SAS FORMAT DEFINITIONS FOR VARIABLES FROM THE WASHINGTON STATE ACCIDENT SUBFILE

NOTE:
1) SAS variable names and longer explanatory names are shown above each listing. (See Discussion for information on SAS formats.)
2) For all SAS-formatted variables below, an extra category labelled as "ERROR CODES" consolidates all values not listed as legitimate codes. This category is printed when variables are listed in tables.

ACCTYPE1   **WSP COLLISION TYPE**
ACCTYPE2

Pedestrian/Vehicle Accident
'00' = 'VEH GOING STRAT'	Vehicle going straight
'01' = 'VEH TRN RIGHT'	Vehicle turning right
'02' = 'VEH TRN LEFT'	Vehicle turning left
'03' = 'VEH BACKING'	Vehicle backing
'04' = 'ALL OTHERS'	All others
'05' = 'NOT STATED'	Not stated

Collision with Other Vehicle
'10' = 'ENTERN AT ANGLE'	Entering at angle
'11' = 'SD/MV-SIDESWIPE'	Same direction/both straight/both moving/sideswipe
'12' = 'SD/STP-SIDESWIPE'	Same direction/both straight/one stopped/sideswipe
'13' = 'SD/MV-REAR END'	Same direction/both straight/both moving/rear end
'14' = 'SD/STP-REAR END'	Same direction/both straight/one stopped/rear end
'15' = 'SD/LFT-STRAIGHT'	Same direction/one left turn/one straight
'16' = 'SD/RGH/STRAIGHT'	Same direction/one right turn/one straight
'71' = 'SD/RGH-MV/SDSWIP'	Same direction/both turning right/both moving/sideswipe
'72' = 'SD/RGH-STP/SDSWP'	Same direction/both turning right/one stopped/sideswipe
'73' = 'SD/RGH-MV/R-END'	Same direction/both turning right/both moving/rear end
'74' = 'SD/RGH/STP/R-END'	Same direction/both turning right/one stopped/rear end
'81' = 'SD/LFT-MV/SDSWP'	Same direction/both turning left/both moving/sideswipe
'82' = 'SD/LFT-STP/SDSWP'	Same direction/both turning left/one stopped/sideswipe
'83' = 'SD/LFT-MV/R-END'	Same direction/both turning left/both moving/rear end
'84' = 'SD/LFT/STP/R-END'	Same direction/both turning left/one stopped/rear end
'19' = 'ONE ENTR PRK POS'	One entering parked position
'20' = 'ONE LEV PRK POS'	One leaving parked position
'21' = 'ONE ENTR DRVWAY'	One entering driveway
'22' = 'ONE LEV DRVWAY'	One leaving driveway
'23' = 'SAME DIR-ALL OTH'	Same direction/all others
'24' = 'OD/MV-HEAD ON'	Opposite direction/both moving/head on
'25' = 'OD/STP-HEAD ON'	Opposite direction/one stopped/head on
'26' = 'OD/MV-/SDSWIP'	Opposite direction/both straight/both moving/sideswipe
'27' = 'OD/STP/SDSWIP'	Opposite direction/both straight/one stopped/sideswipe
'28' = 'OD/LFT-STRAIGHT'	Opposite direction/one left turn/one straight
'29' = 'OD/LFT RGHT-TURN'	Opposite direction/one left turn/one right turn
'30' = 'OPPOS DIR ALL OTH'	Opposite direction/all others
'31' = 'NOT STATED'	Not stated

Collision with Parked Vehicle
'32' = 'COLL PARKED VEH'	One parked/one moving

Collision with Railroad Train
'40' = 'TRAIN STRK MV VEH'   Train struck moving vehicle
'41' = 'TRAIN STRK STP VEH'   Train struck stalled or stopped veh
'42' = 'VEH STRK MV TRAIN'   Vehicle struck moving train
'43' = 'VEH STRK STP TRAIN'   Vehicle struck stopped train

Collision with Pedalcyclist
'44' = 'COLL W/UNICYCLE'   Unicycle
'45' = 'COLL W/BICYCLE'   Bicycle
'46' = 'COLL W/TRICYCLE'   Tricycle

Collision with Animal
'47' = 'DA,HRSE,COW,ETC'   Domestic animal(horse, cow, sheep, etc)
'48' = 'DA-OTH,CAT,DOG'   Domestic animal other (cat, dog, etc)
'49' = 'NDA-DEER,BEAR,ELK'   Non-domestic animal (deer, bear, elk, etc)

Collision with Object (for specific object, see Accident Object Struck)
'50' = 'COLL-FIXED OBJECT'   Fixed object
'51' = 'COLL-OTHER OBJECT'   Other object

Non-Collision
'52' = 'VEH OVERTURNED'   Vehicle overturned
'53' = 'FELL/JMP/PUSH VH'   Fell, jumped, or pushed from vehicle
'54' = 'FIRE STRT IN VEH'   Fire started in vehicle
'55' = 'CARBON MONOXIDE'   Accidentally overcome by carbon monoxide poisoning
'56' = 'BRK PART VEH INJ'   Breakage of any part of vehicle resulting in injury or property damage
'57' = 'ALL OTHR NON-COLL'   All other non-collision

NOTE: These variable provides basic information on collision type for the first two collisions. Information on "sequence of events" is found in V1EVENT1, V2EVENT1, V1EVENT2, and IMPACT variables.

ACCYR   **ACC YEAR**
The year when accident occurred.

ACC_DATE   **ACC DATE YYYYMMDD**
Date of accident in yyyymmdd format, such as 19960105.

AC_MLMP   **AC-MLMP**
Accumulated main lane mile post.

AC_SRMP   **STATE ROUTE MILEPOST**
Numerical variable shows the mile post of accident location

CASENO   **RPT NUMBER**
Accident case number, a unique value for each accident.

FIRE   **FIRE IND CD**
Shows whether there was a fire involved in the accident.
    '01' = 'NOT STATED'
    '02' = 'UNKNOWN'
    '03' = 'FIRE'
    '04' = 'NO FIRE'

FUNC_CLS	**FEDERAL FUNC CLASS CODE**

Shows road class:

'01' = 'R-INTERSTATE'	Rural-Interstate
'02' = 'R-PRN-ARTRL'	Rural-Principal-Arterial
'06' = 'R-MIN-ARTRL'	Rural-Minor-Arterial
'07' = 'R-COLLECTOR'	Rural-Collector
'09' = 'R-UNCLASSIF'	Rural-Unclassified
'11' = 'U-INTERSTATE'	Urban-Interstate
'12' = 'U-FRWY/EXPRWY'	Urban-Principal-Arterial (Freeways & Expressways)
'14' = 'U-OTH-PRN ARTL'	Urban-Other-Principal-Arterial
'16' = 'U-MIN-ARTRL'	Urban-Minor-Arterial
'17' = 'U-COLLECTOR'	Urban-Collector
'19' = 'U-UNCLASSIFIED'	Urban-Unclassified

HAZMAT	**HAZAR MATL CD**
' ' = 'NOT STATED'	
'0' = 'UNKNOWN'	
'1' = 'HAZARDOUS'	
'2' = 'N/HAZARDOUS'	

NOTE: This variable is "not stated" in virtually all cases.

IMPACT	**IMPACT LOC CD**

Increasing milepost direction of major roadway

'A0' = 'INC-OFF ROAD'	Off-road the road, past rt shoulder
'AL' = 'INC-LANE 1'	Lane 1
'A2' = 'INC-LANE 2'	Lane 2
'A3' = 'INC-LANE 3'	Lane 3
'A4' = 'INC-LANE 4'	Lane 4
'A5' = 'INC-LANE 5'	Lane 5
'A6' = 'INC-LFT T-LN'	Left turn lane
'A7' = 'INC-RGH-SHLD'	Right shoulder
'A8' = 'INC-MED SHLD'	Median shoulder
'A9' = 'INC-IN MEDIAN'	In median
'BL' = 'INC-INTER MJ RD'	On intersection road within 20 ft of major roadway

Decreasing milepost direction of major roadway

'D0' = 'DEC-OFF RD'	Off the road, past rt shoulder
'DL' = 'DEC-LANE 1'	Lane 1
'D2' = 'DEC-LANE 2'	Lane 2
'D3' = 'DEC-LANE 3'	Lane 3
'D4' = 'DEC-LANE 4'	Lane 4
'D5' = 'DEC-LANE 5'	Lane 5
'D6' = 'DEC-L-TRN LN'	Left turn lane
'D7' = 'DEC-RGH SHLD'	Right shoulder
'D8' = 'DEC-RED SHLD'	Median shoulder
'D9' = 'DEC-IN MEDIAN'	In median
'EL' = 'DEC-INTER MJ RD'	On intersection road within 20 ft of major roadway

Interchange areas

'CI' = 'IC-COLL-DIST INC'	On collector-distributor, incr. MP side of IC
'CD' = 'IC-COLL-DIST DEC'	On collector-distributor, decr. MP side of IC
'LX' = 'IC-CROSSROAD '	On the crossroad within the I/C

'P1'-'P9' = 'IC-ON/OF RMP INC'	On the off ramp, incr. MP side of I/C
'Q1'-'Q9' = 'IC-ON RMP, INCR'	On the on ramp, incr. MP side of I/C
'R1'-'R9' = 'IC-ON/OF RMP DEC'	On the off ramp, decr. MP side of I/C
'S1'-'S9' = 'IC-ON RMP, DECR'	On the on ramp, decr. MP side of I/C

NOTE: Information on "sequence of events" is found in V1EVENT1, V2EVENT1, V1EVENT2, and IMPACT variables.

