

## Contents

<b>1</b>	<b>Introduction .....</b>	<b>2</b>
<b>2</b>	<b>Legend.....</b>	<b>4</b>
<b>3</b>	<b>Crash Basic Table .....</b>	<b>4</b>
	Time Data Elements .....	4
	Severity Data Elements .....	5
	Crash Event Elements .....	6
	Emphasis Area and Other Frequently Used Crash Definitions .....	13
	VDOT/RNS Roadway and Location Data Elements .....	23
<b>4</b>	<b>Crash Details Table.....</b>	<b>28</b>
	Driver Data Elements.....	28
	Vehicle Data Elements.....	33
	Passenger Data Elements .....	37
	Bicyclist Data Elements.....	38
	Pedestrian Data Elements.....	39
	<b>Appendix A: Supporting Information .....</b>	<b>41</b>
	Collision Type (C18) .....	41
	Vehicle Configuration (V10).....	42
	Cargo Body Type (V11) .....	43
	Jurisdiction .....	44
	<b>Appendix B: FR300 Form and FR300 Request Form .....</b>	<b>48</b>

# 1 Introduction

This document is intended to serve as a reference data dictionary for individuals using crash data made available by the Virginia Department of Transportation (VDOT). The main source of the crash data is owned and maintained by the Virginia Department of Motor Vehicle (DMV). DMV's Traffic Records Electronic Data System (TREDS) is a state-of-the-art data system maintained by the DMV Highway Safety Office (HSO) that automates and centralizes all crash data in Virginia. The comprehensive data housed in TREDS is the foundation of highway safety in Virginia.

The motor vehicle laws of Virginia under §46.2-373 require law enforcement officers to submit a police crash report (FR300) to the DMV for all reportable crashes within 24 hours after the completion of the crash investigation.

§ 46.2-373: A. Every law-enforcement officer who in the course of duty investigates a motor vehicle accident resulting in injury to or death of any person or total property damage to an apparent extent of \$1,500 or more, either at the time of and at the scene of the accident or thereafter and elsewhere, by interviewing participants or witnesses shall, within twenty-four hours after completing the investigation, forward a written report of the accident to the Department. The report shall include the name or names of the insurance carrier or of the insurance agent of the automobile liability policy on each vehicle involved in the accident.

Crashes meeting the severity criteria (as prescribed by §46.2-373) occurring on public property are reportable to the DMV. Public property is considered to be highways, roads, streets and public parking lots maintained by state, county or municipal funds. Crashes occurring on private property, even though they may meet the severity criteria, are not reportable to the DMV but still can be submitted electronically to TREDS.

The FR300, revised in January 2012, is a six-page form that provides information in the six sections listed below. A blank copy of the full FR300 report is available in [Appendix B](#).

- General Data Elements
- Driver Data Elements
- Vehicle Data Elements
- Crash Data Elements
- Commercial Motor Vehicle Data Elements
- Pedestrian Data Elements

Crash records are transmitted from the law enforcement to DMV who in turn transmits the electronic information to VDOT. VDOT integrates this data with VDOT's Roadway Network System (RNS) and incorporates the following data elements:

- Fatality and injury summaries for each crash
- Emphasis area crash type definitions to align with the [Strategic Highway Safety Plan](#)
- Other frequently used crash type definitions
- VDOT roadway data elements

VDOT then uploads redacted crash data from RNS to VDOT's [VirginiaRoads](#) data portal and the [VDOT Crash Analysis Tool](#), an online tool developed by the Highway Safety Data and Analysis Section within Traffic Operations Division. The data portal and the crash tool are updated monthly to include recent data in the system. The [VirginiaRoads](#) data portal provides options to download the crash data as two related tables: CrashData Basic and CrashData Details. The two tables are related by the crash document number, which is the unique identifier of each crash record. Not all elements listed in the FR300 are included in this dataset.

- [CrashData Basic](#) is a feature layer that includes key crash data elements such as crash date, crash severity, collision type, weather condition, light condition, VDOT District, physical jurisdiction, and route name. The data elements in this table are usually categorical attributes that can be used to run queries or provide crash statistics.
- [CrashData Details](#) is a feature table. It includes additional information for each crash such as driver action type, driver age, vehicle speed, pedestrian age, and vehicle body type. These attributes are typically semi-colon-delimited text fields that display multiple values based on the number of vehicles, drivers, passengers, or pedestrians involved in the crash.

In providing the crash data, VDOT assumes no responsibility for the accuracy and completeness of the data. In the process of recording and compiling the data, some deletions and/or omissions of data may occur and VDOT is not responsible for any such occurrences. The most recent data contained in this report is preliminary and subject to change. Please be advised that, under Title 23 United State Code – Section 407, the crash information cannot be used in discovery or as evidence in a Federal or State court proceeding or considered for other purposes in any action for damages against VDOT or the State of Virginia arising from any occurrence at the location identified.

All users shall comply with and be subject to all applicable laws and regulations, whether federal or state, in connection with any of the receipt and use of DMV data including, but not limited to, (1) the Federal Drivers Privacy Protection Act (18 U.S.C. § 2721 et seq.), (2) the Government Data Collection and Dissemination Practices Act (Va. Code § 2.2-3800 et seq.), (3) the Virginia Computer Crimes Act (Va. Code § 18.2-152.1 et seq.), (4) the provisions of Va. Code §§ 46.2-208 and 58.1-3, and (5) any successor rules, regulations, or guidelines adopted by DMV with regard to disclosure or dissemination of any information obtained from DMV records or files.

## 2 Legend

**Generic Field Name (FR300 Report Code [if applicable])** | **DATA\_FIELD\_NAME** | DATA\_TABLE  
Text description of field definition.

**Data Definition:**

**BOLD LOGIC** outlines criteria for an individual field

- **ORANGE LOGIC WITHIN DASHES** - connects criteria for multiple fields using an **AND** (both statements must be true) or **OR** (only one statement must be true) statement

*Italicized text* indicates another field

*(Text in parentheses)* indicates the corresponding FR 300 report code

## 3 Crash Basic Table

**Document Number** | **DOCUMENT\_NBR** | CRASHDATA\_BASIC

A unique identifier that is generated by DMV.

**Local Case Number** | **LOCAL\_CASE\_CD** | CRASHDATA\_BASIC

The local case number identified on the police report.

### TIME DATA ELEMENTS

**Crash Year** | **CRASH\_YEAR** | CRASHDATA\_BASIC

The year in which the crash occurred.

**Crash Date** | **CRASH\_DT** | CRASHDATA\_BASIC

The date on which the crash occurred in the format of MM/DD/YYYY.

**Crash Military Time** | **CRASH\_MILITARY\_TM** | CRASHDATA\_BASIC

The time (24-hour format) at which the crash occurred.

## SEVERITY DATA ELEMENTS

**Crash Severity** | **CRASH\_SEVERITY** | CRASHDATA\_BASIC

Crash Severity is coded using the KABCO scale, as per the Model Minimum Uniform Crash Criteria (MMUCC) based on the most severe injury to any person involved in the crash. For example, if the driver of one vehicle suffered a Suspected Serious Injury (A) and a passenger in another vehicle in the same crash suffered a Possible Injury (C), the crash severity would be recorded as “A”.

**KABCO Scale Definitions**

<b>K</b>	Fatality	Any injury that results in death within 30 days after the crash in which the injury occurred. If the person did not die at the scene but died within 30 days of the crash in which the injury occurred, the injury classification will be changed to “Fatality.”
<b>A</b>	Suspected Serious Injury	Any injury other than fatal which results in one or more of the following: <ul style="list-style-type: none"> <li>▪ Severe laceration resulting in exposure of underlying tissues/muscle/organs or resulting in significant loss of blood</li> <li>▪ Broken or distorted extremity (arm or leg)</li> <li>▪ Crush injury</li> <li>▪ Suspected skull, chest, or abdominal injury other than bruises or minor lacerations</li> <li>▪ Significant burns (second- and third-degree burns over 10 percent or more of the body)</li> <li>▪ Unconsciousness when taken from the crash scene</li> <li>▪ Paralysis</li> </ul>
<b>B</b>	Suspected Minor Injury	Any injury that is evident at the scene of the crash, other than fatal or serious injuries. Examples include a lump on the head, abrasion, bruise, and minor laceration (cut on the skin surface with minimal bleeding and no exposure of deeper tissue/muscle).
<b>C</b>	Possible Injury	Any injury reported or claimed which is not a fatal, suspected serious, or suspected minor injury. Examples include momentary loss of consciousness, claim of injury, limping, or complaint of pain or nausea. Possible injuries are those which are reported by the person or are indicated by his/her behavior, but no wounds or injuries are readily evident.
<b>O</b>	Property Damage Only (No Apparent Injury)	A situation where there is no reason to believe that the person received any bodily harm from the crash. There is no physical evidence of injury and the person does not report any change in normal function, but the crash resulted in damage of at least \$1,500 to the motor vehicle or other property. The threshold for a property-damage-only crash changed from \$1,000 to \$1,500 in July 2008.

The FR300 uses injury type codes. The translation from injury type to crash severity is shown below.

CODE	INJURY TYPE (FR300)	CRASH SEVERITY
<b>1 or 5</b>	Dead	Fatality (K)
<b>2</b>	Serious Injury	Suspected Serious Injury (A)
<b>3</b>	Minor/Possible Injury	Suspected Minor Injury (B)
<b>4</b>	No apparent Injury	Possible Injury (C)
<b>6</b>	No Injury	Property Damage Only (O)

### People Killed | **K\_PEOPLE** | CRASHDATA\_BASIC

The number of people killed (K) as outlined in the “Fatality” KABCO scale definition.

### People with Suspected Serious Injury | **A\_PEOPLE** | CRASHDATA\_BASIC

The number of people with a suspected serious injury (A) as outlined in the “Suspected Serious Injury” KABCO scale definition.

### People with Suspected Minor Injury | **B\_PEOPLE** | CRASHDATA\_BASIC

The number of people with a suspected minor injury (B) as outlined in the “Suspected Minor Injury” KABCO scale definition.

### People with Possible Injury | **C\_PEOPLE** | CRASHDATA\_BASIC

The number of people with a possible injury (C) as outlined in the “Possible Injury” KABCO scale definition.

### People Injured | **PERSONS\_INJURED** | CRASHDATA\_BASIC

The total number of people with a suspected serious injury (A), suspected minor injury (B), and possible injury (C) resulting from the crash.

### Pedestrians Killed | **PEDESTRIANS\_KILLED** | CRASHDATA\_BASIC

The number of pedestrians killed in the crash.

### Pedestrians Injured | **PEDESTRIANS\_INJURED** | CRASHDATA\_BASIC

The number of pedestrians injured in the crash.

## CRASH EVENT ELEMENTS

### Vehicle Count | **VEH\_COUNT** | CRASHDATA\_BASIC

The number of vehicles involved in the crash.

### Collision Type (C18) | **COLLISION\_TYPE** | CRASHDATA\_BASIC

The type of collision. Further definitions and supporting images are provided in [Appendix A](#).

CODE	DESCRIPTION
1	Rear End
2	Angle
3	Head On
4	Sideswipe - Same Direction
5	Sideswipe - Opposite Direction
6	Fixed Object in Road
7	Train
8	Non-Collision
9	Fixed Object - Off Road

CODE	DESCRIPTION
10	Deer
11	Other Animal
12	Pedestrian
13*	Bicyclist
14*	Motorcyclist
15	Backed Into
16	Other
17	Not Stated

\*This field has been disabled. Crashes involving a bicyclist or motorcyclist can be identified using the definitions outlined in the [Emphasis Area and Other Frequently Used Crash Definitions](#) section.

### Weather Condition (C2) | WEATHER\_CONDITION | CRASHDATA\_BASIC

The weather condition at the time of the crash.

CODE	WEATHER CONDITION TYPE
0	Not Provided
1	No Adverse Condition (Clear/Cloudy)
3	Fog
4	Mist
5	Rain
6	Snow
7	Sleet/Hail
8	Smoke/Dust
9	Other
10	Blowing Sand, Soil, Dirt, or Snow
11	Severe Crosswinds

### Light Condition (C3) | LIGHT\_CONDITION | CRASHDATA\_BASIC

The light condition at the time of the crash.

CODE	LIGHT CONDITION
0	Not Provided
1	Dawn
2	Daylight
3	Dusk
4	Darkness - Road Lighted
5	Darkness - Road Not Lighted
6	Darkness - Unknown Road Lighting
7	Unknown

### Roadway Surface Condition (C7) | ROADWAY\_SURFACE\_COND | CRASHDATA\_BASIC

The roadway surface condition of the travel lanes at the time and location of the first harmful event in the crash.

CODE	ROADWAY SURFACE CONDITION
0	Not Provided
1	Dry
2	Wet
3	Snowy
4	Icy
5	Muddy
6	Oil/Other Fluids
7	Other
8	Natural Debris
9	Water (Standing, Moving)
10	Slush
11	Sand, Dirt, Gravel
99	Not Applicable

### Relation to Roadway (C11) | **RELATION\_TO\_ROADWAY** | CRASHDATA\_BASIC

The location of the first harmful event in relation to the roadway.

CODE	RELATION TO ROADWAY	CODE	RELATION TO ROADWAY
0	Not Provided	9	Within Intersection
1	Main-Line Roadway	10	Intersection Related - Within 150 Feet
2	Acceleration/Deceleration Lanes	11	Intersection Related - Outside 150 Feet
3	Gore Area (b/w Ramp and Highway Edge Lines)	12	Crossover Related
4	Collector/Distributor Road	13	Driveway, Alley-Access - Related
5	On Entrance/Exit Ramp	14	Railway Grade Crossing
6	Intersection at End of Ramp	15	Other Crossing (Crossing for Bikes, School, etc.)
7	Other location not listed above within an interchange area (median, shoulder, roadside)		

### Roadway Alignment (C6) | **ROADWAY\_ALIGNMENT** | CRASHDATA\_BASIC

The geometric layout and inclination characteristics of the roadway at the location of first harmful event.

CODE	ROADWAY ALIGNMENT
0	Not Provided
1	Straight - Level
2	Curve - Level
3	Grade - Straight
4	Grade - Curve
5	Hillcrest - Straight
6	Hillcrest - Curve
7	Dip - Straight
8	Dip - Curve
9	Other
10	On/Off Ramp

### Roadway Surface Type (C8) | **ROADWAY\_SURFACE\_TYPE** | CRASHDATA\_BASIC

The roadway surface type at the location of the first harmful event in the crash.

CODE	ROADWAY SURFACE TYPE
0	Not Provided
1	Concrete
2	Blacktop, Asphalt, Bituminous
3	Brick or Block
4	Slag, Gravel, Stone
5	Dirt
6	Other



### Roadway Defects (C10) | ROADWAY\_DEFECT | CRASHDATA\_BASIC

Roadway defects at the scene of the crash that may have contributed to the crash.

CODE	ROADWAY DEFECT TYPE
0	Not Provided
1	No Defects
2	Holes, Ruts, Bumps
3	Soft or Low Shoulder
4	Under Repair
5	Loose Material
6	Restricted Width
7	Slick Pavement
8	Roadway Obstructed
99	Not Applicable

### Roadway Description (C9) | ROADWAY\_DESCRIPTION | CRASHDATA\_BASIC

The type of roadway facility at the location of the first harmful event in the crash.

CODE	ROADWAY
0	Not Provided
1	Two-Way, Not Divided
2	Two-Way, Divided, Unprotected Median
3	Two-Way, Divided, Positive Median Barrier
4	One-Way, Not Divided
5	Unknown

### Intersection Type (C12) | INTERSECTION\_TYPE | CRASHDATA\_BASIC

The configuration of the intersection at which the crash occurred.

CODE	INTERSECTION TYPE
0	Not Provided
1	Not at Intersection
2	Two Approaches
3	Three Approaches
4	Four Approaches
5	Five-Point, or More
6	Roundabout
99	Not Applicable

### Traffic Control Type (C5) | **TRAFFIC\_CONTROL\_TYPE** | CRASHDATA\_BASIC

The traffic control type at the scene of the crash.

CODE	TRAFFIC CONTROL TYPE	CODE	TRAFFIC CONTROL TYPE
0	Not Provided	10	Railroad Crossing With Markings and Signs
1	No Traffic Control	11	Railroad Crossing With Signals
2	Officer or Flagger	12	Railroad Crossing With Gate and Signals
3	Traffic Signal	13	Other
4	Stop Sign	14	Pedestrian Crosswalk
5	Slow or Warning Sign	15	Reduced Speed - School Zone
6	Traffic Lanes Marked	16	Reduced Speed - Work Zone
7	No Passing Lines	17	Highway Safety Corridor
8	Yield Sign	99	Not Applicable
9	One Way Road or Street		

### Traffic Control Device Status (C4) | **TRFC\_CTRL\_STATUS\_TYPE** | CRASHDATA\_BASIC

This field indicates if the traffic control device selected in **Traffic Control Type (C5)** was functional and visible at the time of the crash.

