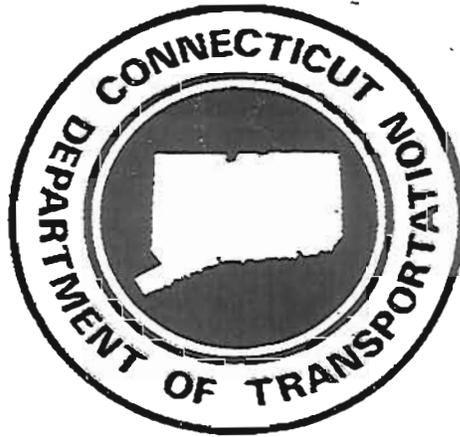


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**STATE OF CONNECTICUT  
DEPARTMENT OF TRANSPORTATION**

**COLLISION ANALYSIS SYSTEM  
AUXILIARY INPUT FILE DOCUMENTATION**

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**OCTOBER 1995**

**CONNECTICUT DEPARTMENT OF TRANSPORTATION  
BUREAU OF POLICY AND PLANNING  
OFFICE OF INVENTORY AND FORECASTING**

**STATE OF CONNECTICUT**  
**DEPARTMENT OF TRANSPORTATION**  
**COLLISION ANALYSIS SYSTEM**  
**AUXILIARY INPUT FILE DOCUMENTATION**

**Connecticut Department of Transportation  
Collision Analysis System**

**Auxiliary Input File Documentation**

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# Connecticut Department of Transportation Collision Analysis System

## Purpose of Auxiliary Input Files

### *1. Purpose of Auxiliary Input Files*

A **Collision Analysis Auxiliary Input File** is an ASCII data file containing PR-1 accident data in the format that is described in this document. The data in this file can be captured in a number of ways, including by an officer entering the accident data into a Pen-Based notebook computer. The captured data must be received by the Department of Transportation in the format described in the following pages for processing by the Department of Transportation's Accident Coders.

This document contains a complete description of all of the record types and fields in the Collision Analysis Auxiliary Input File. It is expected that the data will conform to the edit rules that are described in Section 3 below. Certain fields that describe the precise accident location may be entered by Accident Coders if not present in the Auxiliary Input File. These fields are clearly identified in Section 2.

For information regarding electronic media or transmission requirements, please contact the Department of Transportation's Office of Inventory and Forecasting, Division of Planning, Inventory and Data located at 2800 Berlin Turnpike in Newington, CT, zip code 06111.

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## Description of Auxiliary Input File Record Types

### 2. Description of Auxiliary Input File Record Types

There are six different record formats in the Collision Analysis Auxiliary Input File. All records are 512 characters in length. Unused right-most positions must be space-filled. There are NO record or field delimiters. All data must be in ASCII format.

The DOT Case Number found in columns 1-6 of each record should be a sequential number that is the same for all records that belong to the same accident case. This number will be changed by DOT when the Auxiliary Input File is processed by the Accident Coders.

A brief description of each record type is shown below. The Record Type Code ("1" through "6") is found in column 14 of each record. The contents of columns 1 through 15 comprise a record key that should be unique for each record in a single Auxiliary Input File. Records in the file should be sorted in ascending sequence by columns 1 through 15.

#### Record Type "1" - Accident Summary Record

The Accident Summary Record must be the first record for each accident case. It contains information pertinent to the accident as a whole, such as date and time, location and other accident-wide information.

#### Record Type "2" - Traffic Unit Information Record

The Traffic Unit Information Record is the first of a two-record set that must be included for each traffic unit involved in an accident. A traffic unit is defined as a vehicle involved in an accident or a pedestrian who was struck by a vehicle involved in an accident. Each Traffic Unit Information Record (type "2") must be immediately followed by a Traffic Unit Pen-Based Only Record (type "3") for the same vehicle or pedestrian.

Record types "2" and "3" for vehicles involved in an accident must come before record types "2" and "3" for any pedestrians involved in the same accident.

#### Record Type "3" - Traffic Unit Pen-Based Only Record

The Traffic Unit Pen-Based Only Record is the second of a two-record set that must be included for each traffic unit involved in an accident. Each Traffic Unit Pen-Based Only Record must immediately follow the Traffic Unit Information Record (Type "2") for the same vehicle or pedestrian.

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## Description of Auxiliary Input File Record Types

### Record Type "4" - Involved Person Record

Involved Person Record(s) should come immediately after the last traffic unit record set (record type "2" followed by "3") for an accident. Involved Person Records contain information about the vehicle operators, struck pedestrians, passengers and witnesses involved in an accident. Each Involved Person Record has room for up to four involved persons. If more than four persons are involved in an accident, include as many type "4" records as necessary to report all involved persons.

Vehicle operators must be reported first, followed by struck pedestrians, followed by passengers and witnesses. Vehicle operators and struck pedestrians MUST be reported in the same order as their corresponding traffic unit record sets (record types "2" and "3"). If an involved vehicle is driverless (sex code "3"), there should be NO involved person entries for that vehicle's operator.

### Record Type "5" - Property Damage Record

Property Damage Record(s) are present only if property damage was reported on the PR-1. If present, Property Damage Record(s) follow the last Involved Person Record for an accident. There is room for up to two pieces of damaged property to be reported on a type "5" record. If more than two pieces of damaged property are reported, include as many type "5" records as necessary to report all damaged property.