LIGHT   LIGHTING CD

'1' = 'DAYLIGHT'	Daylight
'2' = 'DAWN'	Dawn
'3' = 'DUSK'	Dusk
'4' = 'DRK, STRT ON'	Dark, street lights on
'5' = 'DRK, STRT OFF'	Dark, street lights off
'6' = 'DRK, NO STRT'	Dark, no street lights
'7' = 'OTHER'	Other

LOC_CHAR   LOCATION CHARACTERISTIC

'1' = 'STREET INTERS '	Street intersection
'2' = 'ALLEY INTERSECTION'	Alley intersection
'3' = 'DRIVEWAY ACCESS'	Driveway access
'4' = 'RR CROSSING'	RR crossing
'5' = 'BRDG,OVPAS,FRY DCK'	Bridge, overpass, ferry dock
'6' = 'UNDERPASS/TUNNEL'	Underpass or tunnel
'7' = 'RAREA,TRNOUT,W-STAT'	Rest area, turn-out, weigh station
'8' = 'SHOPPING PLAZA'	Shopping plaza
'9' = 'OTHER'	Other

LOC_TYPE   JCT RELAT CD

'1' = 'AT INTER & RELAT'	At intersection & related
'2' = 'INTER RELATED'	Intersection related, but not at intersection
'3' = 'AT DRVWY & RELAT'	At driveway & related
'4' = 'NON-INTER, N-RELAT'	Non-intersection & not related
'5' = 'AT INTER, N RELAT'	At intersection, but not related
'6' = 'DRVWY WITHIN INTER'	Driveway within intersection
'7' = 'DRVWY RELAT,N/DWY'	Driveway related, but not at driveway

MILEPOST   ACC ROUTE MILEPOST

This is the variable used to link to the roadway inventory and other files.

NUMVEHS   VEHICLE COUNT

Number of vehicles in crash.

OBJECT1   OBJECT STRUCK CD
OBJECT2

'01' = 'B-GRDRL,L-END'	Beam guardrail, leading end
'02' = 'B-GRDRL,N/OVR'	Beam guardrail, face of (did not go thru, over, or under)
'03' = 'B-GRDRL,OVER'	Beam guardrail, face of (did go thru, over, or under
'07' = 'CONC-MEDIAN BAR'	Concrete median barrier wall
'08' = 'RETAINING WALL'	Retaining wall (concrete, rock, brick, etc.)

'09' = 'CURB/TRF ISLAND'	Curb or raised traffic island, raised median curb
'11' = 'BRIDGE ABUTMENT'	Bridge abutment
'12' = 'BRIDGE COLUMN'	Bridge column, pier or pillar
'13' = 'WOOD SIGN POST'	Wood sign post
'14' = 'METAL SIGN POST'	Metal sign post
'15' = 'GUIDE POST'	Guide post
'16' = 'LUMINAIRE POLE'	Luminaire pole or base
'17' = 'RAILWAY SIGNAL'	Railway signal or pole
'18' = 'UTILITY POLE'	Utility pole (telephone, power, etc.)
'19' = 'TRAFFIC SIGNAL'	Traffic signal pole and/or control equipment
'20' = 'CULVERT END '	Culvert end or other appurtenance in ditch
'74','21' = 'ROADWAY DITCH'	Roadway ditch (also see 74)
'22' = 'OVRHEAD SIGN SUP'	Overhead sign support
'23' = 'TOLL BOOTH'	Toll booth
'24' = 'TOLL BOOTH ISL'	Toll booth island
'25' = 'CLSD TOLL GATE'	Closed toll gate
'26' = 'RLWAY CROSSING'	Railway crossing
'27' = 'R-LAN CNTRL GTE'	Reversible lane control gate
'28' = 'UNDERSDE BRIDGE'	Underside of bridge (i.e., over height truck or load)
'30' = 'CRSH CUSHIN/DRUMS'	Crash cushion or drums
'31' = 'GRDRL,LEAD END'	Guardrail, leading end
'32' = 'GRDRL,FACE N/OVR'	Guardrail, face of (did not go thru, over, or under)
'33' = 'GDRL, FACE OVER'	Guardrail, face of (did go thru, over, or under)
'34' = 'C-BARR,LEDN-END'	Concrete barrier, leading end
'35' = 'C-BARR,FCE N/OVR'	Concrete barrier, face of (did not go thru, over, or under)
'36' = 'C-BARR,FACE OVR'	Concrete barrier, face of (did go thru, over, or under)
'37' = 'BRDG RAIL,L-END '	Bridge rail, leading end
'38' = 'BRDG RL,FAC N/OVR'	Bridge rail, face of (did not go thru, over, or under)
'39' = 'BRDG RL,FAC OVR'	Bridge rail, face of (did go thru, over, or under)
'49' = 'MANHOLE COVER'	Manhole cover
'50' = 'TMP TRAF SGN/BAR'	Temporary traffic sign or barricade
'51' = 'RD/CONSTR MACH'	Road or construction machinery
'52' = 'CONSTR MATERIAL'	Construction materials
'53' = 'MISC OBJECT'	Miscellaneous object or debris on road surface
'54' = 'FALLING ROCK/TR'	Falling rock or tree fell on vehicle
'55' = 'FALLEN ROCK/TR'	Fallen rock or tree
'56' = 'TREE OR STUMP'	Tree or stump (stationary)
'57' = 'BOULDER(STATN)'	Boulder (stationary)
'58' = 'ROCK BANK/LDGE'	Rock bank or ledge
'59' = 'EARTH BANK/LDG'	Earth bank or ledge
'60' = 'MUD/LAND SLIDE'	Mud or land slide
'61' = 'SNOW BANK'	Snow bank
'62' = 'SNOW SLIDE'	Snow slide
'63' = 'BUILDING'	Building
'64' = 'FIRE PLUG'	Fire plug
'65' = 'PARKING METER'	Parking meter
'66' = 'FENCE'	Fence
'67' = 'D-ANIM(RIDDEN)'	Domestic animal (ridden)
'68' = 'ANIM DRAWN VEH'	Animal drawn vehicle
'69' = 'OVR EMBANKMENT'	Over embankment/no guardrail present
'70' = 'INTO RIVER,LAKE'	Into river, lake, swamp, etc.
'71' = 'OTHER OBJECT'	Other object
'72' = 'NOT STATED'	Not stated
'73' = 'MAIL BOX'	Mail box

'75' = 'S-RD CONSTR MACH'	State road or construction machinery
'76' = 'C-RD CONSTR MACH'	County road or construction machinery
'77' = 'CTY RD CONS MACH'	City road or construction machinery
'78' = 'OTH RD CONS MACH'	Other road or construction machinery

PREFX_CD   PREFIX 1 CODE

A numeric code used for further identification of the state route.

'1' = 'COUPLET(DEC MP)'	Couplet (used in decreasing MP side only)
'2' = 'REVERSIBLE LNS'	Reversible lanes
'3' = 'SPUR'	Spur
'4' = 'TEMP RTE,DETOUR'	Temporary route, detours
'5' = 'CONSTRN AREA '	Construction area
'6' = 'NEW RTE,BOTH DIR'	New route, open in both directions
'7' = 'NEW RTE,ONE DIR'	New route, open in one direction only
'8' = 'OLD RTE,ONE DIR'	Old route, one direction only
'9' = 'OLD RTE,REPLACED'	Old route, replaced but still on the system (up to 1/1/88)
'0' = '(HOV) LANES '	High Occupancy Vehicle (HOV) lanes (started 1/1/88)

NOTE: Washington staff indicate that the construction area information (code "5") may be somewhat inaccurate.

RAMP_IND   RAMP INDIC

'S','B' = 'ACC BEG OF RAMP'	Accident occurred at the beginning of the ramp
'F','E' = 'ACC END OF RAMP'	Accident occurred at the end of the ramp
'M','I' = 'ACC INTERS/ RAMP'	Accident occurred at an intersection on the ramp
'J','Y' = 'ACC WYE CON RAMP'	Accident occurred at a wye connection on the ramp

NOTE: Note that this variable does not include a code for accidents occurring in the middle of a ramp (unless at an intersection or wye connector). These crashes will be left uncoded along with non-ramp accidents. (See RD_TYPE.)

RDQUAL   RELATED RDWY QUAL

Related roadway qualifier.

RDSURF   RDWY SURFAC CD

'0' = 'NOT STATED'
'1' = 'DRY'
'3' = 'SNOW'
'4' = 'ICE'
'2' = 'WET'

RD_INV   STATE ROUTE TYPE ID

State route type identification number.

RD_TYPE   RELATED RDWY TYPE

' ' = 'MAINLINE'	Mainline
'RL' = 'REVERSIBLE LANE'	Reversible lane
'AR' = 'ALTERNATE ROUTE'	Alternate route
'SP' = 'SPUR'	Spur
'CD' = 'COLL-DISTR-DECR'	Collector-distributor-decr
'CI' = 'COLL-DISTR-INCR'	Collector-distributor-incr
'CO' = 'COUPLET'	Couplet
'FD' = 'FRONTAGE RD-DECR'	Frontage road-decr
'FI' = 'FRONTAGE RD-INCR'	Frontage road-incr

'FT' = 'FERRY TERMINAL'	Ferry terminal
'FS' = 'FERRY SHIP(BOAT)'	Ferry ship (boat)
'LX' = 'CROSSRD W/INTCHG'	Crossroad with interchange
'PR' = 'PROPOSED ROUTE'	Proposed route
'P1'-'P9' = 'OFF RAMP-INCR'	Off ramp-incr
'Q1'-'Q9' = 'ON RAMP-INCR'	On ramp-incr
'S1'-'S9' = 'ON RAMP-DECR'	On ramp-decr
'TR' = 'TEMPORARY ROUTE'	Temporary route
'UC' = 'UNDER CONSTRUCT'	Under construction
'YC' = 'Y-CONNECTION'	Y-connection
'R1'-'R9' = 'OFF RAMP-DECR'	Off-ramp-decr
'TB' = 'TRANSITION TRNBK	Transitional turnback

RTE_NBR   **STATE ROUTE NBR**

State route number.