CODE	TRAFFIC CONTROL DEVICE STATUS
0	Not Provided
1	Yes - Working
2	Yes - Working and Obscured
3	Yes - Not Working
4	Yes - Not Working and Obscured
5	Yes - Missing
6	No Traffic Control Device Present
99	Not Applicable

### Work Zone (C13) | **WORK\_ZONE\_RELATED** | CRASHDATA\_BASIC

A crash in which the first harmful event occurred within the boundaries of a work zone\* as determined by the reporting officer.

CODE	WORK ZONE RELATED
0	Not Provided
1	Yes
2	No

\*Note: A work zone is considered any area of a highway with construction, maintenance, or utility work activities – typically marked by signs, channelizing devices, barriers, pavement markings, and/or work vehicles. The work zone extends from the first warning sign or Advance Warning Area until the Termination Area. Workers may or may not be present.

**Work Zone Location (C15) | WORK\_ZONE\_LOCATION | CRASHDATA\_BASIC**

The location of the crash within the work zone as determined by the reporting officer.

CODE	WORK ZONE LOCATION
0	Not Provided
1	Advance Warning Area
2	Transition Area
3	Activity Area
4	Termination Area
99	Not Applicable

**Work Zone Type (C16) | WORK\_ZONE\_TYPE | CRASHDATA\_BASIC**

The type of work zone in which the crash occurred as determined by the reporting officer.

CODE	WORK ZONE TYPE
0	Not Provided
1	Lane Closure
2	Lane Shift/Crossover
3	Work on Shoulder or Median
4	Intermittent or Moving Work
5	Other
99	Not Applicable

**School Zone (C17) | SCHOOL\_ZONE | CRASHDATA\_BASIC**

A crash in which the first harmful event occurred within a school zone as determined by the reporting officer.

CODE	SCHOOL ZONE
0	Not Provided
1	Yes
2	Yes – With School Activity
3	No
99	Not Applicable

**First Harmful Event | FIRST\_HARMFUL\_EVENT | CRASHDATA\_BASIC**

The first injury or damage-producing event that characterizes the collision type. This may or may not be the first event of the crash

CODE	FIRST HARMFUL EVENT	CODE	FIRST HARMFUL EVENT
1	Bank or Ledge	22	Bicycle
2	Trees	23	Animal
3	Utility Pole	24	Work Zone Maintenance Equipment
4	Fence or Post	25	Other Movable Object
5	Guard Rail	26	Unknown Movable Object
6	Park Vehicle	27	Other
7	Tunnel Bridge, Underpass, Culvert, etc.	28	Ran Off Road
8	Sign, Traffic Signal	29	Jack Knife
9	Impact Cushioning Device	30	Overturn (Rollover)
10	Other	31	Downhill Runaway
11	Jersey Wall	32	Cargo Loss or Shift
12	Building/Structure	33	Explosion or Fire
13	Curb	34	Separation of Units
14	Ditch	35	Cross Median
15	Other Fixed Object	36	Cross Centerline
16	Other Traffic Barrier	37	Equipment Failure (Tire, etc.)
17	Traffic Sign Support	38	Immersion
18	Mailbox	39	Fell/Jumped from Vehicle
19	Ped	40	Thrown or Falling Object
20	Motor Vehicle in Transport	41	Non-Collision Unknown
21	Train	42	Other Non-Collision

**Location of First Harmful Event (C1) | FIRST\_HARMFUL\_EVENT\_LOC | CRASHDATA\_BASIC**

The location of the first injury or damage-producing event that characterizes the collision type.

CODE	LOCATION OF FIRST HARMFUL EVENT
1	On Roadway
2	Shoulder
3	Median
4	Roadside
5	Gore
6	Separator
7	In Parking Lane or Zone
8	Off Roadway, Location Unknown
9	Outside Right-of-Way

**Route or Street Name | ROUTE\_OR\_STREET\_NM | CRASHDATA\_BASIC**

The common route or street name where the crash occurred as recorded by the reporting officer.

## EMPHASIS AREA AND OTHER FREQUENTLY USED CRASH DEFINITIONS

### Alcohol-Related Crash | **ALCOHOL\_NOTALCOHOL** | CRASHDATA\_BASIC

A crash in which any driver (including motorcyclist and bicyclist) or pedestrian involved had been drinking alcohol prior to the incident. A crash can be marked as alcohol-related based on blood alcohol tests, breath tests, or visual assessments by the reporting officer. Blood alcohol concentration (BAC) records are maintained by the DMV HSO.

#### Data Definition:

*Alcohol-Related Crash* = **YES** when:

*Driver Drinking Type (P5)* **CONTAINS** one of the following:

- 2: Drinking - Obviously Drunk
- 3: Drinking - Ability Impaired
- 4: Drinking - Ability Not Impaired
- 5: Drinking - Not Known Whether Impaired

- OR -

*Pedestrian Drinking Type (P11)* **CONTAINS** one of the following:

- 2: Drinking - Obviously Drunk
- 3: Drinking - Ability Impaired
- 4: Drinking - Ability Not Impaired
- 5: Drinking - Not Known Whether Impaired

- OR -

*Blood Alcohol Concentration (BAC)* > 0%

### Animal-Related Crash | **ANIMAL** | CRASHDATA\_BASIC

A crash that involved a driver striking an animal or crashing after avoiding an animal.

#### Data Definition:

*Animal-Related Crash* = **YES** when:

*Driver Action Type (P1)* **EQUALS** 32: Avoiding Animal

- OR -

*Collision Type (C18)* **CONTAINS** one of the following:

- 10: Deer
- 11: Other Animal

- OR -

Any of the *Crash Events* **EQUALS** 23: Animal

### Unrestrained Crash | BELTED\_UNBELTED | CRASHDATA\_BASIC

A crash in which any occupant involved was not wearing a seatbelt or proper child restraint prior to the incident.

#### Data Definition:

*Unrestrained Crash* = **YES** when:

*Safety Equipment Type* **EQUALS** 8: No Restraint Used

- AND -

*Vehicle Body Type* **CONTAINS** one of the following:

- 1: Passenger Car
- 2: Truck - Pick-up/Passenger Truck
- 3: Van
- 4: Truck - Single Unit Truck (2-Axles)
- 7: Motor Home, Recreational Vehicle
- 12: Emergency Vehicle (Regardless of Veh Type)
- 22: Truck - Sport Utility Vehicle (SUV)
- 23: Truck - Single Unit Truck (3 Axles or More)
- 25: Truck - Truck Tractor (Bobtail-No Trailer)

### Bicycle-Related Crash | BIKE\_NONBIKE | CRASHDATA\_BASIC

A crash that involved a bicycle.

#### Data Definition:

*Bicycle Related Crash* = **YES** when:

*Vehicle Body Type (V3)* **EQUALS** 9: Bicycle

### Distraction-Related Crash | DISTRACTED\_NOTDISTRATED | CRASHDATA\_BASIC

A crash in which any driver or bicyclist involved had been distracted prior to the incident.

#### Data Definition:

*Distraction-Related Crash* = **DISTRACTED** when:

*Driver Action Type (P1)* **EQUALS** 23: Driver Distraction

- OR -

*Driver Distraction Type (P4)* **CONTAINS** one of the following

- |                                 |                                |
|---------------------------------|--------------------------------|
| 1: Looking at Roadside Incident | 8: Daydreaming                 |
| 2: Driver Fatigue               | 9: Eating/Drinking             |
| 3: Looking at Scenery           | 10: Adjusting Vehicle Controls |
| 4: Passenger(s)                 | 11: Other                      |
| 5: Radio/CD, etc.               | 12: Navigation Device          |
| 6: Cell Phone                   | 13: Texting                    |
| 7: Eyes Not on Road             |                                |

**Drowsy-Related Crash** | **DROWSY\_NOTDROWSY** | CRASHDATA\_BASIC

A crash in which any driver or bicyclist involved had been drowsy prior to the incident.

**Data Definition:**

Drowsy-related crash = **YES** when:

*Driver Distraction Type (P4)* **EQUALS** 2: Driver Fatigue

**- OR -**

*Driver Condition Type (P2)* **CONTAINS** one of the following:

6: Fatigued

7: Apparently Asleep

**Drug-Related Crash** | **DRUG\_NODRUG** | CRASHDATA\_BASIC

A crash in which any driver, bicyclist, or pedestrian involved had been using drugs prior to the incident.

**Data Definition:**

Drug-Related Crash = **YES** when:

*Driver Drug Use (P7)* **EQUALS** 1: Yes

**- OR -**

*Pedestrian Drug Use (P14)* **EQUALS** 1: Yes

**Guard Rail Crash** | **GR\_NOGR** | CRASHDATA\_BASIC

A crash that involved a vehicle making contact with a guard rail.

**Data Definition:**

Guard Rail Crash = **YES** when:

Any of the *Crash Events* **EQUALS** 5: Guard Rail

**Hit and Run Crash** | **HITRUN\_NOT\_HITRUN** | CRASHDATA\_BASIC

A crash that involved any driver who fled the scene.

**Data Definition:**

Hit and Run Crash = **YES** when:

*Driver Action Type (P1)* **EQUALS** 34: Hit and Run

**- OR -**

*Driver Fled Scene* **EQUALS** YES

### Heavy Vehicle Crash | **LGTRUCK\_NONLGTRUCK** | CRASHDATA\_BASIC

A crash that involved one or more vehicles that were a commercial vehicle or had the configuration type/body type of a heavy vehicle. This definition differs from DMV's large truck definition.

#### Data Definition:

*Heavy Vehicle Crash* = **YES** when:

*Vehicle Body Type (V3)* **CONTAINS** one of the following:

- 4: Truck - Single Unit Truck (2-Axles)
- 13: Bus - School Bus
- 14: Bus - City Transit Bus/Private Owned Church Bus
- 15: Bus - Commercial Bus
- 23: Truck - Single Unit Truck (3 Axles or More)
- 25: Truck - Truck Tractor (Bobtail-No Trailer)

**- OR -**

*Commercial Vehicle Configuration Type (V10)* **CONTAINS** one of the following:

- 3: Bus (Seats 9 - 15 People, Including Driver)
- 4: Bus (Seats 16 People or More, Including Driver)
- 5: Single Unit Truck (2 Axles, 6 Tires)
- 6: Single Unit Truck (3 or More Axles)
- 7: Truck Trailer(s) [Single-Unit Truck Pulling Trailer(s)]
- 8: Truck Tractor (Bobtail)
- 9: Tractor/Semi-trailer (One Trailer)
- 10: Tractor/Doubles (Two Trailers)
- 11: Other Truck Greater Than 10,000 lbs. (Not Listed Above)

### Motorcycle Crash | **MOTOR\_NONMOTOR** | CRASHDATA\_BASIC

A crash that involved a motorcycle.

#### Data Definition:

*Motorcycle Crash* = **YES** when:

*Vehicle Body Type (V3)* **EQUALS** 11: Motorcycle

### Pedestrian-Related Crash | **PED\_NONPED** | CRASHDATA\_BASIC

A crash that involves at least one pedestrian as obtained from the pedestrian table. If a pedestrian was involved, the field is marked **YES**.



**Speeding Crash | SPEED\_NOTSPEED | CRASHDATA\_BASIC**

A crash in which any vehicle involved is driving too fast for conditions or exceeding the posted speed limit. If the maximum safe speed was reported as zero (e.g., a vehicle that ran a red light), the crash is a speeding crash only if a driver was driving faster than the speed limit.

**Data Definition:**

*Speeding Crash* = **YES** when:

*Speed Before Crash* **IS GREATER THAN** *Speed Limit*

- OR -

*(Speed Before Crash* **IS GREATER THAN** *Maximum Safe Speed*

- AND -

*Maximum Safe Speed* **DOES NOT EQUAL** 0)

- OR -

*Speed Before Crash* **IS GREATER THAN** 70 mph

**Maximum Speed Differential | SPEED\_DIFF\_MAX | CRASHDATA\_BASIC**

The maximum speed differential between a vehicle's speed before the crash and the minimum of the maximum safe speed for driving conditions (as recorded by the reporting officer) and posted speed limit among all vehicles involved in the crash. If the maximum safe speed was reported as zero (e.g., a vehicle that ran a red light), the maximum speed differential is calculated based on the speed limit.

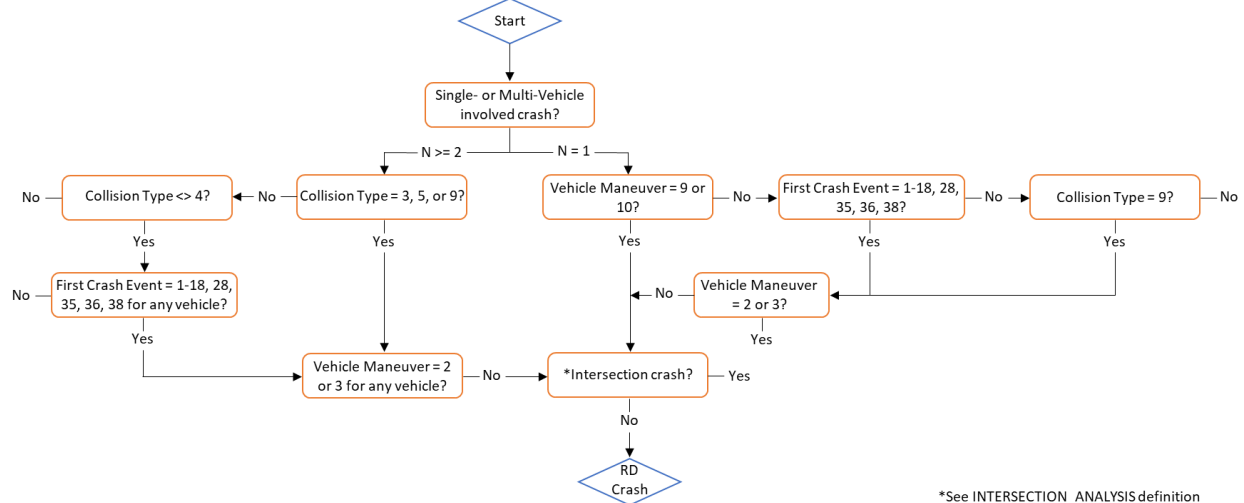
**Data Definition:**

**IF** *Maximum Safe Speed* > 0 **THEN** *Maximum Speed Differential* = *Speed Before Crash* – *Maximum Safe Speed*

**ELSE** *Maximum Speed Differential* = *Speed Before Crash* – *Speed Limit*

**Roadway Departure Crash | RD\_TYPE | CRASHDATA\_BASIC**

A crash which occurs after a vehicle crosses an edge line or a center line or otherwise leaves the traveled way (FHWA).

**Roadway Departure Crash Flow Chart****Data Definition:**

Roadway Departure Crash = **RD\_LEFT** when:

Vehicle Count **EQUALS** 1

- AND -

Vehicle Maneuver Type (V1) **EQUALS** 10: Ran Off Road – Left

- AND -

Intersection Crash **EQUALS** **NOT\_INTERSECTION**

Roadway Departure Crash = **RD\_RIGHT** when:

Vehicle Count **EQUALS** 1

- AND -

Vehicle Maneuver Type (V1) **EQUALS** 9: Ran Off Road - Right

- AND -

Intersection Crash **EQUALS** **NOT\_INTERSECTION**

Roadway Departure Crash = **RD\_UNKNOWN** when:

**Single Vehicle Query:**

Vehicle Count **EQUALS** 1

**- AND -**

(First Crash Event **CONTAINS** one of the following:

- |  |                           |
|--|---------------------------|
| 1: Bank or Ledge                               | 12: Building/Structure    |
| 2: Trees                                       | 13: Curb                  |
| 3: Utility Pole                                | 14: Ditch                 |
| 4: Fence or Post                               | 15: Other Fixed Object    |
| 5: Guard Rail                                  | 16: Other Traffic Barrier |
| 6: Parked Vehicle                              | 17: Traffic Sign Support  |
| 7: Tunnel, Bridge, Underpass,<br>Culvert, etc. | 18: Mailbox               |
| 8: Sign, Traffic Signal                        | 28: Ran Off Road          |
| 9: Impact Cushioning Device                    | 35: Cross Median          |
| 10: Other                                      | 36: Cross Centerline      |
| 11: Jersey Wall                                | 38: Immersion             |

**- OR -**

Collision Type (C18) **EQUALS** 9: Fixed Object - Off Road)

**- AND -**

Vehicle Maneuver Type (V1) **DOES NOT CONTAIN** one of the following:

- 2: Making Right Turn
- 3: Making Left Turn

**- AND -**

**Intersection Crash** **EQUALS** **NOT\_INTERSECTION**

**Multiple Vehicle Query: The following query must apply to all vehicles.**

Vehicle Count **IS GREATER THAN 1**

**- AND -**

(Collision Type (C18) **CONTAINS** one of the following:

- 3: Head On
- 5: Sideswipe - Opposite Direction
- 9: Fixed Object - Off Road

**- OR -**

(Collision Type (C18) **DOES NOT EQUAL** 4: Sideswipe - Same Direction

**- AND -**

First Crash Event **CONTAINS** one of the following:

- 1: Bank or Ledge
- 2: Trees
- 3: Utility Pole
- 4: Fence or Post
- 5: Guard Rail
- 6: Parked Vehicle
- 7: Tunnel, Bridge, Underpass, Culvert, etc.
- 8: Sign, Traffic Signal
- 9: Impact Cushioning Device
- 10: Other
- 11: Jersey Wall
- 12: Building/Structure
- 13: Curb
- 14: Ditch
- 15: Other Fixed Object
- 16: Other Traffic Barrier
- 17: Traffic Sign Support
- 18: Mailbox
- 28: Ran Off Road
- 35: Cross Median
- 36: Cross Centerline
- 38: Immersion)

- AND -

*Vehicle Maneuver Type (V1)* **DOES NOT CONTAIN** one of the following:

- 2: Making Right Turn
- 3: Making Left Turn)

- AND -

**Intersection Crash** EQUALS *NOT\_INTERSECTION*

**Intersection Crash** | **INTERSECTION\_ANALYSIS** | CRASHDATA\_BASIC

A crash in which the first harmful event occurs within 250 feet of the center of an intersection or that was identified as intersection-related by the reporting officer.

