVAL MILITIA 43 - STATE NATIONAL GUARD 44 - FORMER PRISONER OF WAR 45 - HAM OPERATOR 46 - FARM 47 - BIRTHPLACE OF BASEBALL 48 - VOLUNTEER AMBULANCE SERVICES 49 - SURVIVORS OF THE SHIELD 50 - OUT OF STATE OMNIBUS 51 - AMBULANCE 52 - (SPECIAL) OMNIBUS 53 - (PUBLIC SERVICE) OMNIBUS 54 - (TAXI) OMNIBUS 55 - (LIVERY) OMNIBUS
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REGS_TYP (CONTINUED)	Character	2		Registration type of vehicle involved in the accident assigned by DMV.	56 - (REGULAR) OMNIBUS 57 - (VANITY) OMNIBUS 58 - PEARL HARBOR SURVIVORS 59 - GOLD STAR MOTHERS 60 - CORONER/MEDICAL EXAMINERS 61 - IN TRANSIT PERMITS 62 - DEALER 64 - MOTORCYCLE DEALER 65 - ALL TERRAIN DEALER 66 - TRANSPORTER 67 - REGIONAL 68 - SPORTS 69 - ORGANIZATIONAL 70 - INTERNATIONAL REGISTRATION PLAN 71 - HAM OPERATOR COMMERCIAL 72 - AGRICULTURAL TRUCK 73 - REGIONAL COMMERCIAL 74 - COMMERCIAL SPORTS 75 - ORGANIZATIONAL COMMERCIAL 76 - (REGULAR) COMMERCIAL 77 - STATE AGENCIES 78 - (HOUSEHOLD CARRIER) COMMERCIAL 79 - AGRICULTURE COMMERCIAL 80 - TOW TRUCK 81 - (REGULAR) TRACTOR 82 - (HOUSEHOLD CARRIER) TRACTOR 83 - HOG PLATES 84 - LIGHT TRAILER 85 - COMMERCIAL SEMI-TRAILER 86 - (REGULAR) TRAILER 87 - HOUSE OR COACH TRAILER 88 - POLITICAL SUBDIVISION(MUNI/THRUWAY) 90 - MOTORBOATS 93 - SNOWMOBILES ?? - INVALID XX - NOT ENTERED YY - NOT APPLICABLE ZZ - UNKNOWN
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<b>BODY_TYP</b>  <b>SEE NEXT PAGE FOR ADDITIONAL CODES.</b>	Character	2		Body type of vehicle involved in the accident assigned by DMV.	01 - LIMITED USE VEHICLE-SEDAN 02 - LIMITED USE MOTORCYCLE - A 03 - LIMITED USE MOTORCYCLE - B 04 - LIMITED USE MOTORCYCLE - A, B, OR C 05 - MOTORIZED BICYCLE 06 - LIMITED USE MCY A, B, OR C OR M-BICYCLE 07 - LIMITED USE MOTORCYCLE - C 09 - POLICE 09 - FIRE 10 - CONVERTIBLE 11 - SEDAN 12 - SUBURBAN 13 - 4 DOOR SEDAN 14 - 2 DOOR SEDAN 15 - HOUSE ON WHEELS 18 - ALL TERRAIN VEHICLE 19 - MOTORCYCLE 20 - HEARSE - INVALID COMB. 21 - LOCOMOTIVE 22 - CUSTOM 23 - REPLICA 30 - UNKNOWN TRUCK 31 - UNKNOWN PASSENGER 32 - MINIBIKE 33 - SNOWMOBILE 34 - OTHER OFF-HIGHWAY VEHICLE 35 - BICYCLIST 36 - PEDESTRIAN 37 - OTHER (PERSON) 38 - MISC. FARM VEHICLE 39 - AMBULANCE 41 - POWER SHOVEL 42 - ROAD BUILDING MACHINE 43 - ROAD ROLLER 44 - ROAD SWEEPERS 45 - SAND SPREADER 46 - SNOW PLOW 47 - SNOW TRAVELER 48 - SNOWMOBILE 49 - TRACTION ENGINE 50 - TRACTOR CRANE 51 - TRUCK CRANE 52 - SMALL WHEEL TRUCK 53 - WELL DRILLER 54 - WELL SERVICING RIG 55 - FEED PROCESSING MACHINE 56 - MOBILE CAR CRUSHER 57 - EARTH MOVER 58 - TRACTOR 59 - UNKNOWN 60 - DELIVERY TRUCK 61 - DUMP TRUCK 62 - FLAT BED TRUCK 63 - PICK-UP TRUCK 64 - STAKE TRUCK 65 - TANK TRUCK 66 - REFRIGERATED TRUCK 67 - TOW TRUCK 68 - VAN TRUCK 70 - UTILITY TRUCK
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<b>BODY_TYP (CONTINUED).</b>	Character	1		Body type of vehicle involved in the accident assigned by DMV.	71 - POLE TRAILER 80 - BOAT TRAILER 81 - HOUSE TRAILER 82 - REFRIGERATED 83 - SEMI-TRAILER OR MISC 84 - TANK 85 - TRAILER 86 - UTILITY 87 - LIGHT TRAILER 90 -BUS (OMNIBUS) 91 - IMOUSINE (OMNIBUS) 92 - HEARSE (AMBULANCE) 93 - TAXI 94 - DISABLE COMMERCIAL 94 - DISABLE COMMERCIAL 95 - CEMENT MIXER 96 - MOPED ?? - INVALID
<b>VEH_TYP</b>	Character	1		Vehicle type is determined by grouping selected registration and body types together. Note: the category truck is intended to include only large trucks and excludes pickups and vans.	0 - OTHER 1 - MOTORCYCLE 2 - CAR/VAN/PICKUP 3 - TRUCK 4 - BUS 5 - BICYCLE 6 - PEDESTRIAN
<b>PRE_ACCD_ACT N</b>	Character	2		Pre accident action describing the motions of a vehicle prior to the occurrence of the accident.	01 - GOING STRAIGHT AHEAD 02 - MAKING RIGHT TURN 03 - MAKING LEFT TURN 04 - MAKING U TURN 05 - STARTING FROM PARKING 06 - STARTING IN TRAFFIC 07 - SLOWED OR STOPPING 08 - STOPPED IN TRAFFIC 09 - ENTERING PARKED POSITION 10 - PARKED 11 - AVOIDING OBJECT IN ROADWAY 12 - CHANGING LANES 13 - OVERTAKING 14 - MERGING 15 - BACKING 16 - MAKING RIGHT TURN ON RED 17 - MAKING LEFT TURN ON RED 18 - POLICE PURSUIT 20 - OTHER ?? - INVALID CODE XX - NOT ENTERED YY - NOT APPLICABLE ZZ - UNKNOWN
<b>SECOND_EVENT T</b>	Character	2		Second event describes any secondary collisions or events that may happen to a vehicle after the initial first event. Uses the same codes as accident type category.	See code values for accident type.