SEVERITY   **MOST SEVERE INJ CD**

'0' = 'NOT STATED'
'1' = 'NO INJURY'
'2' = 'FATAL'
'5' = 'DISABLING INJURY'
'6' = 'NON-DISABLNG/INJ'
'7' = 'POSSIBLE INJURY'

V1CMPDIR   **VEH 1 COMPASS DIRN CD**
V2CMPDIR   **VEH 2 COMPASS DIRN CD**

'1' = 'NORTH'
'2' = 'NORTHEAST'
'3' = 'EAST'
'4' = 'SOUTHEAST'
'5' = 'SOUTH'
'6' = 'SOUTHWEST'
'7' = 'WEST'
'8' = 'NORTHWEST'

V1DIRCDE   **VEH 1 DIRECTION CODE**
V2DIRCDE   **VEH 2 DIRECTION CODE**

'A' = '+ MP MAJ RDWAY'	Increasing milepost of major roadway
'B' = '- MP MAJ RDWAY'	Decreasing milepost of major roadway
'C' = 'ENT MAJ RDWY RGH'	Entering major roadway from the right
'D' = 'ENT MAJ RDWY LFT'	Entering major roadway from the left
'E' = 'W-WAY + MP MJ RDWY'	Traveling wrong way in the incr. MP of the major roadway
'F' = 'W-WAY - MP MJ RDWY'	Traveling wrong way in the decr. MP of the major roadway
'H' = 'WRONG WAY ON RAMP'	Wrong way on ramp or collector road

V1EVENT1   **VEH 1 MOVEMENT CODE**
V2EVENT1   **VEH 2 MOVEMENT CODE**

'A' = 'MOVING STRAIGHT'	Moving straight
'B' = 'TURNING RIGHT'	Turning right
'C' = 'TURNING LEFT'	Turning left
'D' = 'MAKING U-TURN'	Making U-turn
'E' = 'PARKING'	Parking

'F' = 'PASS ON RIGHT'   Passing on right
'G' = 'PASS ON LEFT'   Passing
'H' = 'BACKING'   Backing
'J' = 'MRG LANE REDUCTN'   Merging due to lane reduction
'K' = 'MERG FROM ONE ROAD'   Merging from one road to another (ramps included)
'L' = 'DRIVERLESS MV VEH'   Driverless moving vehicle (not in tow)
'M' = 'VEH IN TOW '   Vehicle in tow (includes trailers)
'N' = 'VEH POS PREV ACC'   Vehicle position result of previous acc
'P' = 'PARKED'   Parked
'Q' = 'STP IN TRAFFIC'   Stopped in traffic (legally standing)
'R' = 'CHNG LANES RIGHT'   Changing lanes to the right
'S' = 'CHNG LANES LEFT'   Changing lanes to the left
'T' = 'CRS OVER CNTR LN'   Crosses over centerline
'W' = 'ILLEGAL PRK RDWY'   Illegally parked in roadway
'X' = 'EVASIVE MANEUVERS'   Taking evasive maneuvers

NOTE: Information on "sequence of events" is found in V1EVENT1, V2EVENT1, V1EVENT2, and IMPACT variables.

V1EVENT2   **VEH 1 STRIKE CODE**
Multi-vehicle
'01' = 'STR OTH VEH HD ON'   Strikes other vehicle head on
'02' = 'STR LFT SDE ANGL'   Strikes left side of other veh at angle
'03' = 'STR RGH SDE ANGL'   Strikes right side of other veh at angle
'04' = 'SDSP LFT OTH VEH'   Sideswipes left side of other vehicle
'05' = 'SDSP RGT OTH VEH'   Sideswipes right side of other vehicle
'06' = 'STR R-END OTH VEH'   Strikes rear end of other vehicle
'07' = 'STR F-END OTH VEH'   Strikes front end of other vehicle (not head on)
'11' = 'WAS-STRK BY OTH VEH'   Was struck by other vehicle head-on
'12' = 'W-STRK LFT OTH VEH'   Was struck on left side at angle by other vehicle
'13' = 'W-STRK RGH OTH VEH'   Was struck on right side at angle by other vehicle
'14' = 'W-SDSWP LFT OTH VEH'   Was sideswiped on left side by other vehicle
'15' = 'W-SDSWP RGH OTH VEH'   Was sideswiped on right side by other vehicle
'16' = 'W-R-END OTH VEH'   Was struck in rear end by other veh
'17' = 'W-STRK F-END O-VEH'   Was struck in front end by other vehicle (not head-on)
'29' = 'ALL OTH MULTI-VEH'   All other multi-vehicle involvements

Single vehicle
'32' = 'STRK ANIM/ BIRD'   Strikes animal or bird
'33' = 'STRK APPURTENAN'   Strikes appurtenance
'34' = 'STRK OTHER OBJ'   Strikes other object
'40' = 'STRK TRAIN'   Strikes railroad train
'41' = 'W-STRK BY TRAIN'   Was struck by railroad train
'50' = 'OVERTURNED'   Vehicle overturned
'54' = 'NON-COLLN FIRE'   Non-collision fire
'60' = 'RAN INTO DITCH'   Ran into roadway ditch
'61' = 'RAN INTO RIVER'   Ran into river, lake, etc.
'62' = 'RAN OVER EMBNKMNT'   Ran over embankment - no guardrail present
'71' = 'PED STRK BY VEH'   Pedestrian struck by vehicle
'72' = 'PED STRK VEHICLE'   Pedestrian strikes vehicle
'73' = 'PDCYC STRK BY VEH'   Pedalcyclist struck by vehicle
'74' = 'PDCYC STRK VEH'   Pedalcyclist strikes vehicle
'98' = 'JACKKNIFE TRAILER'   Jackknife trailer

'99' = 'ALL OTH S-VEH'   All other single veh involvements

NOTE: Information on "sequence of events" is found in V1EVENT1, V2EVENT1, V1EVENT2, and IMPACT variables.

WEATHER   WEATHER COND CD

'0' = 'NOT STATED'
'1' = 'CLEAR/CLOUDY'
'2' = 'RAINING'
'3' = 'SNOWING'
'4' = 'FOGGY'
'5' = 'OTHER'

SAS FORMAT DEFINITIONS FOR VARIABLES FROM THE WASHINGTON STATE VEHICLE SUBFILE

NOTE:
1) SAS variable names and longer explanatory names are shown above each listing. (See Discussion for information on SAS formats.)
2) For all SAS-formatted variables below, an extra category labelled as "ERROR CODES" consolidates all values not listed as legitimate codes. This category is printed when variables are listed in tables.

CASENO   ACC RPT NUMBER
Accident case number, a unique value for each accident but not unique in the vehicle table. We are considering two-vehicle rear-end accidents in this project. This means that there are two vehicles having the same CaseNo.

CONTRIB1   DRV CIRCUMS CODE 1
CONTRIB2   DRV CIRCUMS CODE 2
'01' = 'INFLUENCE OF ALCOHOL'	Under influence of alcohol
'02' = 'INFLUENCE OF DRUGS'	Under influence of drugs
'03' = 'EXCD SPEED LIMIT'	Exceeded stated speed limit
'04' = 'EXCD SAFE SPEED'	Exceeded reasonably safe speed
'05' = 'RIGHT OF WAY '	Did not grant right-of-way to veh
'06' = 'IMPROPER PASSING'	Improper passing
'07' = 'FOLLOWING TOO CLOSE'	Following too closely
'08' = 'OVER CENTERLINE'	Over centerline
'09' = 'FAILING TO SIGNAL'	Failing to signal
'10' = 'IMPROPER TURNING'	Improper turning
'11' = 'FAIL STP&GO LGHT'	Disregarded stop & go light
'12' = 'FAIL STP SGN/LGHT'	Disregarded sto sign or red flashing light
'13' = 'FAIL WARNING SGNL'	Disregarded warning signal
'14' = 'FAIL ASLEEP'	Apparently asleep
'15' = 'IMP PRK LOCATION'	Improper parking location
'16' = 'OPER DEF EQPMNT '	Operating defective equipment
'17' = 'OTHER'	Other
'18' = 'NO VIOLATION'	No violation
'19' = 'IMPROPER SIGNAL'	Improper signal
'20' = 'IMPROPER U-TURN'	Improper U-turn
'21' = 'NO HEADLIGHT'	Headlight violation (no lights or failed to dim)
'22' = 'ROW TO PED/CYC'	Did not grant right of way to pedestrian/pedalcyclist, etc.
'23' = 'INATTENTION '	Inattention

DIR_TRVL   VEH MVMNT DIRN-CD
Explanation for this vehicle movement direction code is not available from HSIS. If you want to use this variable, use as it is.

