Texas Peace Officer's Crash Report – Code Sheet

Numbered Fields on the CR-3 Refer to the Numbered Lists on this Code Sheet. Each list includes the codes that may be entered on

of each code.  AL = Alternate SP = Spur		2. Roady	way Part	3. Street Prefix,	4. Street S		R-3CS 1/1/2010
LR = Local Road/Stre	eet (Street, Road, Ave.,	2 = Servic 3 = Entrar 4 = Exit/O 5 = Conne	Proper Lane ce/Frontage Road nce/On Ramp off Ramp ector/Flyover	Direction from Int. Ref. Marker N = North NE = Northeast E = East SE = Southeast S = South SW = Southwest W = West NW = Northwest	RD = Road ST = Street DR = Drive AVE = Aver BLVD = Bot PKWY = Pa LN = Lane FWY = Free HWY = High WAY = Way TRL = Trail	EXPY CT = 0 CIR = PL = 1 PARK arkway CV = 0 PEWAY hway	: Circle Place <= Park
BGE = Beige BLK = Black BLU = Blue BRZ = Bronze BRO = Brown CAM = Camouflage CPR = Copper GLD = Gold GRY = Gray GRN = Green MAR = Maroon	ONG = Orange PNK = Pink PLE = Purple RED = Red SIL = Silver TAN = Tan TEA = Teal (green) TRQ = Turquoise (blue) WHI = White YEL = Yellow 98 = Other (Explain in Narrative) 99 = Unknown	P2 = P4 = PK = AM = BU = SB = FT = MC =	Passenger Car, 2-Doo Passenger Car, 4-Doo Pickup Ambulance Bus Yellow School Bus Farm Equipment Fire Truck Motorcycle	TL = Trailer, Semi-Trailer, Semi-Trailer, TR = Truck TT = Truck TT = Truck Tractor VN = Van	cle ailer, or Pole Traile	Type 1 = Driver L	ercial Driver Lic. Itional sed
License Endorse H = Hazardous Mate N = Tank Vehicles P = Passengers S = School Bus T = Double/Triple Tra X = Tank Vehicle wit HazMat 5 = Unlicensed 96 = None	ments A = With Correctiv B = LOFS Age 21 C = Daytime Only D = Not to Exceed E = No Expresswa F = Must Hold Val H = Vehicle Not to I = Motorcycle Not J = Licensed Moto	re Lenses or Over 4 45 MPH ay Driving id Learner Applies un Exceed 20 to Exceed	Lic. to MM/DD/YY Set MM/DD/YY P P 6,000 lbs GVWR Q 21 Cerator Age 21 R CI S	ehicles Requiring CDL  = CDL Intrastate Comme  = Ignition Interlock Requir  = Occ./Essent. Need DL-  ee Court Order  = Stated on License  = LOFS 21 or Over Vehicles B  = LOFS 21 or Over Vehicles Cours Cou	U = A rce Only V = A red W = F No CMV- X = V Req'c le Above Z = V Req'c le Above 5 = U 96 = or or 98 =	Applicable Prostf Applicable Vehicl Power Steering /ehicle Not to Ex /alid TX Vision o d. /alid Fed. Vision d. Julicensed None Other/Out of Sta	hetic Devices le Devices cceed Class C or Limb Waiver or Limb Waiver