VEH_DIRN_OF_TRAV	Character	1		Direction the vehicle was traveling prior to accident.	1 - NORTH 2 - NORTH-EAST 3 - EAST 4 - SOUTH-EAST 5 - SOUTH 6 - SOUTH-WEST 7 - WEST 8 - NORTH-WEST ? - INVALID CODE X - NOT ENTERED Y - NOT APPLICABLE Z - UNKNOWN
HAZ_CARGO_IND	Character	1		Hazard category Indicates whether or not a vehicle was carrying hazardous cargo	0 or N - NO 1 or Y- YES ? - INVALID CODE Z - NOT REPORTED/UNKNOWN
TCK_BUS_CLSF	Character	2		Truck bus classification for vehicles involved in the accident.	A - TRANSIT BUS B - OVER-THE-ROAD COACH C1 - 2 AX SINGLE UNIT BOX C2 - 2 AX SINGLE UNIT TANK C3 - 2 AX SINGLE UNIT PLATFORM D1 - 3 AX SINGLE UNIT BOX D2 - 3 AX SINGLE UNIT TANK D3 - 3 AX SINGLE UNIT PLATFORM E1 - 4 AX SINGLE UNIT BOX E2 - 4 AX SINGLE UNIT TANK E3 - 4 AX SINGLE UNIT PLATFORM F1 - 1 AX TRAILER, 2 AX TRACTOR BOX F2 - 1 AX TRAILER, 2 AX TRACTOR TANK F3 - 1 AX TRAILER, 2 AX TRACTOR PLATFORM G1 - 2 AX TRAILER, 2 AX TRACTOR BOX G2 - 2 AX TRAILER, 2 AX TRACTOR TANK G3 - 2 AX TRAILER, 2 AX TRACTOR PLATFORM H1 - 3 AX TRAILER, 2 AX TRACTOR BOX H2 - 3 AX TRAILER, 2 AX TRACTOR TANK H3 - 3 AX TRAILER, 2 AX TRACTOR PLATFORM I1 - 2 AX TRAILER, 3 AX TRACTOR BOX J1 - 3 AX TRAILER, 3 AX TRACTOR BOX J2 - 3 AX TRAILER, 3 AX TRACTOR TANK J3 - 3 AX TRAILER, 3 AX TRACTOR PLATFORM K1 - 2 AX TRAILER, 3 AX TRUCK BOX K2 - 2 AX TRAILER, 3 AX TRUCK TANK K3 - 2 AX TRAILER, 3 AX TRUCK PLATFORM L1 - SEMITRAILER, TRACTOR 5 AX DBL BOX L2 - SEMITRAILER, TRACTOR 5 AX DBL TANK L3 - SEMITRAILER, TRACTOR 5 AX DBL PLATF M1 - OTHER COMBINATIONS BOX M2 - OTHER COMBINATIONS TANK M3 - OTHER COMBINATIONS PLATFORM ?? - INVALID CODE XX - NOT ENTERED YY - NOT APPLICABLE ZZ - UNKNOWN
PBL_PRPT_IND	Character	1		Public property damage identifies whether the vehicle caused damage to public property.	Y - Yes N - No