DRV_ACTN   DRV ACTIONS CODE
'01' = 'GOING STRAIGHT'	Going straight
'02' = 'OVRTK & PASSING'	Overtaking & passing
'03' = 'MKNG RGHT TURN'	Making right turn
'04' = 'MKNG LEFT TURN'	Making left turn

'05' = 'MAKING U-TURN'   Making U-turn
'06' = 'SLOWING'   Slowing
'07' = 'STP FOR TRAFF'   Stopped for traffic
'08' = 'STOP SGNL/SGN'   Stopped at signal or stop sign
'09' = 'STPD IN RDWAY'   Stopped in roadway
'10' = 'STRTN TRAF LNE'   Starting in traffic lane
'11' = 'STRTN FRM PRK'   Starting from parked position
'12' = 'MERG-INTO TRAF'   Merging (entering traffic)
'13' = 'LEGAL PRK,OCCUP'   Legally parked, occupied
'14' = 'LEGAL PRK,N/OCCUP'   Legally parked, unoccupied
'15' = 'BACKING'   Backing
'16' = 'WRNG WAY DIV HGWY'   Going wrong way on divided highway
'17' = 'WRNG WAY ON RAMP'   Going wrong way on ramp
'18' = 'WRNG WAY ONE-WAY '   Going wrong way on one-way street or rd
'19' = 'OTHER'   Other
'20' = 'CHANGING LANES'   Changing lanes
'21' = 'ILLEG PRK,OCCUP'   Illegally parked, occupied
'22' = 'ILLEG PRK,UNOCC'   Illegally parked, unoccupied

DRV_AGE   **DRV AGE**

'00-01' = 'INFANT - 1 YR'
'02-04' = '02-04 YRS'
'05-10' = '05-10 YRS'
'11-14' = '11-14 YRS'
'15'   = '15 YRS'
'16'   = '16 YRS'
'17'   = '17 YRS'
'18'   = '18 YRS'
'19'   = '19 YRS'
'20'   = '20 YRS'
'21-25' = '21-25 YRS'
'26-30' = '26-30 YRS'
'31-35' = '31-35 YRS'
'36-45' = '36-45 YRS'
'46-55' = '46-55 YRS'
'56-65' = '56-65 YRS'
'66-89' = '66-89 YRS'
'90-99' = '90-99 YRS'

NOTE: Approximately six percent of cases are uncoded.

DRV_SEX   **DRV SEX**

'0' = 'NOT STATED'
'1' = 'MALE'
'2' = 'FEMALE'

MISCACT1   **DRV MISC ACTION CODE 1**
MISCACT2   **DRV MISC ACTION CODE 2**
Skiddings Involved
'01' = 'SKD SLOW/STOP'   Skidded attempting to slow or stop
'02' = 'SKD AVOID COLL'   Skidded attempting to avoid collision
'03' = 'OTHER SKIDDING'   Other skidding

Avoiding Maneuvers

11

'05' = 'AVOID OTH VEH'   Avoiding another vehicle
'06' = 'AVOID PED'   Avoiding a pedestrian
'07' = 'AVOID LIVESTOCK'   Avoiding a domestic animal (livestock)
'08' = 'AVOID ANIM OTH'   Avoiding a domestic animal (other)
'09' = 'AVOID N-D ANIM'   Avoiding a non-domestic animal
'10' = 'AVOID OBJ RDWY'   Avoiding other object in roadway
'11' = 'AVOID PREV ACC'   Avoiding a previous accident

Sudden Slowing Maneuvers
'12' = 'SLOWN TRAF SGN'   Slowing for traffic signal or sign
'13' = 'SLOWN FOR PED'   Slowing for pedestrian
'14' = 'SLOWN FOR O/VEH'   Slowing for another vehicle
'15' = 'SLOWN FOR ANIM'   Slowing for animal
'16' = 'SLOWN MKNG TURN'   Slowing prior to making a turn

Stopped Vehicle
'17' = 'STP FOR H-HIKER'   Stopped for hitchhiker
'18' = 'STPD ON SHOULDR'   Stopped on shoulder
'19' = 'STPD FOR/AT SGN'   Stopped for or at signal or sign
'20' = 'STPD FOR PED'   Stopped for pedestrian
'21' = 'STPD FOR OTH VEH'   Stopped for another vehicle
'22' = 'STPD FOR ANIMAL'   Stopped for animal
'23' = 'STPD FOR TRAIN'   Stopped for RR train or at RR crossing
'24' = 'STPD FOR PRV ACC'   Stopped for previous accident
'25' = 'STPD IN TRAFF'   Stopped in line of traffic
'26' = 'STPD OBSTR RDWY'   Stopped for obstruction in roadway
'27' = 'STPD TO TURN RIGHT'   Stopped prior to turning right
'28' = 'STPD TO TURN LEFT '   Stopped prior to turning left
'29' = 'STPD PROC TRNING'   Stopped in process of turning
'30' = 'STPD LOAD/ULOAD'   Stopped to load or unload
'31' = 'STPD IN ROADWAY'   Stopped in roadway

Parking Maneuvers
'32' = 'PARALLEL PARKING'   Parallel parking
'33' = 'ANGLE PARKING'   Angle parking

Special Maneuvers
'34' = 'FLEE PURSUIT'   Fleeing lawful pursuit
'35' = 'IN PURSUIT'   In lawful pursuit
'36' = 'FORCED OFF ROAD'   Forced off roadway
'37' = 'LOST CNTL PASSIN'   Lost control in passing maneuver
'38' = 'FORCED INTO LANE'   Forced into opposing lane
'39' = 'U-TURN IN M-BLCK'   Attempting U-turn in mid-block
'40' = 'TURN AFTER STOP'   Turn after stopping at red flashing light or stop sign
'41' = 'STRK BY OVRTK VEH'   Started to overtake - struck by overtaken vehicle
'42' = 'CAR RAN AWAY NDRV'   Car ran away - no driver
'43' = 'PROCED AFT STP'   Proceeded after stopping for flashing red light or stop sign
'44' = 'STRT/STP PICKUP'   Starting/stopping to pickup/discharge a hitchhiker

Vehicle Load or Equipment
'45' = 'CARRYN HAZ MATER'   Carrying hazardous commodity
'46' = 'HOOD FLEW OPEN'   Hood flew open
'47' = 'CHAIN BROKE/LOGS'   Chain broke, releasing logs
'48' = 'LOST PART LOAD'   Lost part of load

'49' = 'SHIFTING LOAD'   Shifting load caused injury or damage within vehicle
'50' = 'O-HANGN LOAD STRK'   Overhanging load struck another veh/object
'51' = 'OBJ MOTIN O-VEH'   Object set in motion by another motor vehicle

Trailer Involved
'53' = 'TRAILER JACKKNIF'   Trailer jackknifed
'54' = 'TRAILER CON BRK'   Trailer connection broke
'55' = 'TRLER STRK TOW'   Trailer or towed vehicle struck towing vehicle
'56' = 'TOW CHAIN BROKE'   Tow chain broke
'57' = 'TRAILER OVERTRN'   Trailer overturned
'58' = 'ATCHED TRLER STRK'   Attached trailer struck or sideswiped another vehicle

Bicycle or Other Motor Vehicle Involved
'61' = 'PUSHING OTH VEH'   Pushing another vehicle
'63' = 'TOWING,OTH VEH'   Towing, or had been towing, another vehicle
'64' = 'WRKER IN ROADWAY'   Wrecker in roadway
'65' = 'VEH STALLED RDWY'   Vehicle stalled in roadway
'66' = 'VEH ABND IN RDWY'   Vehicle abandoned in roadway

Pedestrian Involved
'68' = 'VEH PUSHED BY PED'   Vehicle being pushed, or had been pushed, by pedestrian
'69' = 'PED GET OUT VEH'   Pedestrian struck by vehicle from which he had just alighted
'70' = 'STUD STRK BY BUS'   Pupil struck by school bus while entering or leaving
'71' = 'STUD STRK LOADING'   Pupil struck on rd while approaching or
                                        leaving stopped bus in loading zone
'72' = 'STUD STRK BY VEH'   Pupil struck by other veh on road while approaching or
                                        leaving school bus that is entering or leaving loading area
'73' = 'PED STR OBJ F_VEH'   Pedestrian struck by object set in motion by motor vehicle
'74' = 'PED STRK H_HIKNG'   Pedestrian struck while hitchhiking

Passenger Involved
'76' = 'OCC FELL FRM VEH'   Occupant fell or jumped from motor veh
'77' = 'PASS INTERF DRV'   Passenger interfered with driver
'78' = 'VEH DOOR STRK VEH'   Occupant of parked/stopped vehicle opened door
                                        - struck by moving veh
'79' = 'ANIM INTERF DRV'   Animal inside of vehicle interfered with driver

Atmospheric Conditions
'80' = 'DUST STORM'   Dust storm
'81' = 'SMOKE OR SMOG'   Smoke or smog condition

Road Irregularity
'82' = 'ROAD WASHED OUT'   Road washed out
'83' = 'BRIDGE WASHED OUT'   Bridge washed out
'84' = 'HIGH WATER ON RD'   High water on roadway
'85' = 'HAZ MAT RD SURF'   Hazardous materials on road surface
'86' = 'MUD AND/OR DEBRS'   Mud and/or debris on roadway
'87' = 'CONSTR AREA'   Construction area

Other Action
'88' = 'FOOT SLIP/ CLUTCH'   Foot slipped off clutch or brake
'89' = 'GUST OF WIND'   Gust of wind
'90' = 'BLINDED BY SUN'   Blinded by sun
'91' = 'BLINDED BY LIGHTS'   Blinded by headlights