**Data Definition:**

*Intersection Crash* = **VDOT INTERSECTION** when:

*Node Ownership* **EQUALS** 1: State Highway Agency

- AND -

*Node* **IS NOT NULL**

- AND -

*Offset* **IS LESS THAN OR EQUAL TO** 250 feet

*Intersection Crash* = **URBAN INTERSECTION** when:

*Node Ownership* **DOES NOT EQUAL** 1: State Highway Agency

- AND -

((*Node* **IS NOT NULL**

- AND -

*Offset* **IS LESS THAN OR EQUAL TO** 250 feet)

- OR -

*Relation to Roadway (C11)* **CONTAINS** one of the following:

9: Within Intersection

10: Intersection Related - Within 150 Feet

11: Intersection Related - Outside of 150 Feet)

**Aging Road User Crash** | **SENIOR\_NOTSENIOR** | CRASHDATA\_BASIC

A crash that involved any driver or pedestrian who is 65 years of age or older.

**Data Definition:**

*Aging Road User Crash* = **YES** when:

(*Crash Date* **MINUS** *Driver Birth Date*) **DIVIDED BY** 365.25 **IS GREATER THAN OR EQUAL TO** 65

- OR -

(*Crash Date* **MINUS** *Pedestrian Birth Date*) **DIVIDED BY** 365.25 **IS GREATER THAN OR EQUAL TO** 65

**Young Driver Crash** | **YOUNG\_NOTYOUNG** | CRASHDATA\_BASIC

A crash that involved any driver or pedestrian who is at least 15 years of age and not yet 21 years of age at the time of the crash.

**Data Definition:**

*Young Driver Crash* = **YES** when:

(Crash Date **MINUS** Driver Birth Date) **DIVIDED BY** 365.25 **IS BETWEEN** 15 and 20

**- OR -**

(Crash Date **MINUS** Pedestrian Birth Date) **DIVIDED BY** 365.25 **IS BETWEEN** 15 and 20

**Mainline Crash** | **MAINLINE\_YN** | CRASHDATA\_BASIC

A crash that occurred on the mainline of the roadway (i.e., not on a ramp or collector-distributor road).

**Night Crash** | **NIGHT** | CRASHDATA\_BASIC

A crash that occurred in darkness.

**Data Definition:**

*Night Crash* = **YES** when:

*Light Condition (C3)* **CONTAINS** one of the following:

- 4: Darkness - Road Lighted
- 5: Darkness - Road Not Lighted
- 6: Darkness - Unknown Road Lighting

**VDOT/RNS ROADWAY AND LOCATION DATA ELEMENTS**

**VDOT District** | **VDOT\_DISTRICT** | CRASHDATA\_BASIC

The VDOT District where the crash occurred. Below are all the VDOT districts in Virginia.

CODE	VDOT DISTRICT
1	Bristol
2	Salem
3	Lynchburg
4	Richmond
5	Hampton Roads
6	Fredericksburg
7	Culpeper
8	Staunton
9	Northern Virginia

**Jurisdiction Code** | **JURIS\_CODE** | CRASHDATA\_BASIC

The code for the County, City, or Town in which the crash occurred. The full list of codes and jurisdictions is provided in [Appendix A](#). This field is geoprocessed based on the [Virginia jurisdiction boundary](#) GIS file.

**Jurisdiction** | **PHYSICAL\_JURIS** | CRASHDATA\_BASIC

The County, City, or Town in which the crash occurred. The full list of codes and jurisdictions is provided in [Appendix A](#). This field is geoprocesed based on the [Virginia jurisdiction boundary](#) GIS file.

**Roadway Functional Classification** | **FUN** | CRASHDATA\_BASIC

The functional classification of the roadway where the crash occurred as defined in RNS.

NUMBER	CODE	FUNCTIONAL CLASSIFICATION
1	INT	Interstate (A, 1)
2	OFE	Principal Arterial - Other Freeways and Expressways (B)
3	OPA	Principal Arterial - Other (E, 2)
4	MIA	Minor Arterial (H, 3)
5	MAC	Major Collector (I, 4)
6	MIC	Minor Collector (5)
7	LOC	Local (J, 6)

**Facility Type** | **FAC** | CRASHDATA\_BASIC

The facility type of the roadway where the crash occurred as defined in RNS.

NUMBER	CODE	FACILITY TYPE
1	OUN	One-Way Undivided
2	OWD	One-Way Divided
3	TUD	Two-Way Undivided
4	TWD	Two-Way Divided
5	REX	Reversible Exclusively (e.g., 395R)

**Area Type** | **AREA\_TYPE** | CRASHDATA\_BASIC

The classification of the surrounding area where the crash occurred. The area type is geoprocesed based on the [smoothed urban area boundary](#) GIS file used by Transportation Mobility and Planning Division (TMPD).

CODE	AREA TYPE
0	Rural
1	Urban



**System | SYSTEM | CRASHDATA\_BASIC**

The route system classification of the roadway where the crash occurred. These are created using data obtained from the Roadway Information Maintenance System (RIMS).

- **Interstate** includes those routes in the Interstate System
- **Primary** includes those routes designed as 'US', 'SR' (Virginia State Route), and frontage roads. Primary also includes the named federal parkways (George Washington Parkway, Colonial Parkway, Blue Ridge Parkway, Skyline Drive) and the Dulles Access Road. Those owned by State Highway Agency are categorized as "VDOT Primary"; otherwise, they are categorized as "Non-VDOT primary".
- **Secondary** includes those routes in the VDOT secondary system, (unnumbered) routes maintained by Arlington and Henrico Counties and unnumbered routes maintained by cities and towns. Those owned by State Highway Agency are categorized as "VDOT Secondary"; otherwise, they are categorized as "Non-VDOT secondary".

CODE	SYSTEM
0	VDOT Interstate
1	VDOT Primary
2	VDOT Secondary
3	NonVDOT primary
4	NonVDOT secondary

**Ownership | OWNERSHIP | CRASHDATA\_BASIC**

The owner of the roadway where the crash occurred. The categories are based on RIMS roadway ownership definition.

CODE	OWNERSHIP	RIMS OWNERSHIP CODE	RIMS OWNERSHIP CATEGORY DESCRIPTION
1	State Hwy Agency	SHA	01-State Hwy Agency (1,2)
2	County Hwy Agency	CHA	02-County Hwy Agency (3)
3	City or Town Hwy Agency	THA	03-Town or Township Hwy Agency (4)
		CMF	04-Municipal or City Hwy Agency (4)
		LPF	12-Local Park, Forest, or Reservation Agency
4	Federal Roads	OFA	60-Other Federal Agency (A)
		NPS	66-National Park Service (D)
		COE	70-Corps of Engineers (F)
		NVM	73-Navy/Marines
5	Toll Roads Maintained by Others	POR	26-Private Toll Facilities
		STA	31-State Toll Authority (5)
		LTA	32-Local Toll Authority (8)
6	Private/Unknown Roads		All Others

**Planning District | PLAN\_DISTRICT | CRASHDATA\_BASIC**

The planning district where the crash occurred. This field is geoprocesed based on the [planning district commission](#) GIS file used by TMPD.

CODE	PLANNING DISTRICT	CODE	PLANNING DISTRICT
1	Lenowisco	12	West Piedmont
2	Cumberland Plateau	13	Southside
3	Mount Rogers	14	Commonwealth Regional
4	New River Valley	15	Richmond Regional
5	Roanoke Valley-Alleghany	16	George Washington Regional
6	Central Shenandoah	17	Northern Neck
7	Northern Shenandoah Valley	18	Middle Peninsula
8	Northern Virginia	19	Crater
9	Rappahannock - Rapidan	22	Accomack-Northampton
10	Thomas Jefferson	23	Hampton Roads
11	Region 2000		

The following jurisdictions are tagged to two PDCs. For more information, please refer to [VAPDC.org](#).

JURIS CODE	JURISDICTION	PDC CODE	PLANNING DISTRICT
18	Charles City	15, 19	Crater, Richmond Regional
20	Chesterfield	15, 19	Crater, Richmond Regional
33	Franklin	5, 12	Roanoke Valley-Alleghany, West Piedmont
36	Gloucester	18, 23	Middle Peninsula, Hampton Roads
90	Surry	19, 23	Crater, Hampton Roads
157	Rocky Mount	19, 23	Crater, Hampton Roads

**Metropolitan Planning Organization (MPO) | MPO\_NAME | CRASHDATA\_BASIC**

The name of the MPO where the crash occurred. This field is geoprocesed based on the [MPO study area boundary](#) GIS file.

CODE	METROPOLITAN PLANNING ORGANIZATION
-	-
BRIS	Bristol Metropolitan Planning Organization
CVIL	Charlottesville-Albemarle Metropolitan Planning Organization
DAV	Danville Metropolitan Planning Organization
FRED	Fredericksburg Area Metropolitan Planning Organization
HAMP	Hampton Roads Transportation Planning Organization
HAR	Harrisonburg-Rockingham Metropolitan Planning Organization
KING	Kingsport Transportation Planning Organization
LYN	Central Virginia Metropolitan Planning Organization
NOVA	Northern Virginia Portion of the Metropolitan Washington Council of Governments
NRV	New River Valley Metropolitan Planning Organization
RICH	Richmond Transportation Planning Organization
ROAN	Roanoke Valley Transportation Planning Organization
SAW	Staunton-Augusta-Waynesboro Metropolitan Planning Organization
TCAT	Tri-Cities Area Metropolitan Planning Organization
WINC	Winchester-Frederick Metropolitan Planning Organization

**Route Name** | **RTE\_NM** | CRASHDATA\_BASIC

The route name where the crash occurred based on VDOT's Linear Referencing System (LRS). The location of crash data is represented as an LRS event by combining the unique route name and measure along the route. For more information on the VDOT LRS, see [Introduction to LRS at VDOT](#), and [ArcGIS Online LRS Release Portal](#).

**Milepoint** | **RNS\_MP** | CRASHDATA\_BASIC

The milepoint (MP) along the route where the crash occurred based on the LRS. Milepoints increase from south to north and from west to east. This number represents the measure on the LRS and may not match the mile marker shown on the highway.

The location of crash data is represented as an LRS event by combining the unique route name and measure along the route.

**Node** | **NODE** | CRASHDATA\_BASIC

The Node ID of the nearest intersection in the LRS. See [LRS intersection inventory](#).

**Offset** | **OFFSET** | CRASHDATA\_BASIC

The distance in feet from the crash to the nearest intersection in the LRS. See [LRS intersection inventory](#).

**Latitude, Longitude** | **LAT, LON** | CRASHDATA\_BASIC

The latitude (Y) and longitude (X) coordinates where the crash occurred.

## 4 Crash Details Table

### Document Number | **DOCUMENT\_NBR** | CRASHDATA\_DETAILS

A unique identifier that is generated by DMV. This field can be used to link data in the CrashData Details feature table to the CrashData Basic feature layer.

### Crash Year | **CRASH\_YEAR** | CRASHDATA\_DETAILS

The year in which the crash occurred.

### Crash Severity | **CRASH\_SEVERITY** | CRASHDATA\_DETAILS

Crash Severity is coded using the **KABCO scale**, as per the Model Minimum Uniform Crash Criteria (MMUCC) based on the most severe injury to any person involved in the crash. For example, if the driver of one vehicle suffered a Suspected Serious Injury (A) and a passenger in another vehicle in the same crash suffered a Possible Injury (C), the crash severity would be recorded as “A”.

## DRIVER DATA ELEMENTS

### Driver Vehicle Number | **DRIVER\_VEHICLENUMBER** | CRASHDATA\_DETAILS

Semi-colon delimited list of the vehicle number for each driver involved in the crash, numbered in order. For example, if a crash contained two vehicles, this field would read “1; 2” for the drivers of vehicle numbers 1 and 2. All other semi-colon delimited lists in this section will be ordered so the first value corresponds to driver vehicle number 1.

### Driver Injury Type | **DRIVER\_INJURYTYPE** | CRASHDATA\_DETAILS

Semi-colon delimited list of the **KABCO injury type** of each driver involved in the crash, ordered by the driver vehicle number of the corresponding driver.

### Driver Age | **DRIVER\_AGE** | CRASHDATA\_DETAILS

Semi-colon delimited list of the age of each driver involved in the crash, ordered by the driver vehicle number of the corresponding driver.

### Driver Gender | **DRIVER\_GENDER** | CRASHDATA\_DETAILS

Semi-colon delimited list of the gender of each driver involved in the crash, ordered by the driver vehicle number of the corresponding driver.

### Driver Action (P1) | DRIVER\_ACTION\_TYPE\_CD | CRASHDATA\_DETAILS

Semi-colon delimited list of the action of each driver involved in the crash that contributed to the crash, ordered by the driver vehicle number of the corresponding driver.

CODE	DRIVER ACTION
0	Not Provided
1	No Improper Action
2	Exceeded Speed Limit
3	Exceeded Safe Speed But Not Speed Limit
4	Overtaking On Hill
5	Overtaking on Curve
6	Overtaking at Intersection
7	Improper Passing of School Bus
8	Cutting In
9	Other Improper Passing
10	Wrong side of Road - Not Overtaking
11	Did Not Have Right-of-Way
12	Following Too Close
13	Fail to Signal or Improper Signal
14	Improper Turn - Wide Right Turn
15	Improper Turn - Cut Corner on Left Turn
16	Improper Turn From Wrong Lane
17	Other Improper Turn
18	Improper Backing
19	Improper Start From Parking Position
20	Disregarded Officer or Flagger
21	Disregarded Traffic Signal

CODE	DRIVER ACTION
22	Disregarded Stop of Yield Sign
23*	Driver Distraction
24	Fail to Stop at Through Highway - No Sign
25	Driver Through Work Zone
26	Fail to Set Out Flares or Flags
27	Fail to Dim Headlights
28	Driving Without Lights
29	Improper Parking Location
30	Avoiding Pedestrian
31	Avoiding Other Vehicle
32	Avoiding Animal
33	Crowded Off Highway
34	Hit and Run
35	Car Ran Away - No Driver
36	Blinded by Headlights
37	Other
38	Avoiding Object in Roadway
39	Eluding Police
40	Fail to Maintain Proper Control
41	Improper Passing
42	Improper or Unsafe Lane Change
43	Over Correction

\*This field has been disabled. Driver distractions are captured in the Type of Driver Distraction (P4) field.

### Driver Airbag Deployment | DRIVER\_AIRBAG\_DEPLOYMENT | CRASHDATA\_DETAILS

Semi-colon delimited list indicating if the airbag was deployed for each driver involved in the crash, ordered by the driver vehicle number of the corresponding driver.

CODE	DRIVER AIRBAG DEPLOYMENT
0	Not Provided
1	Deployed - Front
2	Not Deployed
3	Unavailable/Not Applicable
4	Keyed Off
5	Unknown
6	Deployed - Side
7	Other (Knee, Air Belt, Etc.)
8	Deployed - Combination

**Driver Method of Alcohol Determination (P6) | DRIVER\_ALCOHOL\_TEST\_TYPE\_CD |**  
 CRASHDATA\_DETAILS

Semi-colon delimited list of the method used by police to determine if each driver involved in the crash had been drinking prior to the crash, ordered by the driver vehicle number of the corresponding driver.

CODE	METHOD OF ALCOHOL DETERMINATION
0	Not Provided
99	Not Applicable
1	Blood
2	Breath
3	Refused
4	No Test

**Driver Condition (P2) | DRIVER\_CONDITION\_TYPE\_CD |** CRASHDATA\_DETAILS

Semi-colon delimited list of the condition of each driver involved in the crash that may have contributed to the crash as determined by the reporting officer, ordered by the driver vehicle number of the corresponding driver.