on Motorcycle Type	6 = Second Seat Right 7 = Third Seat Left 8 = Third Seat Center	11 = Outs 13 = Othe 14 = Pas 16 = Ped or Motoris 98 = Othe Narrative	go Area side Vehicle er in Vehicle senger in Bus estrian, Pedalcyclist, zed Conveyance er (Explain in	A = Incapacitating Injury B = Non-Incapacitating Injury C = Possible Injury K = Killed N = Not Injured	W = White B = Black	1 = Male 2 = Female 99 = Unknown	17. Ejected 1 = No 2 = Yes 3 = Yes, Partial 97 = Not Applicable 99 = Unknown
96 = None 97 = Not Appli 98 = Other (Example 1) 99 = Unknown  21. Solicitation Y = Solicit N = No Solicit   Fype  25. L 2 = Ch 3 = Ch 4 = Ha 6 = Na 7 = Inl 8 = Ca 10 = L 11 = N 97 = N 98 = C 99 = L   nsibility Type licy 5 = Certifica ance 6 = Net Appli 10 = Ch 11 = N 11 = N 12 = Ch 13 = Ch 14 = Ha 15 = Ch 16 = Ch 17 = Ch 18 = Ch 19	ster Seat    19. Airbag	ed Front Side Rear Multiple cable hen Type  larrative)	27. Vehicle Dam In most cases, enter XX-ABC-Y, where XX is the Direction of ABC is the Damage letter code), and Y is the Damage In special cases, use VB-1 = vehicle burne collision VB-7 = vehicle catch collision TP-0 = top damage VX-0 = undercarriag MC-1 = motorcycle, etc.	in the format of Force (1-12), Description 2- or 3- e Severity (0-7). e.: LFQ 9 ed, NOT due to the LD only the damage only moped, scooter, LFQ 9 edamage only moped, scooter, LFQ 9	10 <sup>1</sup> 1 <sup>12</sup> 1 2 10 <sup>1</sup> 1 <sup>12</sup> 1 2 10 <sup>1</sup> 1 8 7 10 1 8 7	FD 11121 2 FC 10 112	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$
	RC = Recreational R LR = Local Road/Str Blvd., Pl., Trl., Beach  Blvd., Pl., Beach  Blvd., Pl., Trl., Beach  Blvd., Pl., Trl., Beach  Blvd., Pl., Beach  Blvd., Pl., Trl., Bloch  Blvd., Pl., Pl., Pl., Pl., Pl., Pl., Pl., Pl	RC = Recreational Road LR = Local Road/Street (Street, Road, Ave., Blvd., Pl., Trl., Beach, Alley, Boat Ramp, etc.)  3. Vehicle Color 3. CE = Beige	PV = Private Road RC = Recreational Road LR = Local Road/Street (Street, Road, Ave., Blvd., Pl., Trl., Beach, Alley, Boat Ramp, etc.)  3. Vehicle Color 3GE = Beige	S. Vehicle Color	FV = Private Road   Road	PV = Private Road RC = Recreational Road   Street, Road, Ave.	PV = Private Road RC = Recreational Road States (States, Road, Ave, Bord, RC = Road Road States (States, Road, Ave, Bord, RC = Road Road States (States, Road, Ave, Bord, RC = Road Road States) S = Other (Explain in Narrative) SS = Southeast NY = Private Priv

Numbered Fields on the CR-3 Refer to the Numbered Lists on this Code Sheet. Each list includes the codes that may be entered on the form and the description of each code.

	each code.	<del>-</del>	00 D :		04 1/		00 1:	Form CR-3CS 1/1/2
28. Vehicle Operation	29. Carrier	<u>r ID Type</u>	30. Roadway		31. Vehicle T			<u>lous Material Class Numbe</u>
1 = Interstate Commerce	1 = US DOT		1 = Full Access C	Control	1 = Passenger C	Car	1 = Explosive	es .