'92' = 'VIEW OBSCURED VEH'   View obscured by other vehicle
'93' = 'FIRE AFTER COLL'   Fire started after collision
'94' = 'DROWNED IN WATER'   Drowned after running into water
'95' = 'PHYSICAL ILLNESS'   Physical illness
'96' = 'STOLEN VEH INVOL'   Stolen vehicle involved
'97' = 'HIT & RUN'   Hit & run
'98' = 'VIEW OBSCURED'   View obscured by frost, ice, etc. on windshield
'99' = 'STR OBJ B/IMPACT'   Struck an object before impact (i.e., curb)

Volcano Caused Roadway Conditions
'AL' = 'VOLCANIC ASH'   Volcanic ash (dusts) on roadway (no measurable volume)
'A2' = 'ACCUM OF VOL ASH'   Accumulation of volvanic ash (dry) on roadway
'A3' = 'VOL ASH (WET) ON RD'   Accumulation of volvanic ash (wet) on roadway (volcanic mud)
'A4' = 'DEBRIS ON RDWAY'   Accumulation of mixed debris on roadway by volcanic activity
'A5' = 'LAVA ON ROADWAY'   Volcanic lava on roadway
'A6' = 'FLODED DUE TO VOL'   Flooded due to volcanic activity

Volcano Caused Vehicle Conditions
'BL' = 'WNDSHLD OBSTR ASH'   Windshield obstructed by ash
'B2' = 'VEH INCAPACIT ASH'   Vehicle mechanically incapacitated by ash/other

Volcano Caused Driving Conditions
'CL' = 'SGHT OBSTR ASH'   Sight obstructed by volcanic ash in air
'C2' = 'ASH IN EYES'   Sight obstructed by volcanic ash in eyes
'C3' = 'COUGHING ASH'   Coughing or other reflex distraction due to volcanic ash

NOTE: Washington staff indicate that the construction area information (code "87") may be somewhat inaccurate.

OCCUPAC   DRV OCCUPATION CD
'00' = 'NOT STATED'   Not stated
'01' = 'PROFESSIONAL'   Professional or business person
'02' = 'FARMERS/LABORERS'   Farmers & farm laborers
'03' = 'CLERICAL/SALES'   Clerical, sales, stenographers, etc.
'04' = 'OTHER COMM DRV'   Other commercial drivers
'05' = 'ARMY PERSONNEL'   Army personnel
'06' = 'NAVY PERSONNEL'   Navy personnel
'07' = 'OTHER MILITARY'   Other military
'08' = 'SKLLED/SEMI-SKIL'   Skilled & semi-skilled workers
'09' = 'ALL OTHER WORKERS'   All other workers (except domestic help)
'10' = 'HSEWIVES/DOM SERV'   Housewives & domestic servants
'11' = 'STUDENTS & CHILD'   Students & children under school age
'12' = 'RETIRED,PENSIONERS'   All others (retired, pensions, etc)
'13' = 'LAW ENFORC OFF'   All law enforcement officers
'14' = 'FLAG PERSONS'   Flag persons

SOB_TEST   DRV SOBRIETY CD
'1' = 'HBD,ABILTY IMP'   HBD, ability impaired
'2' = 'HBD,ABILTY N/MP'   HBD, ability not impaired
'3' = 'HBD,SOBR UNKN'   HBD, sobriety unknown
'4' = 'NOT BEEN DRINK'   Had not been drinking
'5' = 'HBD,IMPAR TOX'   HBD, ability impaired (determined by Toxicologist's chemical test)
'6' = 'HBD, N/IMPR(TOX)'   HBD, ability not impaired (determined by Toxicologist's chemical test)
'7' = 'NOT DRNK(TOX)'   Had not been drinking (determined by Toxicologist's chemical test)

NOTE: Approximately 13 percent of the cases are uncoded.

SPD_LIMT   **VEH POSTD SPEED NUM**
   '00'   = ' NOT STATED'
   '01'-'05' = '1   - 5'
   '06'-'10' = '6   - 10'
   '11'-'15' = '11 - 15'
   '16'-'20' = '16 - 20'
   '21'-'25' = '21 - 25'
   '26'-'30' = '26 - 30'
   '31'-'35' = '31 - 35'
   '36'-'40' = '36 - 40'
   '41'-'45' = '41 - 45'
   '46'-'50' = '46 - 50'
   '51'-'55' = '51 - 55'
   '56'-'60' = '56 - 60'
   '61'-'65' = '61 - 65'
   '66'-'70' = '66 - 70'
   '71'-'75' = '71 - 75'
   '76'-'80' = '76 - 80'
   '81'-'85' = '81 - 85'
   '86'-'98' = '86 - 98'

SURF_TYP   **VEH ROAD SURFC TYPE**
   '0' = 'NOT STATED'
   '1' = 'CONCRETE'
   '2' = 'BLACKTOP'
   '3' = 'BRICK/BLOCK'
   '4' = 'GRAVEL'
   '5' = 'DIRT'
   '6' = 'OTHER'

TRF_CNTL   **VEH TRFC CTRL CD**
   '0' = 'NOT STATED'
   '1' = 'SIGNALS'
   '2' = 'STOP SIGN'
   '3' = 'YIELD SIGN'
   '4' = 'FLASHING RED'
   '5' = 'FLASHING AMBER'
   '6' = 'RAILROAD SIGNAL'
   '7' = 'OFFICER/FLAG PER'
   '8' = 'OTHER'
   '9' = 'NO TRAFFIC CONTROL'

VEHCOND1   **VEH DEFECT CODE 1**
VEHCOND2   **VEH DEFECT CODE 2**
   '01' = 'DEFECTIVE BRAKES'   Defective brakes
   '02' = 'DEFECTIVE HDLGHT'   Defective headlights
   '03' = 'DEFECTIVE R-LGHT'   Defective rear lights
   '04' = 'TIRES WORN '   Tires worn or smooth
   '05' = 'TIRES PUNC/BLOWN'   Tires punctured or blown
   '06' = 'LOST A WHEEL'   Lost a wheel
   '07' = 'DEFEC STEER MECH'   Defective steering mechanism
   '08' = 'POWER FAILURE'   Power failure

15

'09' = 'HEADLGHS GLARING'   Headlights glaring
'10' = 'OTH LGHT,REFLCTR'   Other lights, reflectors insufficient
'11' = 'OTHER DEFECTS'   Other defects
'12' = 'NO DEFECTS'   No defects
'13' = 'MOTRCYC LGHT OFF'   Motorcycle lights off
'14' = 'EQUIP W/STUD TIRE'   Equipped with studded tires
'15' = 'M-CYC W-SHLD INSTL'   Motorcycle windshield installed
'16' = 'TRK SFTY INSPECT'   Truck/trailer safety inspection

VEHNO   VEH NUMBER

'0' = '0'
'1' = '1'
'2' = '2'
'3' = '3'

VEHTYPE   VEHICLE TYPE

'00' = 'NOT STATED'   Not stated
'01' = 'PASSENGER CAR'   Passenger car
'02' = 'PICKUP UNDER 10K'   Truck (pickup or panel delivery under 10,000)
'03' = 'FLATBED,VAN,ETC.'   Truck (flatbed, van, etc.)
'04' = 'TRUCK OVER 10K'   Truck (over 10,000)
'05' = 'TRUCK TRACTOR'   Truck tractor
'06' = 'TRK-TRACTOR,SEMI'   Truck tractor & semi-trailer
'07' = 'OTH TRK COMBINAT'   Other truck combinations
'08' = 'FARM TRACTOR,EQUP'   Farm tractor and/or farm equipment
'09' = 'TAXI'   Taxi
'10' = 'BUS/MOTOR STAGE'   Bus or motor stage
'11' = 'SCHOOL BUS'   School bus
'12' = 'MOTORCYCLE'   Motorcycle
'13' = 'SCOOTER BIKE'   Scooter bike
'14' = 'OTHER'   Other
'15' = 'MOPED '   Moped

NOTE: Washington staff feel that the accuracy of the truck-type codes in this variable is somewhat questionable.

SAS FORMAT DEFINITIONS FOR VARIABLES FROM THE WASHINGTON STATE ROADLOG FILE

NOTE:
1) SAS variable names and longer explanatory names are shown above each listing. (See Discussion for information on SAS formats.)
2) For all SAS-formatted variables below, an extra category labelled as "ERROR CODES" consolidates all values not listed as legitimate codes. This category is printed when variables are listed in tables.

AADT   **AVER ANNUAL DAILY TRAFFIC**

ACCESS   **ACCESS CONTROL TYPE**
  'F' = 'L/A FULL CONTRL'   Limited access fully controlled
  'P' = 'L/A PART CONTRL'   Limited access partially controlled
  'M' = 'L/A Modified'   Limited access modified
  '1' = 'C/A most restrict'   Controlled access most restrictive
  '2','3','4' = 'C/A less restrict'   Controlled access less restrictive
  '5' = 'C/A least Restrict'   Controlled access least restrictive

NOTE: Approximately 15% of the sections are uncoded. However, the majority of the uncoded sections are non-mainline roadway types (e.g., ramps) as shown under RD_TYPE. It is also noted that this variable is, to some extent, a "planning" variable. This results in approximately 900 miles of two-lane roads with full access control -- sections which will ultimately be upgraded to multilane freeway.

ACCES_DT   **ACCESS CONTROL DATE**
NOTE: Date of last change in related variable (yyyymmdd).