CODE	CONDITON OF DRIVER
0	Not Provided
99	Not Applicable
1	No Defects
2	Eyesight Defective
3	Hearing Defective
4	Other Body Defects
5	Illness
6	Fatigued
7	Apparently Asleep
8	Other
9	Unknown

**Type of Driver Distraction (P4) | DRIVER\_DISTRACTION\_TYPE\_CD |** CRASHDATA\_DETAILS

Semi-colon delimited list of the type of distraction exhibited by each driver involved in the crash at the time of the crash as determined by the reporting officer, ordered by the driver vehicle number of the corresponding driver.

CODE	TYPE OF DRIVER DISTRACTION
0	Not Provided
99	Not Applicable
1	Looking at Roadside Incident
2	Driver Fatigue
3	Looking at Scenery
4	Passenger(s)
5	Radio/CD, etc.
6	Cell Phone

CODE	TYPE OF DRIVER DISTRACTION
7	Eyes Not on Road
8	Daydreaming
9	Eating/Drinking
10	Adjusting Vehicle Controls
11	Other
12	Navigation Device
13	Texting
14	No Distraction

**Driver Drinking (P5) | DRIVER\_DRINKING\_TYPE\_CD | CRASHDATA\_DETAILS**

Semi-colon delimited list of the level of alcohol consumption for each driver involved in the crash prior to the crash as determined by the reporting officer, ordered by the driver vehicle number of the corresponding driver.

CODE	DRIVER DRINKING
0	Not Provided
99	Not Applicable
1	Had Not Been Drinking
2	Drinking - Obviously Drunk
3	Drinking - Ability Impaired
4	Drinking - Ability Not Impaired
5	Drinking - Not Known Whether Impaired
6	Unknown

**Driver Drug Use (P7) | DRIVER\_DRUG\_USE\_CD | CRASHDATA\_DETAILS**

Semi-colon delimited list indicating if each driver involved in the crash used drugs prior to the crash as determined by the reporting officer, ordered by the driver vehicle number of the corresponding driver.

CODE	DRIVER DRUG USE
0	Not Provided
99	Not Applicable
1	Yes
2	No
3	Unknown

**Driver Ejected | DRIVER\_EJECTED\_FROM\_VEHICLE | CRASHDATA\_DETAILS**

Semi-colon delimited list indicating if each driver involved in the crash was ejected from the vehicle as a result of the crash, ordered by the driver vehicle number of the corresponding driver.

CODE	EJECTED
0	Not Provided
1	Not Ejected
2	Partially Ejected
3	Totally Ejected

**Driver EMS Transport | DRIVER\_EMS\_TRANSPORT\_IND | CRASHDATA\_DETAILS**

Semi-colon delimited list indicating if each driver involved in the crash was transported by emergency medical services (EMS) as a result of the crash, ordered by the driver vehicle number of the corresponding driver.

**Driver Fleeing the Scene | DRIVER\_FLED\_SCENE\_IND | CRASH\_DATA\_DETAILS**

Semi-colon delimited list indicating if each driver involved in the crash fled the scene after the crash occurred, ordered by the driver vehicle number of the corresponding driver.

**Driver Safety Equipment Used | DRIVER\_SAFETY\_EQUIP\_USED | CRASHDATA\_DETAILS**

Semi-colon delimited list of the safety equipment used by each driver involved in the crash at the time of the crash, ordered by the driver vehicle number of the corresponding driver.

CODE	SAFETY EQUIPMENT
0	Not Provided
1	Lap Belt Only
2	Shoulder Belt Only
3	Lap and Shoulder Belt
4	Child Restraint
5	Helmet
6	Other
7	Booster Seat
8	No Restraint Used
9	Not Applicable

**Driver Vision Obscured (P3) | DRIVER\_VIS\_OBSCURED\_TYPE\_CD | CRASHDATA\_DETAILS**

Semi-colon delimited list of the object, geometry, or weather which obscured the vision of each driver involved in crash at the time of the crash, ordered by the driver vehicle number of the corresponding driver.

CODE	VISION OBSTRUCTION
0	Not Provided
99	Not Applicable
1	Not Obscured
2	Rain, Snow, etc. on Windshield
3	Windshield Otherwise Obscured
4	Vision Obscured by Load on Vehicle
5	Trees, Crops, etc.
6	Building
7	Embankment

CODE	VISION OBSTRUCTION
8	Sign or Signboard
9	Hillcrest
10	Parked Vehicles(s)
11	Moving Vehicles(s)
12	Sun or Headlight Glare
13	Other
14	Blind Spot
15	Smoke/Dust
16	Stopped Vehicle(s)

**Summons Issued | SUMMONS\_ISSUED\_CD | CRASHDATA\_DETAILS**

Semi-colon delimited list indicating if a summons was issued to each driver involved in the crash, ordered by the driver vehicle number of the corresponding driver.

CODE	SUMMONS ISSUED
0	Not Provided
1	Yes
2	No
3	Pending



## VEHICLE DATA ELEMENTS

### Vehicle Number | **VEHICLENUMBER** | CRASHDATA\_DETAILS

Semi-colon delimited list of the vehicle numbers involved in the crash, numbered in order. For example, if a crash contained two vehicles, this field would read "1; 2". All other semi-colon delimited lists in this section will be ordered so the first value corresponds to vehicle number 1.

### Vehicle Body Type (V3) | **VEHICLE\_BODY\_TYPE\_CD** | CRASHDATA\_DETAILS

Semi-colon delimited list indicating the type of motor vehicle for each vehicle involved in the crash, ordered by the vehicle number of the corresponding vehicle.

CODE	VEHICLE BODY TYPE
0	Not Provided
1	Passenger Car
2	Truck - Pick up/Passenger Truck
3	Van
4	Truck - Single Unit Truck (2-Axles)
7	Motor Home, Recreational Vehicle
8	Special Vehicle - Oversized (Vehicles/Earthmover/Road Equipment)
9	Bicycle
10	Moped
11	Motorcycle
12	Emergency Vehicle (Regardless of Vehicle Type)

CODE	VEHICLE BODY TYPE
13	Bus - School Bus
14	Bus - City Transit Bus/Privatey Owned Church Bus
15	Bus - Commercial Bus
16	Other (Scooter, Go-Cart, Hearse, Bookmobile, Golf Cart, etc.)
18	Special Vehicle - Farm Machinery
19	Special Vehicle - ATV
21	Special Vehicle - Low-Speed Vehicle
22	Truck - Sport Utility Vehicle (SUV)
23	Truck - Single Unit Truck (3 Axles or More)
25	Truck - Truck Tractor (Bobtail - No Trailer)

### Vehicle Make | **VEHICLE\_MAKE\_NM** | CRASHDATA\_DETAILS

Semi-colon delimited list indicating the make of each vehicle involved in the crash, ordered by the vehicle number of the corresponding vehicle.

### Vehicle Maneuver Type (V1) | **VEHICLE\_MANEUVER\_TYPE\_CD** | CRASHDATA\_DETAILS

Semi-colon delimited list indicating the movement of each vehicle involved in the crash prior to the crash, ordered by the vehicle number of the corresponding vehicle.

CODE	VEHICLE MANEUVER
0	Not Provided
1	Going Straight Ahead
2	Making Right Turn
3	Making Left Turn
4	Making U-Turn
5	Slowing or Stopping
6	Merging Into Traffic Lane
7	Starting From Parked Position
8	Stopped in Traffic Lane

CODE	VEHICLE MANEUVER
9	Ran Off Road - Right
10	Ran Off Road - Left
11	Parked
12	Backing
13	Passing
14	Changing Lanes
15	Other
16	Entering Street From Parking Lot

**Vehicle Model | VEHICLE\_MODEL\_NM | CRASHDATA\_DETAILS**

Semi-colon delimited list indicating the model of each vehicle involved in the crash, ordered by the vehicle number of the corresponding vehicle.

**Vehicle Year | VEHICLE\_YEAR\_NBR | CRASHDATA\_DETAILS**

Semi-colon delimited list indicating the year the vehicle was manufactured for all the vehicles involved in the crash, ordered by the vehicle number of the corresponding vehicle.

**Cargo Body Type (V11) | COMM\_CARGO\_BODY\_TYPE\_CD | CRASHDATA\_DETAILS**

Semi-colon delimited list indicating the primary cargo carrying capability of each vehicle involved in the crash, ordered by the vehicle number of the corresponding vehicle. If the vehicle is not a commercial vehicle, this field will be coded as "0". Supporting images are provided in [Appendix A](#).

CODE	CARGO BODY TYPE
0	Not Provided
99	Not Applicable
1	Bus (Seats 9-15 People, Including Driver)
2	Bus (Seats of 16 People or More, Including Driver)
3	Van/Enclosed Box
4	Cargo Tank
5	Flatbed
6	Dump
7	Concrete Mixer

CODE	CARGO BODY TYPE
8	Auto Transporter
9	Garbage/Refuse
10	Grain/Chips/Gravel
11	Pole-Trainer
12	Vehicle Towing Another Motor Vehicle
13	Intermodal Container Chassis
14	Logging
15	Other Cargo Body (Not Listed Above)
16	Not Applicable/No Cargo Body

**Vehicle Configuration (V10) | COMM\_VEHICLE\_BODY\_TYPE\_CD | CRASHDATA\_DETAILS**

Semi-colon delimited list of the combination of vehicular units comprising each vehicle involved in the crash, ordered by the vehicle number of the corresponding vehicle. If the vehicle is not a commercial vehicle, this field will be coded as "0". Supporting images are provided in [Appendix A](#).

CODE	VEHICLE CONFIGURATION
0	Not Provided
99	Not Applicable
1	Passenger Car (Only if Vehicle Has Hazardous Materials Placard)
2	Light Truck (Only if Vehicle Has Hazardous Materials Placard)
3	Bus (Seats 9-15 People, Including Driver)
4	Bus (Seats for 16 People or More, Including Driver)
5	Single Unit Truck (2 Axles, 6 Tires)
6	Single Unit Truck (3 or More Axles)
7	Truck Trailer(s) [Single-Unit Truck Pulling Trailer(s)]
8	Truck Tractor (Bobtail)
9	Tractor/Semi-trailer (One Trailer)
10	Tractor/Doubles (Two Trailers)
11	Other Truck Greater Than 10,000 lbs. (Not Listed Above)

### Speed Before Crash | **SPEED\_BEFORE** | CRASHDATA\_DETAILS

Semi-colon delimited list of the speed of each vehicle involved in the crash prior to the crash, ordered by the vehicle number of the corresponding vehicle.

### Speed Limit | **SPEED\_POSTED** | CRASHDATA\_DETAILS

Semi-colon delimited list of the authorized speed limit or posted speed limit for each motor vehicle involved in the crash at the time and location of the crash, ordered by the vehicle number of the corresponding vehicle.

### Maximum Safe Speed | **SPEED\_MAX\_SAFE** | CRASHDATA\_DETAILS

Semi-colon delimited list of the maximum safe speed for driving conditions of each vehicle involved in the crash as determined by the reporting officer, ordered by the vehicle number of the corresponding vehicle. The reporting officer may determine that the maximum safe speed is lower than the posted speed limit based on traffic, weather, lighting, or other conditions.

### First Crash Event | **FIRST\_CRASH\_EVENT\_CD** | CRASHDATA\_DETAILS

Semi-colon delimited list of the first event for each vehicle in the crash, ordered by the vehicle number of the corresponding vehicle.

CODE	CRASH EVENT
0	Not Provided
1	Bank or Ledge
2	Trees
3	Utility Pole
4	Fence or Post
5	Guard Rail
6	Parked Vehicle
7	Tunnel, Bridge, Underpass, Culvert, etc.
8	Sign, Traffic Signal
9	Impact Cushioning Device
10	Other
11	Jersey Wall
12	Building/Structure
13	Curb
14	Ditch
15	Other Fixed Object
16	Other Traffic Barrier
17	Traffic Sign Support
18	Mailbox

CODE	CRASH EVENT
19	Pedestrian
20	Motor Vehicle In Transport
21	Train
22	Bicycle
23	Animal
24	Work Zone Maintenance Equipment
25	Other Moveable Object
26	Unknown Movable Object
27	Other
28	Ran Off Road
29	Jack Knife
30	Overturn (Rollover)
31	Downhill Runaway
32	Cargo Loss or Shift
33	Explosion or Fire
34	Separation of Units
35	Cross Median
36	Cross Centerline
37	Equipment Failure (Tire, etc.)

### Second Crash Event | **SECOND\_CRASH\_EVENT\_CD** | CRASHDATA\_DETAILS

Semi-colon delimited list of the second event for each vehicle in the crash, ordered by the vehicle number of the corresponding vehicle.

### Third Crash Event | **THIRD\_CRASH\_EVENT\_CD** | CRASHDATA\_DETAILS

Semi-colon delimited list of the third event for each vehicle in the crash, ordered by the vehicle number of the corresponding vehicle.

#### Fourth Crash Event | **FOURTH\_CRASH\_EVENT\_CD** | CRASHDATA\_DETAILS

Semi-colon delimited list of the fourth event for each vehicle in the crash, ordered by the vehicle number of the corresponding vehicle.

#### Most Harmful Event | **MOST\_HARMFUL\_CRASH\_EVENT\_CD** | CRASHDATA\_DETAILS

Semi-colon delimited list indicating the crash event for each vehicle involved in the crash that resulted in the most severe injury or greatest property damage for that vehicle, ordered by the vehicle number of the corresponding vehicle.

#### Vehicle Impact Area | **INITIAL\_VEH\_IMPACT\_AREA\_CD** | CRASHDATA\_DETAILS

Semi-colon delimited list of the area of initial impact for each vehicle involved in the crash, ordered by the vehicle number of the corresponding vehicle.

CODE	IMPACT AREA	CODE	IMPACT AREA
<b>0</b>	Not Provided	<b>7</b>	Left side - rear corner
<b>1</b>	Right side - front corner	<b>8</b>	Left side - rear
<b>2</b>	Right side - front	<b>9</b>	Left side - middle
<b>3</b>	Right side - middle	<b>10</b>	Left side - front
<b>4</b>	Right side - rear	<b>11</b>	Left side - front corner
<b>5</b>	Right side - rear corner	<b>12</b>	Front
<b>6</b>	Rear	<b>13</b>	Top (roof)

#### Vehicle Direction of Travel | **DIRECTION\_OF\_TRAVEL\_CD** | CRASHDATA\_DETAILS

Semi-colon delimited list of the direction each vehicle was traveling prior to the crash, ordered by the vehicle number of the corresponding vehicle.

CODE	DIRECTION
<b>1</b>	North
<b>2</b>	South
<b>3</b>	East
<b>4</b>	West

## PASSENGER DATA ELEMENTS

### Passenger Vehicle Number | **PASS\_VEHICLENUMBER** | CRASHDATA\_DETAILS

Semi-colon delimited list of the vehicle number for each passenger involved in the crash, numbered in order. For example, if a crash contained one passenger in vehicle number 1 and three passengers in vehicle number 2, this field would read "1; 2; 2; 2". All other semi-colon delimited lists in this section will be ordered so the first value corresponds to the first passenger vehicle number.

### Passenger Injury Type | **PASS\_INJURYTYPE** | CRASHDATA\_DETAILS

Semi-colon delimited list of the **KABCO injury type** of each passenger involved in a crash, ordered by the passenger vehicle number of the corresponding passenger.

### Passenger Age | **PASS\_AGE** | CRASHDATA\_DETAILS

Semi-colon delimited list of the age of each passenger involved in the crash, ordered by the passenger vehicle number of the corresponding passenger.

### Passenger Gender | **PASS\_GENDER** | CRASHDATA\_DETAILS

Semi-colon delimited list of the gender of each passenger involved in the crash, ordered by the passenger vehicle number of the corresponding passenger.

### Passenger Safety Equipment Used | **PASS\_SAFETY\_EQUIP\_USED** | CRASHDATA\_DETAILS

Semi-colon delimited list of the safety equipment used by each passenger involved in the crash at the time of the crash, ordered by the passenger vehicle number of the corresponding passenger.

CODE	SAFETY EQUIPMENT
0	Not Provided
1	Lap Belt Only
2	Shoulder Belt Only
3	Lap and Shoulder Belt
4	Child Restraint
5	Helmet
6	Other
7	Booster Seat
8	No Restraint Used
9	Not Applicable

**Passenger Airbag Deployment** | **PASS\_AIRBAG\_DEPLOYMENT** | CRASHDATA\_DETAILS

Semi-colon delimited list indicating if the airbag was deployed for each passenger involved in the crash, ordered by the passenger vehicle number of the corresponding passenger.

CODE	AIRBAG
0	Not Provided
1	Deployed - Front
2	Not Deployed
3	Unavailable/Not Applicable
4	Keyed Off
5	Unknown
6	Deployed - Side
7	Other (Knee, Air Belt, Etc.)
8	Deployed - Combination

**Passenger Ejected** | **PASS\_EJECTED\_FROM\_VEHICLE** | CRASHDATA\_DETAILS

Semi-colon delimited list indicating if each passenger involved in the crash was ejected from the vehicle as a result of the crash, ordered by the passenger vehicle number of the corresponding passenger.