2 = Intrastate Commerce	2 = TxDOT		2 = Partial Acces	s Control	2 = Light Truck		2 = Gases	
3 = Not in Commerce	3 = ICC/MC		3 = No Access C	ontrol	3 = Bus (9-15)		3 = Flammab	le Liquids
4 = Government	96 = None				4 = Bus (>15)		4 = Flammab	
5 = Personal		Explain in Narrative)				ruck 2 Axles 6 Tires		and Organic Peroxides
o – r oroonar	00 - 011101 (2	-xpiaiii iii i tai tai tai to)						terials and Infectious Substance
					7 = Truck Trailer		7 = Radioact	
					8 = Truck Tracto		8 = Corrosive	
					9 = Tractor/Sem		9 = Miscellar	eous Dangerous Goods
					10 = Tractor/Doι			
					11 = Tractor/Trip	ole Trailer		
					98 = Other (Expl	ain in Narrative)		
					99 = Unknown H	leavy Truck		
33. Cargo Body Style 1 = Bus (9-15)								
33. Cargo Body Style					34. Trailer Ty	pe		
1 = Bus (9-15)	8 = Auto Trar	nsporter 15 =	Vehicle Towing A	nother	1 = Full Trailer	-		
2 – Bus (>15)	9 = Garbage	Refuse Vehi	cle		2 = Semi-Trailer			
3 = Van/Enclosed Box	10 = Grain Cl		Not Applicable		3 = Pole Trailer			
3 = Vali/Elicioseu Box	11 = Pole		Other (Explain in		3 = Fole Trailer			
4 = Cargo Tank			Other (Explain in	ivairative)				
5 = Flatbed	13 = Intermod							
6 = Dump	14 = Logging	1						
2 = Bus (5-15) 2 = Van/Enclosed Box 4 = Cargo Tank 5 = Flatbed 6 = Dump 7 = Concrete Mixer								
	-				ı			
35. Sequence of Event		0 - Non Call	icion: Equipment	Egiluro	4-	7 – Collision Involvina A	nimal	
1 = Non-Collision: Ran Off F			ision: Equipment	ганиге		7 = Collision Involving A		
2 = Non-Collision: Jackknife		10 = Non-Col				B = Collision Involving Fi		
3 = Non-Collision: Overturn	Rollover		lision: Unknown			9 = Collision With Work 2		
4 = Non-Collision: Downhill	Runaway	12 = Collision	Involving Pedestr	ian	20	0 = Collision With Other	Movable Obje	ect
5 = Non-Collision: Cargo Lo		13 = Collision	Involving Motor V	ehicle in Tra	ansport 21	1 = Collision With Unkno	wn Movable (	Object
6 = Non-Collision: Explosion			Involving Parked			B = Other (Explain in Na		
7 = Non-Collision: Separation			Involving Train			V 1	,	
8 = Non-Collision: Cross Me			Involving Pedalcy	/cle				
			J					
36. Factors and Condit	tions							
1 = Animal on Road - Dome	stic	33	B = Failed to Yield	ROW - Ope	en Intersection	56 = Pai	rked without L	ights
2 = Animal on Road - Wild	5.1.0		4 = Failed to Yield				ssed in No Pa	
3 = Backed without Safety			5 = Failed to Yield				ssed on Right	•
			6 = Failed to Yield					ROW to Vehicle
4 = Changed Lane when Un								tovi to veriicie
14 = Disabled in Traffic Lane			7 = Failed to Yield				safe Speed	
15 = Disregard Stop and Go			B = Failed to Yield				eeding – (Ove	
16 = Disregard Stop Sign or	Light	39	9 = Failed to Yield	ROW – Yiel	ld Sign			n (Explain in Narrative)
17 = Disregard Turn Marks a	at Intersection	40	) = Fatigued or As	leep		63 = Tui	rned Improper	ly – Cut Corner on Left
18 = Disregard Warning Sign			1 = Faulty Evasive	Action		64 = Tur	rned Improper	ly – Wide Right
19 = Distraction in Vehicle			2 = Fire in Vehicle			65 = Tur	rned Improper	ly – Wrong Lane
20 = Driver Inattention			B = Fleeing or Eva	dina Police			rned when Un	