ACLL_LG1   **LEFT ACCEL LANE LENGTH RD1**
NOTE: Acceleration lanes and Turn lanes are associated with at-grade intersections (at the beginning of the section) rather than interchanges. Interchange acceleration, deceleration, and merging areas are included as part of ramp lengths. (See Discussion and Raw File Documentation)

ACLL_LG2   **LEFT ACCEL LANE LENGTH RD2**
NOTE: Acceleration lanes and Turn lanes are associated with at-grade intersections (at the beginning of the section) rather than interchanges. Interchange acceleration, deceleration, and merging areas are included as part of ramp lengths. (See Discussion and Raw File Documentation)

ACLL_WD1   **LEFT ACCEL LANE WIDTH RD1**
NOTE: Acceleration lanes and Turn lanes are associated with at-grade intersections (at the beginning of the section) rather than interchanges. Interchange acceleration, deceleration, and merging areas are included as part of ramp lengths. (See Discussion and Raw File Documentation)

ACLL_WD2   **LEFT ACCEL LANE WIDTH RD2**
NOTE: Acceleration lanes and Turn lanes are associated with at-grade intersections (at the beginning of the section) rather than interchanges. Interchange acceleration, deceleration, and merging areas are included as part of ramp lengths. (See Discussion and Raw File Documentation)

ACLR_LG1   **RIGHT ACCEL LANE LENGTH RD1**

NOTE: Acceleration lanes and Turn lanes are associated with at-grade intersections (at the beginning of the section) rather than interchanges. Interchange acceleration, deceleration, and merging areas are included as part of ramp lengths. (See Discussion and Raw File Documentation)

ACLR_LG2   **RIGHT ACCEL LANE LENGTH RD2**

NOTE: Acceleration lanes and Turn lanes are associated with at-grade intersections (at the beginning of the section) rather than interchanges. Interchange acceleration, deceleration, and merging areas are included as part of ramp lengths. (See Discussion and Raw File Documentation)

ACLR_WD1   **RIGHT ACCEL LANE WIDTH RD1**

NOTE: Acceleration lanes and Turn lanes are associated with at-grade intersections (at the beginning of the section) rather than interchanges. Interchange acceleration, deceleration, and merging areas are included as part of ramp lengths. (See Discussion and Raw File Documentation)

ACLR_WD2   **RIGHT ACCEL LANE WIDTH RD2**

NOTE: Acceleration lanes and Turn lanes are associated with at-grade intersections (at the beginning of the section) rather than interchanges. Interchange acceleration, deceleration, and merging areas are included as part of ramp lengths. (See Discussion and Raw File Documentation)

BEGMP   **BEGMP**

Begin mile post for a roadway section.

CITY   **CITY NUMBER**

'0005'= 'Aberdeen'	'0155'= 'Carnation'
'0010'= 'Airway Heights'	'0165'= 'Cashmere'
'0015'= 'Albion'	'0170'= 'Castle Rock'
'0020'= 'Algona'	'0175'= 'Cathlamet'
'0025'= 'Almira '	'0180'= 'Centralia'
'0030'= 'Anacortes'	'0190'= 'Chehalis'
'0045'= 'Arlington'	'0195'= 'Chelan'
'0050'= 'Asotin'	'0200'= 'Cheney'
'0055'= 'Auburn'	'0205'= 'Chewelah'
'0058'= 'Bainbridge Island'	'0215'= 'Clarkston'
'0060'= 'Battleground'	'0220'= 'Cle Elum'
'0070'= 'Beaux Arts Villg'	'0225'= 'Clyde Hill'
'0075'= 'Bellevue'	'0230'= 'Colfax'
'0080'= 'Bellingham'	'0235'= 'College Place'
'0085'= 'Benton City'	'0240'= 'Colton'
'0090'= 'Bingen'	'0250'= 'Colville'
'0095'= 'Black Diamond'	'0255'= 'Conconully'
'0100'= 'Blaine'	'0260'= 'Concrete'
'0105'= 'Bonney Lake'	'0265'= 'Connell'
'0110'= 'Bothell'	'0270'= 'Cosmopolis'
'0115'= 'Bremerton'	'0285'= 'Coulee Dam'
'0120'= 'Brewster'	'0275'= 'Coulee City'
'0125'= 'Bridgeport'	'0280'= 'Coulee Dam'
'0127'= 'Brier'	'0290'= 'Coupeville'
'0130'= 'Buckley'	'0295'= 'Creston'
'0135'= 'Bucoda'	'0300'= 'Cusick'
'0139'= 'Burien'	'0305'= 'Darrington'
'0140'= 'Burlington'	'0310'= 'Davenport'
'0145'= 'Camas'	'0315'= 'Dayton'
'0150'= 'Carbonado'	'0320'= 'Deer Park'

'0325'= 'Des Moines'
'0330'= 'DuPont'
'0335'= 'Duvall'
'0350'= 'East Wenatchee'
'0360'= 'Eatonville'
'0365'= 'Edmonds'
'0375'= 'Electric City'
'0380'= 'Ellensburg'
'0385'= 'Elma'
'0390'= 'Elmer City'
'0395'= 'Endicott'
'0405'= 'Entiat'
'0410'= 'Enumclaw'
'0415'= 'Ephrata'
'0420'= 'Everett'
'0425'= 'Everson'
'0430'= 'Fairfield'
'0440'= 'Farmington'
'0443'= 'Federal Way'
'0445'= 'Ferndale'
'0450'= 'Fife'
'0455'= 'Fircrest'
'0465'= 'Forks'
'0470'= 'Friday Harbor'
'0480'= 'Garfield'
'0489'= 'George'
'0490'= 'Gig Harbor'
'0495'= 'Gold Bar'
'0500'= 'Goldendale'
'0510'= 'Grand Coulee'
'0515'= 'Grandview'
'0520'= 'Granger'
'0525'= 'Granite Falls'
'0535'= 'Hamilton'
'0540'= 'Harrah'
'0545'= 'Harrington'
'0550'= 'Hartline'
'0555'= 'Hatton'
'0560'= 'Hoquiam'
'0570'= 'Hunts Point'
'0575'= 'Ilwaco'
'0580'= 'Index'
'0585'= 'Ione'
'0590'= 'Issaquah'
'0595'= 'Kahlotus
'0600'= 'Kalama'
'0505'= 'Kelso'
'0610'= 'Kennewick'
'0615'= 'Kent'
'0620'= 'Kettle Falls'
'0625'= 'Kirkland'
'0630'= 'Kittitas'
'0635'= 'Krupp'
'0650'= 'La Conner'

'0640'= 'LaCenter'
'0643'= 'Lacey'
'0655'= 'LaCrosse'
'0654'= 'Lake Stevens'
'0658'= 'Lamont'
'0670'= 'Langley'
'0675'= 'Latah'
'0680'= 'Leavenworth'
'0685'= 'Lind'
'0657'= 'Lk Forest Park'
'0690'= 'Long Beach'
'0695'= 'Longview'
'0705'= 'Lyman'
'0710'= 'Lynden'
'0715'= 'Lynnwood'
'0725'= 'Mabton'
'0730'= 'Malden'
'0735'= 'Mansfield'
'0740'= 'Marcus'
'0745'= 'Marysville'
'0750'= 'Mattawa'
'0728'= 'McCleary'
'0755'= 'Medical Lake'
'0760'= 'Medina'
'0763'= 'Mercer Island'
'0765'= 'Mesa'
'0775'= 'Metaline Falls'
'0770'= 'Metaline'
'0778'= 'Mill Creek'
'0780'= 'Millwood'
'0785'= 'Milton'
'0790'= 'Monroe'
'0795'= 'Montesano'
'0800'= 'Morton'
'0805'= 'Moses Lake'
'0810'= 'Mossy Rock'
'0820'= 'Mount Vernon'
'0815'= 'Mountlake Terrace'
'0825'= 'Moxee City'
'0830'= 'Mukilteo'
'0835'= 'Naches'
'0840'= 'Napavine'
'0855'= 'Nespelem'
'0860'= 'Newport'
'0865'= 'Nooksack'
'0870'= 'Normandy Park'
'0875'= 'North Bend'
'0877'= 'North Bonneville'
'0885'= 'Northport'
'0895'= 'Oak Harbor'
'0890'= 'Oakesdale'
'0900'= 'Oakville'
'0907'= 'Ocean Shores'
'0910'= 'Odessa'

'0915'= 'Okanogan'
'0920'= 'Olympia'
'0925'= 'Omak'
'0935'= 'Oroville'
'0940'= 'Orting'
'0945'= 'Othello'
'0950'= 'Pacific'
'0955'= 'Palouse'
'0960'= 'Pasco'
'0970'= 'Pateros'
'0975'= 'Peell'
'0985'= 'Pomeroy'
'1005'= 'Port Townsend'
'l000'= 'Port Orchard'
'0990'= 'Port Angeles'
'1010'= 'Poulsbo'
'1015'= 'Prescott'
'1020'= 'Prosser'
'1025'= 'Pullman'
'1030'= 'Puyallup'
'1040'= 'Quincy'
'1050'= 'Rainier'
'1055'= 'Raymond'
'1060'= 'Reardan'
'1065'= 'Redmond'
'1070'= 'Renton'
'1075'= 'Republic'
'1080'= 'Richland'
'1085'= 'Ridgefield'
'1090'= 'Ritzville'
'1095'= 'Riverside'
'1105'= 'Rock Island'
'1100'= 'Rockford'
'1115'= 'Rosalia'
'1120'= 'Roslyn'
'1125'= 'Roy'
'1127'= 'Royal City'
'1130'= 'Ruston'
'1139'= 'Sea-Tac'
'1140'= 'Seattle'
'1150'= 'Sedro Woolley'
'1155'= 'Selah'
'1160'= 'Sequim'
'1165'= 'Shelton'
'1175'= 'Skykomish'
'1180'= 'Snohomish'
'1185'= 'Snoqualmie'
'1190'= 'Soap Lake'
'1205'= 'South Cle Elum'
'1210'= 'South Prairie'
'1195'= 'South Bend'
'1215'= 'Spangle'