CODE	EJECTED
0	Not Provided
1	Not Ejected
2	Partially Ejected
3	Totally Ejected

**Passenger EMS Transport** | **PASS\_EMS\_TRANSPORT\_IND** | CRASHDATA\_DETAILS

Semi-colon delimited list indicating if each passenger involved in the crash was transported by emergency medical services (EMS) as a result of the crash, ordered by the passenger vehicle number of the corresponding passenger.

**BICYCLIST DATA ELEMENTS****Bicyclist Vehicle Number** | **BIKE\_VEHICLENUMBER** | CRASHDATA\_DETAILS

Semi-colon delimited list of the vehicle number for each bicyclist involved in the crash, numbered in order. For example, if a crash contained one car as vehicle number 1 and one bicyclist as vehicle number 2, this field would read "2". All other semi-colon delimited lists in this section will be ordered so the first value corresponds to the first bicycle vehicle number

**Bicyclist Injury Type** | **BIKE\_INJURYTYPE** | CRASHDATA\_DETAILS

Semi-colon delimited list of the **KABCO injury type** of each bicyclist involved in the crash, ordered by the bicyclist vehicle number of the corresponding bicyclist.

**Bicyclist Age** | **BIKE\_AGE** | CRASHDATA\_DETAILS

Semi-colon delimited list of the age of each bicyclist involved in the crash, ordered by the bicyclist vehicle number of the corresponding bicyclist.

**Bicyclist Gender** | **BIKE\_GENDER** | CRASHDATA\_DETAILS

Semi-colon delimited list of the gender of each bicyclist involved in the crash, ordered by the bicyclist vehicle number of the corresponding bicyclist.

## PEDESTRIAN DATA ELEMENTS

### **Pedestrian Number** | **PED\_NUMBER** | CRASHDATA\_DETAILS

Semi-colon delimited list of the pedestrian numbers involved in the crash, numbered in order. For example, if a crash contained two pedestrians, this field would read "1; 2". All other semi-colon delimited lists in this section will be ordered so the first value corresponds to pedestrian number 1.

### **Pedestrian Injury Type** | **PED\_INJURYTYPE** | CRASHDATA\_DETAILS

Semi-colon delimited list of the **KABCO injury type** of each pedestrian involved in the crash, ordered by the pedestrian number of the corresponding pedestrian.

### **Pedestrian Age** | **PED\_AGE** | CRASHDATA\_DETAILS

Semi-colon delimited list of the age of each pedestrian involved in the crash, ordered by the pedestrian number of the corresponding pedestrian.

### **Pedestrian Gender** | **PED\_GENDER** | CRASHDATA\_DETAILS

Semi-colon delimited list of the gender of each pedestrian involved in the crash, ordered by the pedestrian number of the corresponding pedestrian.

### **Pedestrian Actions (P10)** | **PED\_ACTION** | CRASHDATA\_DETAILS

Semi-colon delimited list of the action of each pedestrian at the time of the crash, ordered by the pedestrian number of the corresponding pedestrian.

CODE	PEDESTRIAN ACTION
0	Not Provided
99	Not Applicable
1	Crossing At Intersection With Signal
2	Crossing At Intersection Against Signal
3	Crossing At Intersection No Signal
4	Crossing At Intersection Diagonally
5	Crossing Not At Intersection - Rural
6	Crossing Not At Intersection - Urban
7	Coming From Behind Parked Cars
8	Getting Off or On School Bus
9	Playing In Roadway

CODE	PEDESTRIAN ACTION
10	Getting Off Or On Another Vehicle
11	Hitching On Vehicle
12	Walking In Roadway With Traffic - Sidewalks Available
13	Walking In Roadway With Traffic - Sidewalks Not Available
14	Walking In Roadway Against Traffic - Sidewalks Available
15	Walking In Roadway Against Traffic - Sidewalks Not Available
16	Working In Roadway
17	Standing In Roadway
18	Lying In Roadway
19	Not In Roadway
20	Other

### **Pedestrian Drinking (P11)** | **PED\_DRINK** | CRASHDATA\_DETAILS

Semi-colon delimited list of the level of alcohol consumption for each pedestrian involved in the crash prior to the crash as determined by the reporting officer, ordered by the pedestrian number of the corresponding pedestrian.

CODE	PEDESTRIAN DRINKING
0	Not Provided
99	Not Applicable
1	Had Not Been Drinking
2	Drinking - Obviously Drunk
3	Drinking - Ability Impaired
4	Drinking - Ability Not Impaired
5	Drinking - Not Known Whether Impaired

**Pedestrian Condition (P12) | PED\_COND | CRASHDATA\_DETAILS**

Semi-colon delimited list of the condition of each pedestrian involved in the crash, ordered by the pedestrian number of the corresponding pedestrian.

CODE	PEDESTRIAN ACTION
0	Not Provided
99	Not Applicable
1	No Defects
2	Eyesight Defective
3	Hearing Defective
4	Other Body Defects
5	Illness
6	Fatigued
7	Apparently Asleep
8	Other

**Pedestrian Method of Alcohol Determination (P13) | PED\_AL\_TEST | CRASHDATA\_DETAILS**

Semi-colon delimited list of the method used by police to determine if each pedestrian had been drinking prior to the crash, ordered by the pedestrian number of the corresponding pedestrian.

CODE	DRIVER ALCOHOL TEST
0	Not Provided
99	Not Applicable
1	Blood
2	Breath
3	Refused
4	No Test

**Pedestrian Drug Use (P14) | PED\_DRUG | CRASHDATA\_DETAILS**

Semi-colon delimited list indicating if each pedestrian involved in the crash had used drugs prior to the crash as determined by the reporting officer, ordered by the pedestrian number of the corresponding pedestrian.

**Pedestrian Reflective Clothing | PED\_RFLCT | CRASHDATA\_DETAILS**

Semi-colon delimited indicating if each pedestrian involved in the crash was wearing reflective clothing at the time of the crash, ordered by the pedestrian number of the corresponding pedestrian.

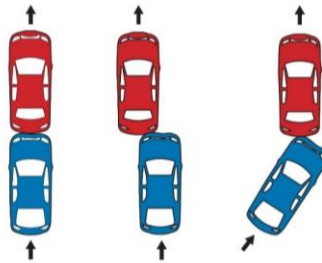


## Appendix A: Supporting Information

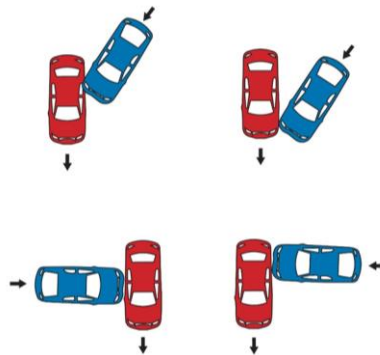
### COLLISION TYPE (C18)

This section describes and provides supporting images for the various collision types

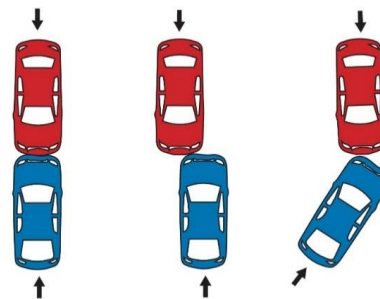
1. **Rear End:** a crash in which the front end of one vehicle collides with the rear end of another vehicle.



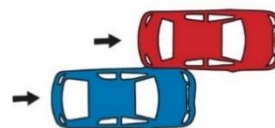
2. **Angle:** a crash in which the front end of one vehicle collides with the side of another vehicle. An angle collision occurs when vehicles collide while traveling on crossing paths.



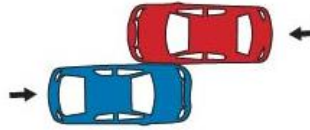
3. **Head On:** a crash in which the front end of one vehicle collides with the front end of another vehicle.



4. **Sideswipe - Same Direction:** a crash in which the side of a vehicle collides with the side of another vehicle traveling in the same direction.



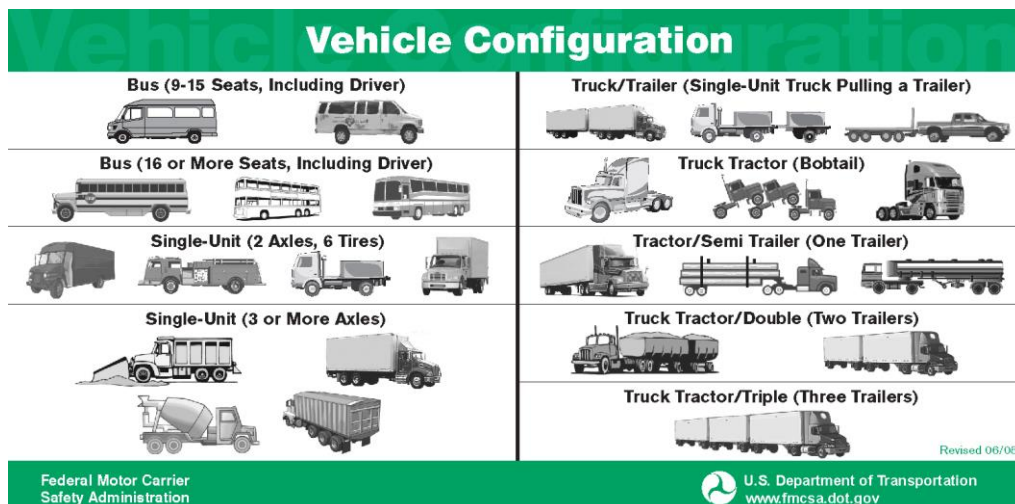
- 5. Sideswipe - Opposite Direction:** a crash in which the side of a vehicle collides with the side of another vehicle traveling in the opposite direction.



- 6. Fixed Object in Road:** a crash in which a vehicle collides with a fixed object in the roadway. "In the Roadway" is defined as from ditch to ditch.
- 7. Train:** a crash in which a vehicle collides with a locomotive, rail car, light rail train, or other type of train.
- 8. Non-Collision:** a crash event that did not involve a collision. Includes overturn/rollover, fire/explosion, immersion, jackknife, cargo/equipment loss or shift, equipment failure, separation of units, ran off roadway, cross median, cross centerline, downhill runaway, fell/jumped from motor vehicle, thrown or falling objects.
- 9. Fixed Object Off Road:** a crash in which a vehicle collides with a fixed object outside of the roadway. "Outside of the roadway" is defined as outside of the ditch line.
- 10. Deer:** a crash in which a vehicle collides with a deer.
- 11. Other Animal:** a crash in which a vehicle collides with an animal other than a deer.
- 12. Pedestrian:** a crash in which a vehicle collides with a pedestrian.
- 13. Bicyclist:** bicyclist has been disabled and can no longer be selected in Collision Type. In order to determine if a crash involved a bicycle, "Bicycle" should be selected as a *Vehicle Body Type*.
- 14. Motorcyclist:** motorcyclist has been disabled and can no longer be selected in Collision Type. In order to determine if a crash involved a motorcycle, "Motorcycle" should be selected as a *Vehicle Body Type*.
- 15. Backed Into:** a crash in which a vehicle in reverse collides with another vehicle or object.
- 16. Other:** a crash in which the type of collision is not included in those listed above. If crash is coded as other, an explanation should be provided in the crash description.

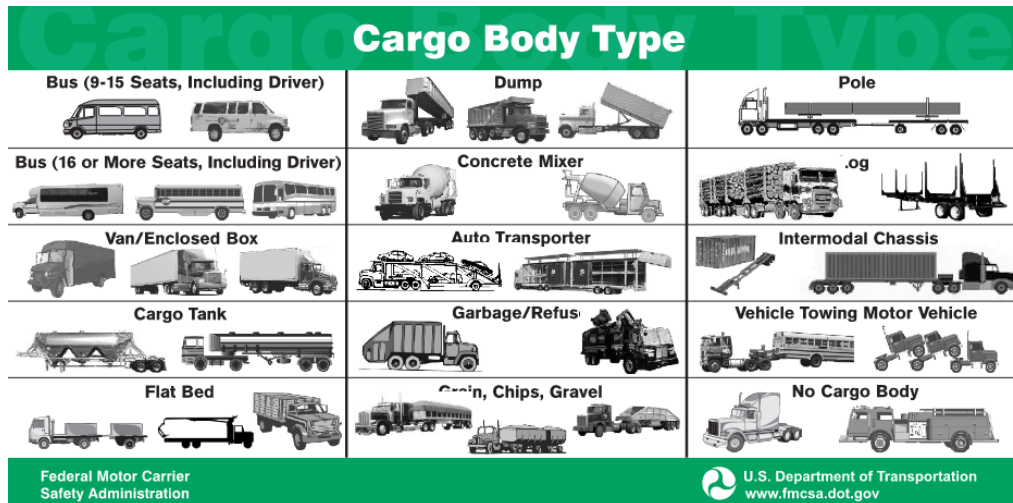
## VEHICLE CONFIGURATION (V10)

The following figure from the Federal Motor Carrier Safety Administration provides supporting images for the [vehicle configurations](#).



## CARGO BODY TYPE (V11)

The following figure from the Federal Motor Carrier Safety Administration provides supporting images for the [cargo body types](#).



## JURISDICTION

The following table outlines the codes and names for the counties, cities, and towns in Virginia. Codes 0-99 correspond to counties and maintenance areas and codes 100-340 correspond to towns and cities. Jurisdictions are associated with crashes spatially using the [Virginia jurisdiction boundary](#) GIS file.

CODE	JURISDICTION	CODE	JURISDICTION
0	Arlington County	41	Halifax County
1	Accomack County	42	Hanover County
2	Albemarle County	43	Henrico County
3	Alleghany County	44	Henry County
4	Amelia County	45	Highland County
5	Amherst County	46	Isle of Wight County
6	Appomattox County	47	James City County
7	Augusta County	48	King George County
8	Bath County	49	King & Queen County
9	Bedford County	50	King William County
10	Bland County	51	Lancaster County
11	Botetourt County	52	Lee County
12	Brunswick County	53	Loudoun County
13	Buchanan County	54	Louisa County
14	Buckingham County	55	Lunenburg County
15	Campbell County	56	Madison County
16	Caroline County	57	Mathews County
17	Carroll County	58	Mecklenburg County
18	Charles City County	59	Middlesex County
19	Charlotte County	60	Montgomery County
20	Chesterfield County	62	Nelson County
21	Clarke County	63	New Kent County
22	Craig County	65	Northampton County
23	Culpeper County	66	Northumberland County
24	Cumberland County	67	Nottoway County
25	Dickenson County	68	Orange County
26	Dinwiddie County	69	Page County
28	Essex County	70	Patrick County
29	Fairfax County	71	Pittsylvania County
30	Fauquier County	72	Powhatan County
31	Floyd County	73	Prince Edward County
32	Fluvanna County	74	Prince George County
33	Franklin County	76	Prince William County
34	Frederick County	77	Pulaski County
35	Giles County	78	Rappahannock County
36	Gloucester County	79	Rappahannock County
37	Goochland County	80	Roanoke County
38	Grayson County	81	Rockbridge County
39	Greene County	82	Rockingham County
40	Greensville County	83	Russell County

CODE	JURISDICTION	CODE	JURISDICTION
84	Scott County	125	Town of Pulaski
85	Shenandoah County	126	City of Radford
86	Smyth County	127	City of Richmond
87	Southampton County	128	City of Roanoke
88	Spotsylvania County	129	City of Salem
89	Stafford County	130	Town of South Boston
90	Surry County	131	City of Chesapeake
91	Sussex County	132	City of Staunton
92	Tazewell County	133	City of Suffolk
93	Warren County	134	City of Virginia Beach
95	Washington County	136	City of Waynesboro
96	Westmoreland County	137	City of Williamsburg
97	Wise County	138	City of Winchester
98	Wythe County	139	Town of Wytheville
99	York County	140	Town of Abingdon
100	City of Alexandria	141	Town of Bedford
101	Town of Big Stone Gap	142	Town of Blackstone
102	City of Bristol	143	Town of Bluefield
103	City of Buena Vista	144	Town of Farmville
104	City of Charlottesville	145	City of Franklin
105	Town of Clifton Forge	146	City of Norton
106	City of Colonial Heights	147	City of Poquoson
107	City of Covington	148	Town of Richlands
108	City of Danville	149	Town of Vinton
109	City of Emporia	150	Town of Blacksburg
110	City of Falls Church	151	City of Fairfax
111	City of Fredericksburg	152	City of Manassas Park
112	Town of Front Royal	153	Town of Vienna
113	City of Galax	154	Town of Christiansburg
114	City of Hampton	155	City of Manassas
115	City of Harrisonburg	156	Town of Warrenton
116	City of Hopewell	157	Town of Rocky Mount
117	City of Lexington	158	Town of Tazewell
118	City of Lynchburg	159	Town of Luray
119	Town of Marion	160	Town of Accomac
120	City of Martinsville	161	Town of Alberta
121	City of Newport News	162	Town of Altavista
122	City of Norfolk	163	Town of Amherst
123	City of Petersburg	164	Town of Appalachia
124	City of Portsmouth	165	Town of Appomattox