COMM_VEH_IN D	Character	1		Indicator if the vehicle meets the Truck/Bus reporting requirements.	Y - Yes N - No
AGE	Numeric			Age of the driver of the motor vehicle, pedestrian, or bicyclist.	Integer values, with a space indication not known or entered.
SEX	Character	1		The sex of the driver, pedestrian or bicyclist.	F - Female M - Male Space - Indicating unknown or not entered.
OCCUPANT_NU M	Numeric			Number of persons including the driver in or on the motor vehicle.	Integer value, with a value of spaces or "0" indicating unknown or not entered.
RGST_WGT	Numeric			The registered weight in pounds of the mother vehicle.	Integer value or spaces if not known.
CIT_IND	Character	1		Indicator which tells if a ticket was issued to the driver.	Y - Yes N - No
DRVR_LIC_ST	Character	2		Two digit state abbreviation where the driver is licensed.	Two digit postal abbreviations.
VEH_LIC_ST	Character	2		Two digit state abbreviation where the vehicle is registered.	Two digit postal abbreviations.
TOW_IND	Character	1		Indicator which tells if the vehicle was towed from the scene of the accident to another location.	Y - Yes N - No

***APPARENT CONTRIBUTING FACTOR DATA FILE STRUCTURE AND CODE VALUES:***

The apparent contributing factor data sets contain information about the factors which possibly led to the accident. There are two factors related to each vehicle record and can be linked with a vehicle record by using the "case\_yr", "case\_num", and "veh\_seq\_num" data fields. There is a two to one relationship. Since there are two apparent contributing factors per vehicle they are distinguished by the apparent factor sequence number "aprint\_seq\_num".

The apparent contributing factor data file structure, field definitions, and code values are as follows:

FIELD	TYPE	WIDTH	POSITION	DEFINITION	CODE VALUES
CASE_NUM	Character	9		Case number assigned by DMV.	Integer values.
CASE_YR	Numeric			Year of accident	Integer values.
VEH_SEQ_NUM	Numeric			Number for each vehicle involved in the accident.	Integer value.
APRNT_SEQ_NU M	Numeric			Number associated apparent factor record.	Integer value.

FIELD	TYPE	WIDTH	POSITION	DEFINITION	CODE VALUES
APRNT_FCTR	Character	2		Apparent factor associated with vehicle.	NONE 01 - NONE 02 - ALCOHOL INVOLVEMENT 03 - BACKING UNSAFELY 04 - DRIVER INATTENTION 05 - DRIVER INEXPERIENCE 06 - DRUGS (ILLEGAL) 07 - FAILURE TO YIELD RIGHT OF WAY 08 - FELL ASLEEP 09 - FOLLOWING TOO CLOSELY 10 - ILLNESS 11 - LOST CONSCIOUSNESS 12 - PASSENGER DISTRACTION 13 - PASSING OR LANE USAGE IMPROPERLY 14 - PEDESTRIAN'S ERROR/CONFUSION 15 - PHYSICAL DISABILITY 16 - PRESCRIPTION MEDICATION 17 - TRAFFIC CONTROL DEVICES DISREGARDED 18 - TURNING IMPROPER 19 - UNSAFE SPEED 20 - UNSAFE LANE CHANGING 21 - FATIGUE/DROWSY 22 - CELL PHONE (HAND HELD) 23 - CELL PHONE (HANDS FREE) 24 - OTHER ELECTRONIC DEVICE 25 - OUTSIDE CAR DISTRACTION 26 - REACTION TO OTHER UNINVOLVED VEHICLE 27 - FAILURE TO KEEP RIGHT 28 - AGGRESSIVE DRIVING/ROAD RAGE 40 - OTHER (HUMAN) 41 - ACCELERATOR DEFECTIVE 42 - BRAKES DEFECTIVE 43 - HEADLIGHTS DEFECTIVE 44 - OTHER LIGHTING DEFECTS 45 - OVERSIZED VEHICLE 46 - STEERING FAILURE 47 - TIRE FAILURE/INADEQUATE 48 - TOW HITCH DEFECTIVE 49 - WINDSHIELD INADEQUATE 50 - DRIVERLESS/RUNAWAY VEHICLE 60 - OTHER (VEHICLE) 61 - ANIMAL'S ACTION 62 - GLARE 63 - LANE MARKING IMPROPER/INADEQUATE 64 - OBSTRUCTION/DEBRIS 65 - PAVEMENT DEFECTIVE 66 - PAVEMENT SLIPPERY 67 - SHOULDERS DEFECTIVE/IMPROPER 68 - TRAFFIC CONTROL DEVICE IMPROPER/NON-WORKING 69 - VIEW OBSTRUCTED/LIMITED 80 - OTHER (ENVIRONMENTAL) ?? - INVALID CODE XX - NOT ENTERED YY - NOT APPLICABLE ZZ - UNKNOWN