'1220'= 'Spokane'
'1225'= 'Sprague'
'1230'= 'Springdale'
'1135'= 'St. John'
'1235'= 'Stanwood'
'1240'= 'Starbuck'
'1245'= 'Steilacoom'
'1250'= 'Stevenson'
'1255'= 'Sultan'
'1265'= 'Sumas'
'1270'= 'Sumner'
'1275'= 'Sunnyside'
'1280'= 'Tacoma'
'1285'= 'Tekoa'
'1290'= 'Tenino'
'1295'= 'Tieton'
'1300'= 'Toledo'
'1305'= 'Tonasket'
'1310'= 'Toppenish'
'1320'= 'Tukwila'
'1325'= 'Tumwater'
'1330'= 'Twisp'
'1340'= 'Union Town'
'1335'= 'Union Gap'
'1345'= 'Vader'
'1350'= 'Vancouver'
'1360'= 'Waitsburg'
'1365'= 'Walla Walla'
'1375'= 'Wapato'
'1380'= 'Warden'
'1385'= 'Washougal'
'1390'= 'Washtucrna'
'1395'= 'Waterville'
'1400'= 'Waverly'
'1405'= 'Wenatchee'
'1425'= 'West Richland '
'1420'= 'Westport'
'1435'= 'White Salmon'
'1440'= 'Wilbur'
'1445'= 'Wilkeson'
'1450'= 'Wilson Creek'
'1455'= 'Winlock'
'1465'= 'Winthrop'
'1459'= 'Woodinville'
'1470'= 'Woodland'
'1475'= 'Woodway'
'1480'= 'Yacolt'
'1485'= 'Yakima'
'1490'= 'Yarrow Point'
'1495'= 'Yelm'
'1500'= 'Zillah

NOTE: The city number assigned to a city by the city number census. These numbers are commonly used throughout the State. The following is a list of City numbers and names.

ENDMP   **RD-CALCULATED ENDING MILEPOST**

Calculated ending milepost which is defined as equal to beginning milepost on next segment of same route.

HPMS   **HPMS SECTION NUMBER**

Highway Performance Monitoring Section Number.

LSHDWID   **LEFT SHOULDER WIDTH RD1**
>   0   = 'NO SHOULDER'
>   1-3 = '01 - 03'
>   4-6 = '04 - 06'
>   7-9 = '07 - 09'
>   10-13 = '10 - 13'
>   14-99 = '> 13 '

NOTE: The width of the inside (left) shoulder in feet in the increasing direction of the roadway. This variable refers to both divided and undivided roadways. The approximately 14% "no shoulder" category includes both curb sections and, unfortunately, some uncoded sections.

LSHL_DT2   **LEFT SHOULDER DATE RD2**
NOTE: Date of last change in related variable (yyyymmdd).

LSHL_DTE   **LEFT SHOULDER DATE RD1**
NOTE: Date of last change in related variable (yyyymmdd).

LSHL_TY2   **LEFT SHOULDER TYPE RD2**
>   'A' = 'Asphalt'
>   'G' = 'Gravel'
>   'S' = 'Soil'
>   'B' = 'Bituminous'
>   'O' = 'Other'
>   'W' = 'Wall'
>   'C' = 'Curb'
>   'P' = 'Portland Concrete'

NOTE: The surface composition of the inside (left) shoulder in the decreasing direction of the roadway. This is only used for divided roadway.

LSHL_TYP   **LEFT SHOULDER TYPE RD1**
>   'A' = 'Asphalt'
>   'G' = 'Gravel'
>   'S' = 'Soil'
>   'B' = 'Bituminous'
>   'O' = 'Other'
>   'W' = 'Wall'
>   'C' = 'Curb'
>   'P' = 'Portland Concrete'

NOTE: The surface composition of the inside (left) shoulder in the increasing direction of the roadway. This variable refers to both divided and undivided roadways.

LSHL_WD2 **LEFT SHOULDER WIDTH RD2**
```
0   = 'NO SHOULDER'
1-3 = '01 - 03'
4-6 = '04 - 06'
7-9 = '07 - 09'
10-13 = '10 - 13'
14-99 = '> 13 '
```

NOTE: The width of the inside (left) shoulder surface in feet in the decreasing direction of the roadway. This is only used for divided roadway.

MEDBARTY **MEDIAN BARRIER TYPE**
```
'BE' = 'Bridge Attenuators'
'FE' = 'Fence'
'RG' = 'Rockwall & Gabions'
'CA' = 'Cable'
'GP' = 'Guide Posts'
'SS' = 'Snow Shed'
'CU' = 'Curb'
'GR' = 'Guard Rail'
'UP' = 'Unprotected'
'DE' = 'Depressed'
'IA' = 'Impact AttenuatS'
'WA' = 'wall'
'FB' = 'Flex Beam'
'JE' = 'Jersey Type Barr'
```

MEDWID **MEDIAN WIDTH**
```
0       = 'NO MEDIAN'
1-10    = '01 - 10'
11-20   = '11 - 20'
21-30   = '21 - 30'
31-40   = '31 - 40'
41-60   = '41 - 60'
61-90   = '61 - 90'
91-999 = '91 +'
```

NOTE: The distance from inside shoulder edge to inside shoulder edge on a divided highway (median width includes inside shoulders). This is measured in feet.

MEDXNGTY **MEDIAN CROSSING TYPE**
```
'O' = 'OFFICAL CROSSNG'
'N' = 'N/OFFIC CROSSNG'
```

NOTE: Indicates whether a median crossing is officially recognized by WSDOT.

MED_TYPE **MEDIAN TYPE**

'A' = 'Asphalt'
'G' = 'Gravel'
'S' = 'Soil'
'B' = 'Bituminous'
'O' = 'Other'
'W' = 'Wall'
'C' = 'Curb'
'P' = 'Portland Concrete'

NO_LANE1   **NUMBER LANES INC**
NO_LANE2   **NUMBER LANES DEC**
NO_LANES   **TOTAL NUMBER OF LANES**
    0   = '0'
    1   = '1'
    2   = '2'
    3   = '3'
    4   = '4'
    5-8 = '5 TO 8'
    9-20 = '> 8 '

NOTE: "Increasing" and "decreasing" number of lanes indicated the number of total thru lanes in those directions of travel regardless of whether a roadway is divided or not. Lane counts do not include acceleration lanes or turn lanes. "Total Number of Lanes" is a calculated variable which sums the first two.

NO_LNDT1   **NUMBER OF LANES DATE RD1**
NOTE: Date of last change in related variable (yyyymmdd).

NO_LNDT2   **NUMBER OF LANES DATE RD2**
NOTE: Date of last change in related variable (yyyymmdd).

PGRP_DT   **POPULATION GROUP DATE**
NOTE: Date of last change in related variable (yyyymmdd).

POP_GRP   **CITY POPULATION CD**
    '1' = '250,000-0R MORE'
    '2' = '100,000-249,999'
    '3' = ' 50,000- 99,999'
    '4' = ' 25,000- 49,999'
    '5' = ' 10,000- 24,999'
    '6' = ' 5,000- 9,999'
    '7' = ' 2,500- 4,999'
    '8' = ' Under 2,500 '
    '9' = 'Oth rural areas'
    '0' = 'Unknown'

NOTE: Approximately 85% of the sections are blank, indicating rural areas.

RD_EQUAT   **EQUATION**
    'E' = 'EQUATION'
    ' ' = 'NO EQUATION'

RD_LIGHT   **INTERSECTION ILLUM-ND**

'Y' = 'YES'
'N' = 'NO'

NOTE: Defines intersection illumination for the intersection at the beginning of the section.

RD_QUAL   ROUTE REL RD QUAL

Route related road qualifier. Details of this variable is not available.

RD_RARM   REVERSE ARM

RD_SRMP   RDWY-SRMP

Roadway State Route Mile Post.

RD_TYPE   RELATED RD TYPE

' ' = 'Mainline'	Mainline
'RL' = 'Reversible Lane'	Reversible lane
'AR' = 'Alternate Route'	Alternate route
'SP' = 'Spur'	Spur
'CD' = 'Coll-Distr-Decr'	Collector-distributor-decrease
'CI' = 'Coll-Distr-Incr'	Collector-distributor-increase
'CO' = 'Couplet'	Couplet
'FD' = 'Frontage Rd-Decr'	Frontage road-decrease
'FI' = 'Frontage Rd-Incr'	Frontage road-increase
'FT' = 'Ferry Terminal'	Ferry terminal
'FS' = 'Ferry Ship(boat)'	Ferry Ship (boat)
'LX' = 'Crossrd w/Intchg'	Crossroad within Interchange
'PR' = 'Proposed Route'	Proposed Route
'P1'-'P9' = 'Off Ramp-Incr'	Off ramp-increase
'Q1'-'Q9' = 'On Ramp-Incr'	On ramp-increase
'S1'-'S9' = 'On Ramp-Decr'	On ramp-decrease
'TR' = 'Temporary Route'	Temporary Route
'UC' = 'Under Construct'	Under Construction
'YC' = 'Y-Connection'	Y-Connection
'R1'-'R9' = 'Off Ramp-Decr'	Off Ramp-Decr
'TB' = 'Transition Trnbk'	Transitional Turnback

RSHLDWID   RIGHT SHOULDER WIDTH RD1

0   = 'NO SHOULDER'
1-3 = '01 - 03'
4-6 = '04 - 06'
7-9 = '07 - 09'
10-13= '10 - 13'
14-99= '> 13 '

NOTE: The width of the outside (right) shoulder in feet in the increasing direction of the roadway. This variable refers to both divided and undivided roadways. The approximately 10% "no shoulder" category includes both curb sections and, unfortunately, some uncoded sections.