CODE	JURISDICTION	CODE	JURISDICTION
166	Town of Ashland	207	Town of Dendron
167	Town of Belle Haven	208	Town of Dillwyn
168	Town of Berryville	209	Town of Drakes Branch
169	Town of Bloxom	210	Town of Dublin
170	Town of Boones Mill	211	Town of Duffield
171	Town of Bowling Green	212	Town of Dumfries
172	Town of Boyce	213	Town of Dungannon
173	Town of Boydton	214	Town of Eastville
174	Town of Boykins	215	Town of Edinburg
175	Town of Branchville	216	Town of Elkton
176	Town of Bridgewater	217	Town of Exmore
177	Town of Broadway	218	Town of Fincastle
178	Town of Brodnax	219	Town of Floyd
179	Town of Brookneal	220	Town of Fries
180	Town of Buchanan	221	Town of Gate City
181	Town of Burkeville	222	Town of Glade Spring
182	Town of Cape Charles	223	Town of Glasgow
183	Town of Capron	224	Town of Glen Lyn
184	Town of Cedar Bluff	225	Town of Gordonsville
185	Town of Charlotte C.H.	226	Town of Goshen
186	Town of Chase City	227	Town of Gretna
187	Town of Chatham	228	Town of Grottoes
188	Town of Cheriton	229	Town of Grundy
189	Town of Chilhowie	230	Town of Halifax
190	Town of Chincoteague	231	Town of Hallwood
191	Town of Claremont	232	Town of Hamilton
192	Town of Clarksville	233	Town of Haymarket
193	Town of Cleveland	234	Town of Haysi
194	Town of Clifton	235	Town of Herndon
195	Town of Clinchport	236	Town of Hillsboro
196	Town of Clintwood	237	Town of Hillsville
198	Town of Coeburn	239	Town of Honaker
199	Town of Colonial Beach	240	Town of Independence
200	Town of Columbia	241	Town of Iron Gate
201	Town of Courtland	242	Town of Irvington
202	Town of Craigsville	243	Town of Ivor
203	Town of Crewe	244	Town of Jarratt
204	Town of Culpeper	245	Town of Jonesville
205	Town of Damascus	246	Town of Keller
206	Town of Dayton	247	Town of Kenbridge

CODE	JURISDICTION	CODE	JURISDICTION
248	Town of Keysville	291	Town of Round Hill
249	Town of Kilmarnock	292	Town of Rural Retreat
250	Town of LaCrosse	293	Town of St. Charles
251	Town of Lawrenceville	294	Town of Saint Paul
252	Town of Lebanon	295	Town of Saltville
253	Town of Leesburg	296	Town of Saxis
254	Town of Louisa	297	Town of Scottsburg
255	Town of Lovettsville	298	Town of Scottsville
256	Town of Madison	299	Town of Shenandoah
257	Town of McKenney	300	Town of Smithfield
258	Town of Melfa	301	Town of South Hill
259	Town of Middleburg	302	Town of Stanardsville
260	Town of Middletown	303	Town of Stanley
261	Town of Mineral	304	Town of Stephens City
262	Town of Monterey	305	Town of Stony Creek
263	Town of Montross	306	Town of Strasburg
264	Town of Mount Crawford	307	Town of Stuart
265	Town of Mount Jackson	308	Town of Surry
266	Town of Narrows	309	Town of Tangier
267	Town of Nassawadox	310	Town of Tappahannock
268	Town of New Castle	311	Town of The Plains
269	Town of New Market	312	Town of Timberville
270	Town of Newsoms	313	Town of Toms Brook
271	Town of Nickelsville	314	Town of Troutdale
272	Town of Occoquan	315	Town of Troutville
273	Town of Onancock	316	Town of Urbanna
274	Town of Onley	317	Town of Victoria
275	Town of Orange	318	Town of Virgilina
276	Town of Painter	319	Town of Wachapreague
277	Town of Pamplin City	320	Town of Wakefield
278	Town of Parksley	321	Town of Warsaw
279	Town of Pearisburg	322	Town of Washington
280	Town of Pembroke	323	Town of Waverly
281	Town of Pennington Gap	324	Town of Weber City
282	Town of Phenix	325	Town of West Point
283	Town of Pocahontas	327	Town of White Stone
284	Town of Port Royal	328	Town of Windsor
285	Town of Pound	329	Town of Wise
286	Town of Purcellville	330	Town of Woodstock
287	Town of Quantico	331	Town of Hurt
288	Town of Remington	339	Town of Clinchco
289	Town of Rich Creek	340	Castlewood
290	Town of Ridgeway	999	Unknown County

## Appendix B: FR300 Form and FR300 Request Form

Redacted FR300 reports can be requested using the [FR300 Request Form](#) for VDOT projects only.





Revised Report

## Police Crash Report

Page \_\_\_\_\_ of \_\_\_\_\_

<b>CRASH</b>				GPS Lat. <input type="text"/>				GPS Long. <input type="text"/>					
Crash Date <input type="text"/> <input type="text"/> <input type="text"/>		Day of Week <input type="text"/>		MILITARY Time (24 hr clock) <input type="text"/>		County of Crash <input type="text"/>				Official DMV Use			
<input type="radio"/> City of <input type="text"/>		City or Town Name <input type="text"/>		Landmarks at Scene <input type="text"/>									
<input type="radio"/> Town of <input type="text"/>													
Location of Crash (route/street) <input type="text"/>				Railroad Crossing ID no. (if within 150 ft.) <input type="text"/>				Local Case Number <input type="text"/>					
<input type="radio"/> At Intersection With or <input type="text"/>				<input type="checkbox"/> Miles <input type="checkbox"/> Feet <input type="radio"/> N <input type="radio"/> S <input type="radio"/> E <input type="radio"/> W of <input type="text"/>				Location of Crash (route/street) <input type="text"/>		Mile Marker Number <input type="text"/>		Number of Vehicles <input type="text"/>	

<b>VEHICLE #</b> <input type="text"/>											
<b>DRIVER</b>											
Driver's Name (Last, First, Middle) <input type="text"/>										Driver Fled Scene <input type="radio"/>	
Address (Street and Number) <input type="text"/>										Gender <input type="radio"/> M <input type="radio"/> F	
City <input type="text"/>				State <input type="text"/>		ZIP <input type="text"/>					
Birth Date <input type="text"/> <input type="text"/> <input type="text"/>		Drivers License Number <input type="text"/>				State <input type="text"/>		DL <input type="radio"/> Y <input type="radio"/> N <input type="radio"/> Y <input type="radio"/> N		CDL <input type="radio"/> Y <input type="radio"/> N	
Safety Equip. Used <input type="radio"/> Y <input type="radio"/> N		Air Bag <input type="radio"/> Y <input type="radio"/> N		Ejected <input type="radio"/> Y <input type="radio"/> N		Date of Death <input type="text"/> <input type="text"/> <input type="text"/>		Injury Type <input type="radio"/> Y <input type="radio"/> N		EMS Transport <input type="radio"/> Y <input type="radio"/> N	
Summons Issued As Result of Crash <input type="radio"/> Y <input type="radio"/> N		Offenses Charged to Driver <input type="text"/>									

<b>VEHICLE</b>											
Vehicle Owner's Name (Last, First, Middle) <input type="text"/>										Same as Driver <input type="radio"/>	
Address (Street and Number) <input type="text"/>											
City <input type="text"/>				State <input type="text"/>		ZIP <input type="text"/>					
Vehicle Year <input type="text"/>		Vehicle Make <input type="text"/>		Vehicle Model <input type="text"/>		Disabled <input type="radio"/> Y <input type="radio"/> N		CMV <input type="radio"/> Y <input type="radio"/> N		Towed <input type="radio"/> Y <input type="radio"/> N	
Vehicle Plate Number <input type="text"/>				State <input type="text"/>		Approximate Repair Cost <input type="text"/>					
VIN <input type="text"/>										<input type="radio"/> Oversize <input type="radio"/> Cargo Spill	
Name of Insurance Company (not agent) <input type="text"/>										<input type="radio"/> Override <input type="radio"/> Underride	
Speed Before Crash <input type="text"/>		Speed Limit <input type="text"/>		Maximum Safe Speed <input type="text"/>		Under 8 <input type="radio"/> Y <input type="radio"/> N		ALL Passengers Age Count <input type="text"/>		Over 21 <input type="radio"/> Y <input type="radio"/> N	

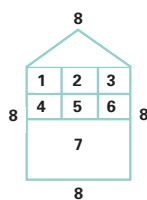
<b>PASSENGER (only if injured or killed)</b>													
Name of Injured (Last, First, Middle) <input type="text"/>										EMS Transport <input type="radio"/> Y <input type="radio"/> N		Date of Death <input type="text"/> <input type="text"/> <input type="text"/>	
Position In/On Vehicle <input type="text"/>		Safety Equip Used <input type="radio"/> Y <input type="radio"/> N		Airbag <input type="radio"/> Y <input type="radio"/> N		Ejected <input type="radio"/> Y <input type="radio"/> N		Injury Type <input type="radio"/> Y <input type="radio"/> N		Birthdate <input type="text"/> <input type="text"/> <input type="text"/>			
										Gender <input type="radio"/> M <input type="radio"/> F			
Name of Injured (Last, First, Middle) <input type="text"/>										EMS Transport <input type="radio"/> Y <input type="radio"/> N		Date of Death <input type="text"/> <input type="text"/> <input type="text"/>	
Position In/On Vehicle <input type="text"/>		Safety Equip Used <input type="radio"/> Y <input type="radio"/> N		Airbag <input type="radio"/> Y <input type="radio"/> N		Ejected <input type="radio"/> Y <input type="radio"/> N		Injury Type <input type="radio"/> Y <input type="radio"/> N		Birthdate <input type="text"/> <input type="text"/> <input type="text"/>			
										Gender <input type="radio"/> M <input type="radio"/> F			
Name of Injured (Last, First, Middle) <input type="text"/>										EMS Transport <input type="radio"/> Y <input type="radio"/> N		Date of Death <input type="text"/> <input type="text"/> <input type="text"/>	
Position In/On Vehicle <input type="text"/>		Safety Equip Used <input type="radio"/> Y <input type="radio"/> N		Airbag <input type="radio"/> Y <input type="radio"/> N		Ejected <input type="radio"/> Y <input type="radio"/> N		Injury Type <input type="radio"/> Y <input type="radio"/> N		Birthdate <input type="text"/> <input type="text"/> <input type="text"/>			
										Gender <input type="radio"/> M <input type="radio"/> F			

<b>VEHICLE #</b> <input type="text"/>											
<b>DRIVER</b>											
Driver's Name (Last, First, Middle) <input type="text"/>										Driver Fled Scene <input type="radio"/>	
Address (Street and Number) <input type="text"/>										Gender <input type="radio"/> M <input type="radio"/> F	
City <input type="text"/>				State <input type="text"/>		ZIP <input type="text"/>					
Birth Date <input type="text"/> <input type="text"/> <input type="text"/>		Drivers License Number <input type="text"/>				State <input type="text"/>		DL <input type="radio"/> Y <input type="radio"/> N <input type="radio"/> Y <input type="radio"/> N		CDL <input type="radio"/> Y <input type="radio"/> N	
Safety Equip. Used <input type="radio"/> Y <input type="radio"/> N		Air Bag <input type="radio"/> Y <input type="radio"/> N		Ejected <input type="radio"/> Y <input type="radio"/> N		Date of Death <input type="text"/> <input type="text"/> <input type="text"/>		Injury Type <input type="radio"/> Y <input type="radio"/> N		EMS Transport <input type="radio"/> Y <input type="radio"/> N	
Summons Issued As Result of Crash <input type="radio"/> Y <input type="radio"/> N		Offenses Charged to Driver <input type="text"/>									

<b>VEHICLE</b>											
Vehicle Owner's Name (Last, First, Middle) <input type="text"/>										Same as Driver <input type="radio"/>	
Address (Street and Number) <input type="text"/>											
City <input type="text"/>				State <input type="text"/>		ZIP <input type="text"/>					
Vehicle Year <input type="text"/>		Vehicle Make <input type="text"/>		Vehicle Model <input type="text"/>		Disabled <input type="radio"/> Y <input type="radio"/> N		CMV <input type="radio"/> Y <input type="radio"/> N		Towed <input type="radio"/> Y <input type="radio"/> N	
Vehicle Plate Number <input type="text"/>				State <input type="text"/>		Approximate Repair Cost <input type="text"/>					
VIN <input type="text"/>										<input type="radio"/> Oversize <input type="radio"/> Cargo Spill	
Name of Insurance Company (not agent) <input type="text"/>										<input type="radio"/> Override <input type="radio"/> Underride	
Speed Before Crash <input type="text"/>		Speed Limit <input type="text"/>		Maximum Safe Speed <input type="text"/>		Under 8 <input type="radio"/> Y <input type="radio"/> N		ALL Passengers Age Count <input type="text"/>		Over 21 <input type="radio"/> Y <input type="radio"/> N	

<b>PASSENGER (only if injured or killed)</b>													
Name of Injured (Last, First, Middle) <input type="text"/>										EMS Transport <input type="radio"/> Y <input type="radio"/> N		Date of Death <input type="text"/> <input type="text"/> <input type="text"/>	
Position In/On Vehicle <input type="text"/>		Safety Equip Used <input type="radio"/> Y <input type="radio"/> N		Airbag <input type="radio"/> Y <input type="radio"/> N		Ejected <input type="radio"/> Y <input type="radio"/> N		Injury Type <input type="radio"/> Y <input type="radio"/> N		Birthdate <input type="text"/> <input type="text"/> <input type="text"/>			
										Gender <input type="radio"/> M <input type="radio"/> F			
Name of Injured (Last, First, Middle) <input type="text"/>										EMS Transport <input type="radio"/> Y <input type="radio"/> N		Date of Death <input type="text"/> <input type="text"/> <input type="text"/>	
Position In/On Vehicle <input type="text"/>		Safety Equip Used <input type="radio"/> Y <input type="radio"/> N		Airbag <input type="radio"/> Y <input type="radio"/> N		Ejected <input type="radio"/> Y <input type="radio"/> N		Injury Type <input type="radio"/> Y <input type="radio"/> N		Birthdate <input type="text"/> <input type="text"/> <input type="text"/>			
										Gender <input type="radio"/> M <input type="radio"/> F			
Name of Injured (Last, First, Middle) <input type="text"/>										EMS Transport <input type="radio"/> Y <input type="radio"/> N		Date of Death <input type="text"/> <input type="text"/> <input type="text"/>	
Position In/On Vehicle <input type="text"/>		Safety Equip Used <input type="radio"/> Y <input type="radio"/> N		Airbag <input type="radio"/> Y <input type="radio"/> N		Ejected <input type="radio"/> Y <input type="radio"/> N		Injury Type <input type="radio"/> Y <input type="radio"/> N		Birthdate <input type="text"/> <input type="text"/> <input type="text"/>			
										Gender <input type="radio"/> M <input type="radio"/> F			

## Codes



## POSITION IN/ON VEHICLE

1. Driver
- 2-6. Passengers
7. Cargo Area
8. Riding/Hanging On Outside
- 9-98. All Other Passengers

## SAFETY EQUIPMENT USED

1. Lap Belt Only
2. Shoulder Belt Only
3. Lap and Shoulder Belt
4. Child Restraint
5. Helmet
6. Other
7. Booster Seat
8. No Restraint Used
9. Not Applicable

## AIRBAG

1. Deployed - Front
2. Not Deployed
3. Unavailable/Not Applicable
4. Keyed Off
5. Unknown
6. Deployed - Side
7. Deployed - Other (Knee, Air Belt, etc.)
8. Deployed - Combination

## EJECTED FROM VEHICLE

1. Not Ejected
2. Partially Ejected
3. Totally Ejected

## SUMMONS ISSUED AS A RESULT OF CRASH

1. Yes
2. No
3. Pending

## INJURY TYPE

1. Dead
2. Serious Injury
3. Minor/Possible Injury
4. No Apparent Injury
6. No Injury (driver only)

Investigating Officer <input type="text"/>		Badge/Code Number <input type="text"/>		Agency/Department Name and Code <input type="text"/>		Reviewing Officer <input type="text"/>		Report File Date <input type="text"/>	
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Revised Report ☐

## Police Crash Report

Page \_\_\_\_\_ of \_\_\_\_\_

## CRASH

Crash Date	MM DD YYYY	MILITARY Time (24 hr clock)	County of Crash	<input type="radio"/> City of <input type="radio"/> Town of	Local Case Number
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## DRIVER INFORMATION