	hto		4 = Followed Too (				der Influence	
21 = Drove Without Headligh			5 = Had Been Drin	•			der Influence	
22 = Failed to Control Speed					sin in Marrativa)			proach or Intersection
23 = Failed to Drive in Single			6 = Handicapped [		alli ili ivalialive)			
24 = Failed to Give Half of R	loadway		7 = III (Explain in N				ong Side – No	
25 = Failed to Heed Warning	ງ Sign		3 = Impaired Visibi				ong Way – Or	
26 = Failed to Pass to Left S	afely	49	9 = Improper Start	from Parked	d Position	72 = Ce	II/Mobile Phor	e Use
27 = Failed to Pass to Right	Safely	50	) = Load Not Secu	red		73 = Ro	ad Rage	
28 = Failed to Signal or Gav	e Wrong Sign	al 5	1 = Opened Door I		.ane		ner (Explain in	Narrative)
28 = Failed to Signal or Gav 29 = Failed to Stop at Prope 30 = Failed to Stop for Scho 31 = Failed to Stop for Train	r Place	5:	2 = Oversized Veh				, , , , , , , , , , , , , , , , , , , ,	•
20 - Failed to Stop for Scho	ol Rus	5.	B = Overtake and I					
SU = Falled to Stop for SCNO	UI DUS	5.	f = Overtake and Fa					
o = Falled to Stop for Train	Emarer: 11	Of Chicle	= Parked and Fa 5 = Parked in Traff		or aves			
32 = Failed to Yield ROW -	⊏mergency Ve	enicie 5:	) = raikeu iii ifaii	ic Laile				
		38. Weather Co	ndition	39. Lin	ht Condition		40	Entering Roads
37. Vehicle Defects		1 = Clear		1 = Dayl				Three Entering Roads – T
37. Vehicle Defects	ane				IGHT		12 =	IIIIGG LIIIGIIIIG KUdus — I
37. Vehicle Defects 5 = Defective or No Headlan	•							
37. Vehicle Defects 5 = Defective or No Headlan 6 = Defective or No Stop Lan	mps	2 = Cloudy		2 = Dark	, Not Lighted		3 = -	Three Entering Roads – Y
37. Vehicle Defects 5 = Defective or No Headlan 6 = Defective or No Stop Lan 7 = Defective or No Tail Lam	mps nps	2 = Cloudy 3 = Rain		2 = Dark 3 = Dark	x, Not Lighted x, Lighted		3 = - 4 = 1	Three Entering Roads – Y Four Entering Roads
S = Bolootivo ol 110 Tulli Olg	nps ps gnal Lamps	2 = Cloudy 3 = Rain 4 = Sleet/Hail		2 = Dark 3 = Dark 4 = Dark	k, Not Lighted k, Lighted k, Unknown Lighti	ing	3 = 1 4 = 1 5 = 1	Three Entering Roads – Y Four Entering Roads Five Entering Roads
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9 = Defective or No Trailer E 10 = Defective or No Vehicle 11 = Defective Steering Med 12 = Defective or Slick Tires 13 = Defective Trailer Hitch 98 = Other (Explain in Narra 41. Roadway Type 1 = Two-Way, Not Divided 2 = Two-Way, Divided, Unpromedian 3 = Two-Way, Divided, Protection	mps nps nps gral Lamps Brakes e Brakes chanism intive)  4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	2 = Cloudy 3 = Rain 4 = Sleet/Hail 5 = Snow 6 = Fog 7 = Blowing Sand/S 8 = Severe Crossw 98 = Other (Explair 99 = Unknown  2. Roadway Aligr = Straight, Level = Straight, Grade = Straight, Hillcrest = Curve, Level = Curve, Grade	inds in Narrative)    1	2 = Dark 3 = Dark 4 = Dark 5 = Daw 6 = Dusk 98 = Oth 99 = Unk Surface Cory /et tanding Wat now lush	x, Not Lighted x, Lighted x, Unknown Lighti n x ner (Explain in Naknown	44. Traffic Control 2 = Inoperative (Explai 3 = Officer 4 = Flagman 5 = Signal Light 6 = Flashing Red Light	3 = 4 = 1 5 = 1 6 = 1; 7 = 8 = 0 97 = 98 =	Three Entering Roads – Y Four Entering Roads Five Entering Roads Five Entering Roads Fixe Entering Roads Fixe Circle Cloverleaf Not Applicable Other (Explain in Narrative)  11 = Center Stripe/Divider 12 = No Passing Zone 13 = RR Gate/Signal 15 = Crosswalk 16 = Bike Lane 17 = Marked Lanes