RSHL_TY2   RIGHT SHOULDER TYPE RD2

'A' = 'Asphalt'
'G' = 'Gravel'
'S' = 'Soil'
'B' = 'Bituminous'

'O' = 'Other'
'W' = 'Wall'
'C' = 'Curb'
'P' = 'Portland Concrete'

NOTE: The surface composition of the outside (right) shoulder in the decreasing direction of the roadway.

RSHL_TYP   **RIGHT SHOULDER TYPE RD1**
   'A' = 'Asphalt'
   'G' = 'Gravel'
   'S' = 'Soil'
   'B' = 'Bituminous'
   'O' = 'Other'
   'W' = 'Wall'
   'C' = 'Curb'
   'P' = 'Portland Concrete'

NOTE: The surface composition of the outside (right) shoulder in the increasing direction of the roadway. This variable refers to both divided and undivided roadways.

RSHL_WD2   **RIGHT SHOULDER WIDTH RD2**
   0 = 'NO SHOULDER'
   1-3 = '01 - 03'
   4-6 = '04 - 06'
   7-9 = '07 - 09'
   10-13 = '10 - 13'
   14-99 = '> 13 '

NOTE: The width of the outside (right) shoulder surface in feet in the decreasing direction of the roadway.

RTE_NBR   **ROUTE NUMBER**
NON-LABELED VARIABLE - See Raw File Documentation

SEG_LNG   **RD-CALCULATED SECTION LENGTH**
NON-LABELED VARIABLE - Section length calculated as difference between beginning and ending mileposts.

SPD_LIMT   **LEGAL SPEED LIMIT**
   00 = 'SPEED LIMIT UNK'
   01 - 05 = '01-05'
   06 - 10 = '06-10'
   11 - 15 = '11-15'
   16 - 20 = '16-20'
   21 - 25 = '21-25'
   26 - 30 = '26-30'
   31 - 35 = '31-35'
   36 - 40 = '36-40'
   41 - 45 = '41-45'
   46 - 50 = '46-50'
   51 - 55 = '51-55'
   56 - 60 = '56-60'
   61 - 65 = '61-65'

66 - 70 = '66-70'
71 - 75 = '71-75'
76 - 80 = '76-80'
81 - 85 = '81-85'
86 - 99 = 'OVER 85';

SURF_AVG   **TOTAL SURF WIDTH/TOTAL NBR OF LANES**

NON-LABELED VARIABLE - See Raw File Documentation. Problems will occur with this varibles in that width includes special lanes while lane count does not. See "Note" under SURF_WD1 below.

SURF_TYP   **SURFACE TYPE RD1**
SURF_TY2   **SURFACE TYPE RD2**

    'A' = 'Asphalt'
    'B' = 'Bituminous'
    'G' = 'Gravel'
    'O' = 'Other'
    'P' = 'Prtlnd Concr Cem'
    'S' = 'Soil'

NOTE: The composition of the driving surface in the increasing (both divided and undivided) direction of the roadway, and in the decreasing (divided only) direction of the roadway.

SURF_WD1   **SURFACE WIDTH RD1**
SURF_WD2   **SURFACE WIDTH RD2**

    00   = '00'
    1-9   = '< 10 feet'
    10   = '10 feet'
    11   = '11 feet'
    12   = '12 feet'
    13-14 = '13-14 feet'
    15-16 = '15-16 feet'
    17-999 = '> than 16 feet'

NOTE: The width of the driving surface, in feet, in the increasing (both divided and undivided) direction of the roadway, and in the decreasing (divided only) direction of the roadway. This includes HOV and other special lanes (even though they are not counted under NO_LANES variable.) In sections with curbs, it is measured from curb to curb, and thus may include parking areas or other paved shoulder adjacent to the curb (as in curbs on interchange ramp islands).

SURF_WID   **TOTAL SURFACE WIDTH**
NON-LABELED VARIABLE - The sum of SURF_WD1 plus SURF_WD2.

SWS_DT   **STATEWIDE SYSTEM DATE**
NOTE: Date of last change in related variable (yyyymmdd).

SWS_IND   **STATEWIDE SYSTEM IND**
    'T' = 'TRUNK RTE 4-LNE '

'B' = 'BRANCH RTE N/TRNK'

NOTE: A National Highway System related indicator defining trunk and non-trunk roadways. New data in 1994.

TERRAIN   **TERRAIN TYPE**
    'L' = 'Level'
    'R' = 'Rolling'
    'M' = 'Mountainous'

NOTE: The configuration of the roadway as it relates to the frequency and steepness of hills and the effect on truck speed. This is only coded for mainline sections.

TERRN_DT   **TERRAIN DATE**
NOTE: Date of last change in related variable (yyyymmdd).

TRFCN_DT   **TRAFFIC CONTROL DATE**
NOTE: Date of last change in related variable (yyyymmdd).

TRF_CNTL   **INTERSECTION CNTL TYPE**
    'AF' = 'Amber Flashing '
    'OT' = 'Other Control'
    'SG' = 'Stop and Go'
    'FS' = 'Fire Signal'
    'PC' = 'Pedestrian Contrl'
    'SS' = 'Stop Sign'
    'NO' = 'No Traffic Contrl'
    'RF' = 'Red Flashing   '
    'SZ' = 'School Zone'
    'OF' = 'Officer or Flagmn'
    'RS' = 'Railroad Signal '
    'YS' = 'Yield Sign   '

NOTE: This identifies the presence and type of any traffic control devices at an intersection at the beginning of a segment. Refers to only the traffic control on the state route, not the traffic control on the crossroad(s).

TRLL_LG1   **LEFT TURN LANE LENGTH RD1**
NOTE: Acceleration lanes and Turn lanes are associated with at-grade intersections (at the beginning of the section) rather than interchanges. Interchange acceleration, deceleration, and merging areas are included as part of ramp lengths. (See Discussion and Raw File Documentation)

TRLL_LG2   **LEFT TURN LANE LENGTH RD2**
NOTE: Acceleration lanes and Turn lanes are associated with at-grade intersections (at the beginning of the section) rather than interchanges. Interchange acceleration, deceleration, and merging areas are included as part of ramp lengths. (See Discussion and Raw File Documentation)

TRLL_WD1   **LEFT TURN LANE WIDTH RD1**
NOTE: Acceleration lanes and Turn lanes are associated with at-grade intersections (at the beginning of the section) rather than interchanges. Interchange acceleration, deceleration, and merging areas are included as part of ramp lengths. (See Discussion and Raw File Documentation)

TRLL_WD2   **LEFT TURN LANE WIDTH RD2**
NOTE: Acceleration lanes and Turn lanes are associated with at-grade intersections (at the beginning of the section) rather than interchanges. Interchange acceleration, deceleration, and merging areas are included as part of ramp lengths. (See Discussion and Raw File Documentation)

TRLR_LG1   **RIGHT TURN LANE LENGTH RD1**
NOTE: Acceleration lanes and Turn lanes are associated with at-grade intersections (at the beginning of the section) rather than interchanges. Interchange acceleration, deceleration, and merging areas are included as part of ramp lengths. (See Discussion and Raw File Documentation)

TRLR_LG2   **RIGHT TURN LANE LENGTH RD2**
NOTE: Acceleration lanes and Turn lanes are associated with at-grade intersections (at the beginning of the section) rather than interchanges. Interchange acceleration, deceleration, and merging areas are included as part of ramp lengths. (See Discussion and Raw File Documentation)

TRLR_WD1   **RIGHT TURN LANE WIDTH RD1**
NOTE: Acceleration lanes and Turn lanes are associated with at-grade intersections (at the beginning of the section) rather than interchanges. Interchange acceleration, deceleration, and merging areas are included as part of ramp lengths. (See Discussion and Raw File Documentation)

TRLR_WD2   **RIGHT TURN LANE WIDTH RD2**
NOTE: Acceleration lanes and Turn lanes are associated with at-grade intersections (at the beginning of the section) rather than interchanges. Interchange acceleration, deceleration, and merging areas are included as part of ramp lengths. (See Discussion and Raw File Documentation)

UBREG_DT   **URBAN NUMBER DATE**
NOTE: Date of last change in related variable (yyyymmdd).

URB_DT   **URBAN REGION DATE**
NOTE: Date of last change in related variable (yyyymmdd).

URB_NBR   **URBAN AREA NUMBER**
    '01' = 'PUGET SOUND'
    '02' = 'NORTHWEST'
    '03' = 'NORTHEAST'
    '04' = 'SOUTHEAST'
    '05' = 'SOUTHWEST'

URB_REG   **URBAN REGION NUMBER**

WSP_DIST   **WSP DISTRICT NUMBER**

WSP_DT   **WSP DATE**
NOTE: Date of last change in related variable (yyyymmdd).

ZONE_DT   **ZONE DATE**
NOTE: Date of last change in related variable (yyyymmdd)