Veh	Veh		Veh	Veh	
N/A	N/A	<b>Driver's Action</b> P1	N/A	N/A	<b>Driver Vision Obscured</b> P3
<input type="radio"/>	<input type="radio"/>	1. No Improper Action	<input type="radio"/>	<input type="radio"/>	1. Not Obscured
<input type="radio"/>	<input type="radio"/>	2. Exceeded Speed Limit	<input type="radio"/>	<input type="radio"/>	2. Rain, Snow, etc. on Windshield
<input type="radio"/>	<input type="radio"/>	3. Exceeded Safe Speed But Not Speed Limit	<input type="radio"/>	<input type="radio"/>	3. Windshield Otherwise Obscured
<input type="radio"/>	<input type="radio"/>	4. Overtaking On Hill	<input type="radio"/>	<input type="radio"/>	4. Vision Obscured by Load on Vehicle
<input type="radio"/>	<input type="radio"/>	5. Overtaking On Curve	<input type="radio"/>	<input type="radio"/>	5. Trees, Crops, etc.
<input type="radio"/>	<input type="radio"/>	6. Overtaking at Intersection	<input type="radio"/>	<input type="radio"/>	6. Building
<input type="radio"/>	<input type="radio"/>	7. Improper Passing of School Bus	<input type="radio"/>	<input type="radio"/>	7. Embankment
<input type="radio"/>	<input type="radio"/>	8. Cutting In	<input type="radio"/>	<input type="radio"/>	8. Sign or Signboard
<input type="radio"/>	<input type="radio"/>	9. Other Improper Passing	<input type="radio"/>	<input type="radio"/>	9. Hillcrest
<input type="radio"/>	<input type="radio"/>	10. Wrong Side of Road – Not Overtaking	<input type="radio"/>	<input type="radio"/>	10. Parked Vehicle(s)
<input type="radio"/>	<input type="radio"/>	11. Did Not Have Right-of-Way	<input type="radio"/>	<input type="radio"/>	11. Moving Vehicle(s)
<input type="radio"/>	<input type="radio"/>	12. Following Too Close	<input type="radio"/>	<input type="radio"/>	12. Sun or Headlight Glare
<input type="radio"/>	<input type="radio"/>	13. Fail to Signal or Improper Signal	<input type="radio"/>	<input type="radio"/>	13. Other
<input type="radio"/>	<input type="radio"/>	14. Improper Turn – Wide Right Turn	<input type="radio"/>	<input type="radio"/>	14. Blind Spot
<input type="radio"/>	<input type="radio"/>	15. Improper Turn – Cut Corner on Left Turn	<input type="radio"/>	<input type="radio"/>	15. Smoke/Dust
<input type="radio"/>	<input type="radio"/>	16. Improper Turn From Wrong Lane	<input type="radio"/>	<input type="radio"/>	16. Stopped Vehicle(s)
<input type="radio"/>	<input type="radio"/>	17. Other Improper Turn	N/A	N/A	<b>Type of Driver Distractions</b> P4
<input type="radio"/>	<input type="radio"/>	18. Improper Backing	<input type="radio"/>	<input type="radio"/>	1. Looking at Roadside Incident
<input type="radio"/>	<input type="radio"/>	19. Improper Start From Parked Position	<input type="radio"/>	<input type="radio"/>	2. Driver Fatigue
<input type="radio"/>	<input type="radio"/>	20. Disregarded Officer or Flagger	<input type="radio"/>	<input type="radio"/>	3. Looking at Scenery
<input type="radio"/>	<input type="radio"/>	21. Disregarded Traffic Signal	<input type="radio"/>	<input type="radio"/>	4. Passenger(s)
<input type="radio"/>	<input type="radio"/>	22. Disregarded Stop or Yield Sign	<input type="radio"/>	<input type="radio"/>	5. Radio/CD, etc.
<input type="radio"/>	<input type="radio"/>	23. Driver Distraction	<input type="radio"/>	<input type="radio"/>	6. Cell Phone
<input type="radio"/>	<input type="radio"/>	24. Fail to Stop at Through High way – No Sign	<input type="radio"/>	<input type="radio"/>	7. Eyes Not on Road
<input type="radio"/>	<input type="radio"/>	25. Drive Through Work Zone	<input type="radio"/>	<input type="radio"/>	8. Daydreaming
<input type="radio"/>	<input type="radio"/>	26. Fail to Set Out Flares or Flags	<input type="radio"/>	<input type="radio"/>	9. Eating/Drinking
<input type="radio"/>	<input type="radio"/>	27. Fail to Dim Headlights	<input type="radio"/>	<input type="radio"/>	10. Adjusting Vehicle Controls
<input type="radio"/>	<input type="radio"/>	28. Driving Without Lights	<input type="radio"/>	<input type="radio"/>	11. Other
<input type="radio"/>	<input type="radio"/>	29. Improper Parking Location	<input type="radio"/>	<input type="radio"/>	12. Navigation Device
<input type="radio"/>	<input type="radio"/>	30. Avoiding Pedestrian	<input type="radio"/>	<input type="radio"/>	13. Texting
<input type="radio"/>	<input type="radio"/>	31. Avoiding Other Vehicle	<input type="radio"/>	<input type="radio"/>	14. No Driver Distraction
<input type="radio"/>	<input type="radio"/>	32. Avoiding Animal	N/A	N/A	<b>Drinking</b> P5
<input type="radio"/>	<input type="radio"/>	33. Crowded Off Highway	<input type="radio"/>	<input type="radio"/>	1. Had Not Been Drinking
<input type="radio"/>	<input type="radio"/>	34. Hit and Run	<input type="radio"/>	<input type="radio"/>	2. Drinking – Obviously Drunk
<input type="radio"/>	<input type="radio"/>	35. Car Ran Away – No Driver	<input type="radio"/>	<input type="radio"/>	3. Drinking – Ability Impaired
<input type="radio"/>	<input type="radio"/>	36. Blinded by Headlights	<input type="radio"/>	<input type="radio"/>	4. Drinking – Ability Not Impaired
<input type="radio"/>	<input type="radio"/>	37. Other	<input type="radio"/>	<input type="radio"/>	5. Drinking – Not Known Whether Impaired
<input type="radio"/>	<input type="radio"/>	38. Avoiding Object in Roadway	<input type="radio"/>	<input type="radio"/>	6. Unknown
<input type="radio"/>	<input type="radio"/>	39. Eluding Police	N/A	N/A	<b>Method of Alcohol Determination (by police)</b> P6
<input type="radio"/>	<input type="radio"/>	40. Fail to Maintain Proper Control	<input type="radio"/>	<input type="radio"/>	1. Blood
<input type="radio"/>	<input type="radio"/>	41. Improper Passing	<input type="radio"/>	<input type="radio"/>	2. Breath
<input type="radio"/>	<input type="radio"/>	42. Improper or Unsafe Lane Change	<input type="radio"/>	<input type="radio"/>	3. Refused
<input type="radio"/>	<input type="radio"/>	43. Over Correction	<input type="radio"/>	<input type="radio"/>	4. No Test
N/A	N/A	<b>Condition of Driver Contributing to the Crash</b> P2	N/A	N/A	<b>Drug Use</b> P7
<input type="radio"/>	<input type="radio"/>	1. No Defects	<input type="radio"/>	<input type="radio"/>	1. Yes
<input type="radio"/>	<input type="radio"/>	2. Eyesight Defective	<input type="radio"/>	<input type="radio"/>	2. No
<input type="radio"/>	<input type="radio"/>	3. Hearing Defective	<input type="radio"/>	<input type="radio"/>	3. Unknown
<input type="radio"/>	<input type="radio"/>	4. Other Body Defects			
<input type="radio"/>	<input type="radio"/>	5. Illness			
<input type="radio"/>	<input type="radio"/>	6. Fatigued			
<input type="radio"/>	<input type="radio"/>	7. Apparently Asleep			
<input type="radio"/>	<input type="radio"/>	8. Other			
<input type="radio"/>	<input type="radio"/>	9. Unknown			

## VEHICLE INFORMATION

Veh	Veh		Veh	Veh	
N/A	N/A	<b>Vehicle Maneuver</b> V1	N/A	N/A	<b>Vehicle Damage</b> V4
<input type="radio"/>	<input type="radio"/>	1. Going Straight Ahead	<input type="radio"/>	<input type="radio"/>	1. Unknown
<input type="radio"/>	<input type="radio"/>	2. Making Right Turn	<input type="radio"/>	<input type="radio"/>	2. No damage
<input type="radio"/>	<input type="radio"/>	3. Making Left Turn	<input type="radio"/>	<input type="radio"/>	3. Overturned
<input type="radio"/>	<input type="radio"/>	4. Making U-Turn	<input type="radio"/>	<input type="radio"/>	4. Motor
<input type="radio"/>	<input type="radio"/>	5. Slowing or Stopping	<input type="radio"/>	<input type="radio"/>	5. Undercarriage
<input type="radio"/>	<input type="radio"/>	6. Merging Into Traffic Lane	<input type="radio"/>	<input type="radio"/>	6. Totaled
<input type="radio"/>	<input type="radio"/>	7. Starting From Parked Position	<input type="radio"/>	<input type="radio"/>	7. Fire
<input type="radio"/>	<input type="radio"/>	8. Stopped in Traffic Lane	<input type="radio"/>	<input type="radio"/>	8. Other
<input type="radio"/>	<input type="radio"/>	9. Ran Off Road – Right	N/A	N/A	<b>Vehicle Condition</b> V5
<input type="radio"/>	<input type="radio"/>	10. Ran Off Road – Left	<input type="radio"/>	<input type="radio"/>	1. No Defects
<input type="radio"/>	<input type="radio"/>	11. Parked	<input type="radio"/>	<input type="radio"/>	2. Lights Defective
<input type="radio"/>	<input type="radio"/>	12. Backing	<input type="radio"/>	<input type="radio"/>	3. Brakes Defective
<input type="radio"/>	<input type="radio"/>	13. Passing	<input type="radio"/>	<input type="radio"/>	4. Steering Defective
<input type="radio"/>	<input type="radio"/>	14. Changing Lanes	<input type="radio"/>	<input type="radio"/>	5. Puncture/Blowout
<input type="radio"/>	<input type="radio"/>	15. Other	<input type="radio"/>	<input type="radio"/>	6. Worn or Slick Tires
<input type="radio"/>	<input type="radio"/>	16. Entering Street From Parking Lot	<input type="radio"/>	<input type="radio"/>	7. Motor Trouble
N/A	N/A	<b>Skidding Tire/Mark</b> V2	<input type="radio"/>	<input type="radio"/>	8. Chains In Use
<input type="radio"/>	<input type="radio"/>	1. Before Application of Brakes	<input type="radio"/>	<input type="radio"/>	9. Other
<input type="radio"/>	<input type="radio"/>	2. After Application of Brakes	<input type="radio"/>	<input type="radio"/>	10. Vehicle Altered
<input type="radio"/>	<input type="radio"/>	3. Before and After Application of Brakes	<input type="radio"/>	<input type="radio"/>	11. Mirrors Defective
<input type="radio"/>	<input type="radio"/>	4. No Visible Skid Mark/Tire Mark	<input type="radio"/>	<input type="radio"/>	12. Power Train Defective
N/A	N/A	<b>Vehicle Body Type</b> V3	<input type="radio"/>	<input type="radio"/>	13. Suspension Defective
<input type="radio"/>	<input type="radio"/>	1. Passenger car	<input type="radio"/>	<input type="radio"/>	14. Windows/Windshield Defective
<input type="radio"/>	<input type="radio"/>	2. Truck – Pick-up/Passenger Truck	<input type="radio"/>	<input type="radio"/>	15. Wipers Defective
<input type="radio"/>	<input type="radio"/>	3. Van	<input type="radio"/>	<input type="radio"/>	16. Wheels Defective
<input type="radio"/>	<input type="radio"/>	4. Truck – Single Unit Truck (2-Axles)	<input type="radio"/>	<input type="radio"/>	17. Exhaust System
<input type="radio"/>	<input type="radio"/>	7. Motor Home, Recreational Vehicle			
<input type="radio"/>	<input type="radio"/>	8. Special Vehicle – Oversized Vehicle/Earthmover/Road Equipment			
<input type="radio"/>	<input type="radio"/>	9. Bicycle	N/A	N/A	<b>Special Function Motor Vehicle</b> V6
<input type="radio"/>	<input type="radio"/>	10. Moped	<input type="radio"/>	<input type="radio"/>	1. No Special Function
<input type="radio"/>	<input type="radio"/>	11. Motorcycle	<input type="radio"/>	<input type="radio"/>	2. Taxi
<input type="radio"/>	<input type="radio"/>	12. Emergency Vehicle (Regardless of Vehicle Type)	<input type="radio"/>	<input type="radio"/>	3. School Bus (Public or Private)
<input type="radio"/>	<input type="radio"/>	13. Bus – School Bus	<input type="radio"/>	<input type="radio"/>	4. Transit Bus
<input type="radio"/>	<input type="radio"/>	14. Bus – City Transit Bus/Private Owned Church Bus	<input type="radio"/>	<input type="radio"/>	5. Intercity Bus
<input type="radio"/>	<input type="radio"/>	15. Bus – Commercial Bus	<input type="radio"/>	<input type="radio"/>	6. Charter Bus
<input type="radio"/>	<input type="radio"/>	16. Other (Scooter, Go-cart, Hearse, Bookmobile, Golf Cart, etc.)	<input type="radio"/>	<input type="radio"/>	7. Other Bus
<input type="radio"/>	<input type="radio"/>	18. Special Vehicle – Farm Machinery	<input type="radio"/>	<input type="radio"/>	8. Military
<input type="radio"/>	<input type="radio"/>	19. Special Vehicle – ATV	<input type="radio"/>	<input type="radio"/>	9. Police
<input type="radio"/>	<input type="radio"/>	21. Special Vehicle – Low-Speed Vehicle	<input type="radio"/>	<input type="radio"/>	10. Ambulance
<input type="radio"/>	<input type="radio"/>	22. Truck – Sport Utility Vehicle (SUV)	<input type="radio"/>	<input type="radio"/>	11. Fire Truck
<input type="radio"/>	<input type="radio"/>	23. Truck – Single Unit Truck (3 Axles or More)	<input type="radio"/>	<input type="radio"/>	12. Tow Truck
<input type="radio"/>	<input type="radio"/>	25. Truck – Truck Tractor (Bobtail-No Trailer)	<input type="radio"/>	<input type="radio"/>	13. Maintenance
			<input type="radio"/>	<input type="radio"/>	14. Unknown
N/A	N/A		N/A	N/A	<b>EMV in service</b> V7
<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	1. Yes
<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	2. No
N/A	N/A		N/A	N/A	<b>Truck Cover</b> V8
<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	1. Yes
<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	2. No



## Police Crash Report

Revised Report ☐

## CRASH

Crash Date	MM DD YYYY	MILITARY Time (24 hr clock)	County of Crash	<input type="radio"/> City of <input type="radio"/> Town of	Local Case Number
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## CRASH INFORMATION