9 = Defective or No Trailer E 10 = Defective or No Vehicle 11 = Defective Steering Med 12 = Defective Trailer Hitch 98 = Other (Explain in Narra 41. Roadway Type 1 = Two-Way, Not Divided 2 = Two-Way, Divided, Unpromedian 3 = Two-Way, Divided, Protection Median 4 = One-Way	mps nps nps gral Lamps Brakes e Brakes chanism stitive)  4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	2 = Cloudy 3 = Rain 4 = Sleet/Hail 5 = Snow 6 = Fog 7 = Blowing Sand/S 8 = Severe Crossw 98 = Other (Explair 99 = Unknown  2. Roadway Align = Straight, Level = Straight, Hillcrest = Curve, Level = Curve, Grade = Curve, Hillcrest	inds in Narrative)    1	2 = Dark 3 = Dark 4 = Dark 5 = Daw 6 = Dusk 98 = Oth 99 = Unk Surface Corry /et tanding Wat now lush te	x, Not Lighted x, Lighted x, Unknown Lightin x her (Explain in Na known	44. Traffic Control 2 = Inoperative (Explai 3 = Officer 4 = Flagman 5 = Signal Light 6 = Flashing Red Light 7 = Flashing Yellow Lig	3 = 4 = 1 5 = 1 6 = 1; 7 = 8 = 0 97 = 98 =	Three Entering Roads – Y Four Entering Roads Five Entering Roads Five Entering Roads Fixe Entering Roads Fraffic Circle Cloverleaf Not Applicable Other (Explain in Narrative)  11 = Center Stripe/Divider 12 = No Passing Zone 13 = RR Gate/Signal 15 = Crosswalk 16 = Bike Lane 17 = Marked Lanes 18 = Signal Light With Red Lig
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37. Vehicle Defects 5 = Defective or No Headlan 6 = Defective or No Stop Lan 7 = Defective or No Tail Lam 8 = Defective or No Turn Sig 9 = Defective or No Turn Sig 10 = Defective or No Vehicle 11 = Defective Steering Med 12 = Defective or Slick Tires 13 = Defective Trailer Hitch 98 = Other (Explain in Narra 41. Roadway Type 1 = Two-Way, Not Divided 2 = Two-Way, Divided, Unpr Median 3 = Two-Way, Divided, Prote Median 4 = One-Way 98 = Other (Explain in Narra	mps nps nps nps nps nps nps nps nps nps n	2 = Cloudy 3 = Rain 4 = Sleet/Hail 5 = Snow 6 = Fog 7 = Blowing Sand/S 8 = Severe Crossw 98 = Other (Explair 99 = Unknown  2. Roadway Align = Straight, Level = Straight, Hillcrest = Curve, Level = Curve, Grade = Curve, Hillcrest	inds in Narrative)    1	2 = Dark 3 = Dark 4 = Dark 5 = Daw 6 = Dusk 98 = Oth 99 = Unk Surface Coury /et tanding Wat now lush se and, Mud, D	x, Not Lighted x, Lighted x, Unknown Lightin x her (Explain in Na known	44. Traffic Control 2 = Inoperative (Explai 3 = Officer 4 = Flagman 5 = Signal Light 6 = Flashing Red Light 7 = Flashing Yellow Lig	3 = 4 = 1 5 = 1 6 = 1; 7 = 8 = 0 97 = 98 =	Three Entering Roads – Y Four Entering Roads Five Entering Roads Five Entering Roads Fixe Entering Roads Fraffic Circle Cloverleaf Not Applicable Other (Explain in Narrative)  11 = Center Stripe/Divider 12 = No Passing Zone 13 = RR Gate/Signal 15 = Crosswalk 16 = Bike Lane 17 = Marked Lanes 18 = Signal Light With Red Lig