<b>Location of First Harmful Event in Relation to Roadway</b> C1 <input type="radio"/> 1. On Roadway <input type="radio"/> 2. Shoulder <input type="radio"/> 3. Median <input type="radio"/> 4. Roadside <input type="radio"/> 5. Gore <input type="radio"/> 6. Separator <input type="radio"/> 7. In Parking Lane or Zone <input type="radio"/> 8. Off Roadway, Location Unknown <input type="radio"/> 9. Outside Right-of-Way	<b>Traffic Control Type</b> C5 <input type="radio"/> 1. No Traffic Control <input type="radio"/> 2. Officer or Flagger <input type="radio"/> 3. Traffic Signal <input type="radio"/> 4. Stop Sign <input type="radio"/> 5. Slow or Warning Sign <input type="radio"/> 6. Traffic Lanes Marked <input type="radio"/> 7. No Passing Lines <input type="radio"/> 8. Yield Sign <input type="radio"/> 9. One Way Road or Street <input type="radio"/> 10. Railroad Crossing With Markings and Signs <input type="radio"/> 11. Railroad Crossing With Signals <input type="radio"/> 12. Railroad Crossing With Gate and Signals <input type="radio"/> 13. Other <input type="radio"/> 14. Pedestrian Crosswalk <input type="radio"/> 15. Reduced Speed – School Zone <input type="radio"/> 16. Reduced Speed – Work Zone <input type="radio"/> 17. Highway Safety Corridor	<b>Roadway Description</b> C9 <input type="radio"/> 1. Two-Way, Not Divided <input type="radio"/> 2. Two-Way, Divided, Unprotected Median <input type="radio"/> 3. Two-Way, Divided, Positive Median Barrier <input type="radio"/> 4. One-Way, Not Divided <input type="radio"/> 5. Unknown	<b>Intersection Type</b> C12 <input type="radio"/> 1. Not at Intersection <input type="radio"/> 2. Two Approaches <input type="radio"/> 3. Three Approaches <input type="radio"/> 4. Four Approaches <input type="radio"/> 5. Five-Point, or more <input type="radio"/> 6. Roundabout
<b>Weather Condition</b> C2 <input type="radio"/> 1. No Adverse Condition (Clear/Cloudy) <input type="radio"/> 3. Fog <input type="radio"/> 4. Mist <input type="radio"/> 5. Rain <input type="radio"/> 6. Snow <input type="radio"/> 7. Sleet/Hail <input type="radio"/> 8. Smoke/Dust <input type="radio"/> 9. Other <input type="radio"/> 10. Blowing Sand, Soil, Dirt, or Snow <input type="radio"/> 11. Severe Crosswinds	<b>Roadway Alignment</b> C6 <input type="radio"/> 1. Straight – Level <input type="radio"/> 2. Curve – Level <input type="radio"/> 3. Grade – Straight <input type="radio"/> 4. Grade – Curve <input type="radio"/> 5. Hillcrest – Straight <input type="radio"/> 6. Hillcrest – Curve <input type="radio"/> 7. Dip – Straight <input type="radio"/> 8. Dip – Curve <input type="radio"/> 9. Other <input type="radio"/> 10. On/Off Ramp	<b>Roadway Defects</b> C10 <input type="radio"/> 1. No Defects <input type="radio"/> 2. Holes, Ruts, Bumps <input type="radio"/> 3. Soft or Low Shoulder <input type="radio"/> 4. Under Repair <input type="radio"/> 5. Loose Material <input type="radio"/> 6. Restricted Width <input type="radio"/> 7. Slick Pavement <input type="radio"/> 8. Roadway Obstructed <input type="radio"/> 9. Other <input type="radio"/> 10. Edge Pavement Drop Off	<b>Work Zone</b> C13 <input type="radio"/> 1. Yes <input type="radio"/> 2. No
<b>Light Conditions</b> C3 <input type="radio"/> 1. Dawn <input type="radio"/> 2. Daylight <input type="radio"/> 3. Dusk <input type="radio"/> 4. Darkness – Road Lighted <input type="radio"/> 5. Darkness – Road Not Lighted <input type="radio"/> 6. Darkness – Unknown Road Lighting <input type="radio"/> 7. Unknown	<b>Roadway Surface Condition</b> C7 <input type="radio"/> 1. Dry <input type="radio"/> 2. Wet <input type="radio"/> 3. Snowy <input type="radio"/> 4. Icy <input type="radio"/> 5. Muddy <input type="radio"/> 6. Oil/Other Fluids <input type="radio"/> 7. Other <input type="radio"/> 8. Natural Debris <input type="radio"/> 9. Water (Standing, Moving) <input type="radio"/> 10. Slush <input type="radio"/> 11. Sand, Dirt, Gravel	<b>Relation to Roadway</b> C11 <b>Interchange Area:</b> <input type="radio"/> 1. Main-Line Roadway <input type="radio"/> 2. Acceleration/Deceleration Lanes <input type="radio"/> 3. Gore Area (Between Ramp and Highway Edgelines) <input type="radio"/> 4. Collector/Distributor Road <input type="radio"/> 5. On Entrance/Exit Ramp <input type="radio"/> 6. Intersection at end of Ramp <input type="radio"/> 7. Other location not listed above within an interchange area (median, shoulder and roadside) <b>Intersection Area:</b> <input type="radio"/> 8. Non-Intersection <input type="radio"/> 9. Within Intersection <input type="radio"/> 10. Intersection-Related - Within 150' <input type="radio"/> 11. Intersection-Related - Outside 150' <b>Other Location:</b> <input type="radio"/> 12. Crossover Related <input type="radio"/> 13. Driveway, Alley-Access - Related <input type="radio"/> 14. Railway Grade Crossing <input type="radio"/> 15. Other Crossing (Crossings for Bikes, School, etc.)	<b>Work Zone Workers Present</b> C14 <input type="radio"/> 1. With Law Enforcement <input type="radio"/> 2. With No Law Enforcement <input type="radio"/> 3. No Workers Present
<b>Traffic Control Device</b> C4 <input type="radio"/> 1. Yes – Working <input type="radio"/> 2. Yes – Working and Obscured <input type="radio"/> 3. Yes – Not Working <input type="radio"/> 4. Yes – Not Working and Obscured <input type="radio"/> 5. Yes – Missing <input type="radio"/> 6. No Traffic Control Device Present	<b>Roadway Surface Type</b> C8 <input type="radio"/> 1. Concrete <input type="radio"/> 2. Blacktop, Asphalt, Bituminous <input type="radio"/> 3. Brick or Block <input type="radio"/> 4. Slag, Gravel, Stone <input type="radio"/> 5. Dirt <input type="radio"/> 6. Other		<b>Work Zone Location</b> C15 <input type="radio"/> 1. Advance Warning Area <input type="radio"/> 2. Transition Area <input type="radio"/> 3. Activity Area <input type="radio"/> 4. Termination Area
			<b>Work Zone Type</b> C16 <input type="radio"/> 1. Lane Closure <input type="radio"/> 2. Lane Shift/Crossover <input type="radio"/> 3. Work on Shoulder or Median <input type="radio"/> 4. Intermittent or Moving Work <input type="radio"/> 5. Other
			<b>School Zone</b> C17 <input type="radio"/> 1. Yes <input type="radio"/> 2. Yes - With School Activity <input type="radio"/> 3. No
			<b>Type of Collision</b> C18 <input type="radio"/> 1. Rear End <input type="radio"/> 2. Angle <input type="radio"/> 3. Head On <input type="radio"/> 4. Sideswipe – Same Direction <input type="radio"/> 5. Sideswipe – Opposite Direction <input type="radio"/> 6. Fixed Object in Road <input type="radio"/> 7. Train <input type="radio"/> 8. Non-Collision <input type="radio"/> 9. Fixed Object – Off Road <input type="radio"/> 10. Deer <input type="radio"/> 11. Other Animal <input type="radio"/> 12. Pedestrian <input type="radio"/> 13. Bicyclist <input type="radio"/> 14. Motorcyclist <input type="radio"/> 15. Backed Into <input type="radio"/> 16. Other



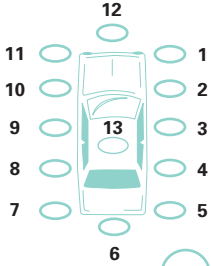
## Police Crash Report

Revised Report ☐

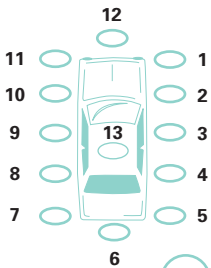
## CRASH

Crash Date	MM DD YYYY	MILITARY Time (24 hr clock)	County of Crash	<input type="checkbox"/> City of <input type="checkbox"/> Town of	Local Case Number
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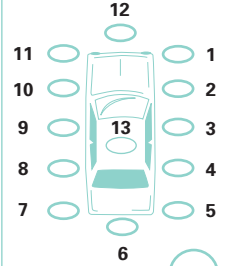
## CRASH DIAGRAM

VEHICLE # Fill In Impact Area(s).  
Initial Impact. ☐

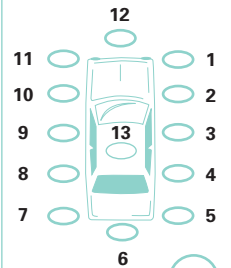
Veh Dir of Travel—N/S/E/W

VEHICLE # Fill In Impact Area(s).  
Initial Impact. ☐

Veh Dir of Travel—N/S/E/W

VEHICLE # Fill In Impact Area(s).  
Initial Impact. ☐

Veh Dir of Travel—N/S/E/W

VEHICLE # Fill In Impact Area(s).  
Initial Impact. ☐

Veh Dir of Travel—N/S/E/W

Indicate North  
by Arrow

## DAMAGE TO PROPERTY OTHER THAN VEHICLES

Approx. Repair Cost	Object Struck (Tree, Fence, etc.)	Property Owners Name (Last, First, Middle)	Address (Street and Number)	VDOT Property <input type="checkbox"/> Yes <input type="checkbox"/> No
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## CRASH DESCRIPTION

## CRASH EVENTS

Vehicle #	First Event	Second Event	Third Event	Fourth Event	Most Harmful Event

Vehicle #	First Event	Second Event	Third Event	Fourth Event	Most Harmful Event

Vehicle #	First Event	Second Event	Third Event	Fourth Event	Most Harmful Event

Vehicle #	First Event	Second Event	Third Event	Fourth Event	Most Harmful Event

First Harmful Event  
of Entire Crash that  
Results in First Injury  
or Damage.

## COLLISION WITH FIXED OBJECT

- |  |                           |
|--|---------------------------|
| 1. Bank Or Ledge                               | 10. Other                 |
| 2. Trees                                       | 11. Jersey Wall           |
| 3. Utility Pole                                | 12. Building/Structure    |
| 4. Fence Or Post                               | 13. Curb                  |
| 5. Guard Rail                                  | 14. Ditch                 |
| 6. Parked Vehicle                              | 15. Other Fixed Object    |
| 7. Tunnel, Bridge, Underpass,<br>Culvert, etc. | 16. Other Traffic Barrier |
| 8. Sign, Traffic Signal                        | 17. Traffic Sign Support  |
| 9. Impact Cushioning Device                    | 18. Mailbox               |

COLLISION WITH PERSON, MOTOR VEHICLE  
OR NON-FIXED OBJECT

- |                                |                            |
|--------------------------------|----------------------------|
| 19. Pedestrian                 | 24. Work Zone              |
| 20. Motor Vehicle In Transport | Maintenance Equipment      |
| 21. Train                      | 25. Other Movable Object   |
| 22. Bicycle                    | 26. Unknown Movable Object |
| 23. Animal                     | 27. Other                  |

## NON-COLLISION

- |                         |                                   |
|-------------------------|-----------------------------------|
| 28. Ran Off Road        | 35. Cross Median                  |
| 29. Jack Knife          | 36. Cross Centerline              |
| 30. Overturn (Rollover) | 37. Equipment Failure (Tire, etc) |
| 31. Downhill Runaway    | 38. Immersion                     |
| 32. Cargo Loss or Shift | 39. Fell/Jumped From Vehicle      |
| 33. Explosion or Fire   | 40. Thrown or Falling Object      |
| 34. Separation of Units | 41. Non-Collision Unknown         |
|                         | 42. Other Non-Collision           |

Revised Report ☐

## Police Crash Report

Page \_\_\_\_\_ of \_\_\_\_\_

## CRASH

Crash Date MM DD YYYY	MILITARY Time (24 hr clock)	County of Crash	<input type="radio"/> City of <input type="radio"/> Town of	Local Case Number
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## COMMERCIAL MOTOR VEHICLE SECTION

This form is being completed because the vehicle is:

<input type="radio"/> A Truck or Truck Combination Rating Greater Than 10,000 lbs. (GVWR/GCWR)	<input type="radio"/> Any Motor Vehicle That Seats 9 or More People, Including the Driver	<input type="radio"/> A Vehicle of Any Type with a Hazardous Materials Placard Regardless of Weight
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## AND The crash resulted in:

A fatality: any person(s) killed in or outside of any vehicle (truck, bus, car, etc.) involved in the crash or who dies within 30 days of the crash as a result of an injury sustained in the crash	OR	An injury: any person(s) injured as a result of the crash who immediately receives medical treatment away from the crash scene	OR	A tow-away: any motor vehicle (truck, bus, car, etc.) disabled as a result of the crash and transported away from the scene by a tow truck or other vehicle
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## VEHICLE # \_\_\_\_\_

## Vehicle Configuration V10

- ☐ 1. Passenger Car (Only if Vehicle Has Hazardous Materials Placard)
- ☐ 2. Light Truck (Only if Vehicle Has Hazardous Materials Placard)
- ☐ 3. Bus (Seats 9-15 People, Including Driver)
- ☐ 4. Bus (Seats for 16 People or More, Including Driver)
- ☐ 5. Single Unit Truck (2 Axles, 6 Tires)
- ☐ 6. Single Unit Truck (3 or More Axles)
- ☐ 7. Truck Trailer(s) [Single-Unit Truck Pulling Trailer(s)]
- ☐ 8. Truck Tractor (Bobtail)
- ☐ 9. Tractor/Semi-trailer (One Trailer)
- ☐ 10. Tractor/Doubles (Two Trailers)
- ☐ 11. Other Truck Greater Than 10,000 lbs. (Not Listed Above)

## Cargo Body Type V11

- ☐ 1. Bus (Seats 9-15 People, Including Driver)
- ☐ 2. Bus (Seats For 16 People or More, Including Driver)
- ☐ 3. Van/Enclosed Box
- ☐ 4. Cargo Tank
- ☐ 5. Flatbed
- ☐ 6. Dump
- ☐ 7. Concrete Mixer
- ☐ 8. Auto Transporter
- ☐ 9. Garbage/Refuse
- ☐ 10. Grain/Chips/Gravel
- ☐ 11. Pole-Trailer
- ☐ 12. Vehicle Towing Another Motor Vehicle
- ☐ 13. Intermodal Container Chassis
- ☐ 14. Logging
- ☐ 15. Other Cargo Body (Not Listed Above)
- ☐ 16. Not Applicable/No Cargo Body

## License Class P8

- ☐ Class A
- ☐ Class B
- ☐ Class C
- ☐ Class DRL (regular drivers license)
- ☐ Class M

## Commercial Endorsement P9

- ☐ T-Double Trailer
- ☐ P-Passenger Vehicle
- ☐ N-Tank Vehicle
- ☐ H-Required To Be Placarded for Hazardous Materials
- ☐ X-Combined Tank/HAZMAT
- ☐ O-Other

## GVWR/ GCWR V12

- ☐ 1. 10,000 lbs. or Less
- ☐ 2. 10,001-26,000 lbs.
- ☐ 3. Greater Than 26,000 lbs.

## Hazardous Material

Hazardous Material Placard: ☐ Y ☐ N

HM 4-Digit	HM Placard Name	HM Class	HM Cargo Present <input type="radio"/> Y <input type="radio"/> N	HM Cargo Released <input type="radio"/> Y <input type="radio"/> N
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## Carrier Identification

Commercial Motor Carrier Name	Address (P.O. Box if No Street Address)		
Carrier's ID Number	State (Intrastate Only)	City	State Zip
US DOT#			

## Commercial/Non-Commercial V13

- ☐ 1. Interstate Carrier
- ☐ 2. Intrastate Carrier
- ☐ 3. Not in Commerce-Government (Trucks and Buses)
- ☐ 4. Not in Commerce-Other Truck (Over 10,000 lbs.)

## VEHICLE # \_\_\_\_\_

## Vehicle Configuration V10

- ☐ 1. Passenger Car (Only if Vehicle Has Hazardous Materials Placard)
- ☐ 2. Light Truck (Only if Vehicle Has Hazardous Materials Placard)
- ☐ 3. Bus (Seats 9-15 People, Including Driver)
- ☐ 4. Bus (Seats for 16 People or More, Including Driver)
- ☐ 5. Single Unit Truck (2 Axles, 6 Tires)
- ☐ 6. Single Unit Truck (3 or More Axles)
- ☐ 7. Truck Trailer(s) [Single-Unit Truck Pulling Trailer(s)]
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- ☐ 9. Tractor/Semi-trailer (One Trailer)
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## Cargo Body Type V11

- ☐ 1. Bus (Seats 9-15 People, Including Driver)
- ☐ 2. Bus (Seats For 16 People or More, Including Driver)
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- ☐ 10. Grain/Chips/Gravel
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- ☐ 13. Intermodal Container Chassis
- ☐ 14. Logging
- ☐ 15. Other Cargo Body (Not Listed Above)
- ☐ 16. Not Applicable/No Cargo Body

## License Class P8

- ☐ Class A
- ☐ Class B
- ☐ Class C
- ☐ Class DRL (regular drivers license)
- ☐ Class M

## Commercial Endorsement P9

- ☐ T-Double Trailer
- ☐ P-Passenger Vehicle
- ☐ N-Tank Vehicle
- ☐ H-Required To Be Placarded for Hazardous Materials
- ☐ X-Combined Tank/HAZMAT
- ☐ O-Other

## GVWR/ GCWR V12

- ☐ 1. 10,000 lbs. or Less
- ☐ 2. 10,001-26,000 lbs.
- ☐ 3. Greater Than 26,000 lbs.

## Hazardous Material

Hazardous Material Placard: ☐ Y ☐ N

HM 4-Digit	HM Placard Name	HM Class	HM Cargo Present <input type="radio"/> Y <input type="radio"/> N	HM Cargo Released <input type="radio"/> Y <input type="radio"/> N
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## Carrier Identification

Commercial Motor Carrier Name	Address (P.O. Box if No Street Address)		
Carrier's ID Number	State (Intrastate Only)	City	State Zip
US DOT#			

## Commercial/Non-Commercial V13

- ☐ 1. Interstate Carrier
- ☐ 2. Intrastate Carrier
- ☐ 3. Not in Commerce-Government (Trucks and Buses)
- ☐ 4. Not in Commerce-Other Truck (Over 10,000 lbs.)



## Police Crash Report

Page \_\_\_\_\_ of \_\_\_\_\_

1. Dead
2. Serious Injury
3. Minor/Possible Injury
4. No Apparent Injury