### Record Type "6" - Accident Narrative Record

Accident Narrative Record(s) contain the narrative information about an accident that is recorded on the reverse side of the PR-1. Accident Narrative Record(s) follow the last Property Damage Record for an accident (or, if no Property Damage Records are present, the last Involved Person Record for an accident). There is room for up to six 75-character lines on a type "6" record. If there are more than six narrative lines, include as many type "6" records as necessary to include the entire accident narrative.

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## Description of Auxiliary Input File Record Types

Note that the accident diagram cannot be included in the Auxiliary Input File at this time.

The sequence of records in the Auxiliary Input File may be summarized as follows:

Record Type "1" for first accident case (required)

Record Type "2" for first vehicle (required)

Record Type "3" for first vehicle (required)

Record Type "2" for second vehicle (if more than one vehicle involved)

Record Type "3" for second vehicle (if more than one vehicle involved)

... (repeat for all remaining vehicles)

Record Type "2" for first struck pedestrian (if any)

Record Type "3" for first struck pedestrian (if any)

Record Type "2" for second struck pedestrian (if any)

Record Type "3" for second struck pedestrian (if any)

... (repeat for all remaining struck pedestrians)

Record Type "4" for the first one through four involved persons (required)

Record Type "4" for next four involved persons (if more than four persons involved)

... (repeat for all remaining groups of 4 involved persons)

Record Type "5" for first 2 pieces of damaged property (if any)

Record Type "5" for second 2 pieces of damaged property (if any)

... (repeat for all remaining groups of 2 pieces of damaged property)

Record Type "6" for first 6 accident narrative lines (required)

Record Type "6" for next 6 accident narrative lines (if more than six narrative lines)

... (repeat for all remaining groups of 6 narrative lines)

... (repeat for all remaining accidents)

Note also that the DOT Case Number, found in columns 1-6 of each record, is actually assigned by DOT when the Auxiliary Input File is processed. The Auxiliary Input File should contain a sequential number in these positions. The following documentation includes the ability to delete or change accident cases. For this capability to be functional, the provider of the Auxiliary Input File would need to know actual DOT Case Numbers of the cases to be deleted or changed. If this capability is desired, please contact DOT at the location described in Section 1 above for further instructions.

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### Description of Accident Summary Record

#### 2.1. Description of Accident Summary Record

Note: In the following tables, the column labeled "Typ" can contain the following:

- ◆ A for alphabetic fields. Every column must contain a valid, upper-case letter ("A" - "Z")
- ◆ N for numeric fields. Each column must contain a valid digit ("0" - "9"). Numeric fields must be right-justified and zero-filled on the left.
- ◆ AB for alphabetic or blank fields. Each column must contain either a valid, upper-case letter or a blank
- ◆ NB for numeric or blank fields. Either the entire field must be numeric (as described above), or the entire field must be blank.
- ◆ AN for alpha-numeric fields. Any upper-case letters, any digits, any printable punctuation marks or blanks may appear in this field. Alpha-numeric fields must be left-justified and blank-filled on the right.

The column labeled "Rq?" can contain the following:

- ◆ Y for required fields. Required fields may not be omitted.
- ◆ N for optional fields. Optional fields may be omitted.
- ◆ S for sometimes required fields. The conditions under which the field is required are described in the "Description" column.
- ◆ C for fields that may be supplied on Auxiliary Input File or entered by Accident Coders.

Field Name	Start Col.	Lnth	Typ	Rq ?	Description
DOT Case Number	1	6	N	Y	Serial number that is assigned to each accident case
Accident Year	7	4	N	Y	Century and year (e.g. "1995")
Sort Code	11	1	N	Y	"1"
Traffic Unit Number	12	2	N	Y	"00"
Record Type	14	1	N	Y	"1"
Update Action Code	15	1	N	Y	"1" = Delete, "2" = Add, "3" = Change To delete an Accident Case, submit a single type "1" record with columns 1 through 15 only filled in.
Accident Month	16	2	N	Y	"01" through "12"
Accident Day	18	2	N	Y	"01" through "31"
Accident Time	20	4	N	Y	Military Time "HHMM"
Accident Severity	24	1	N	Y	"1" = Fatalities, "2" = Injuries (No fatalities), "3" = Property Damage Only
Number of Vehicles	25	2	N	Y	Number of Involved Vehicles ("01" - "99")

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**Description of Accident Summary Record**

<i>Field Name</i>	<i>Start Col.</i>	<i>Lnth</i>	<i>Typ</i>	<i>Rq ?</i>	<i>Description</i>
Number of Pedestrians	27	2	N	Y	Number of Struck Pedestrians ("00" - "99")
Number of Qualifying Comm. Veh's	29	2	N	Y	Number of Qualifying Commercial Vehicles involved in accident ("00" - "99")
Police Case Number	31	12	AN	S	Local Police Case Number. Required for Qualifying Commercial Accidents only.
Town Code	43	3	N	Y	Connecticut Town Code ("001" - "169"). See Appendix A of this document
Town or City Name	46	15	AN	Y	See Appendix A of this document
Route Class	61	1	NB	C	"1" = Interstate, "2" = US Route, "3" = State Route, "4" = Local Road, blank = Unspecified
Route or Local Road Number	62	4	NB	C	For Route Class "1" - "3", enter the route number For Route Class "4", enter the DOT local road number
Route Letter	66	1	AB	C	For non-local routes only (if applicable). For example, US Route 1A would have Route Number "0001" and Route Letter "A".
Route Direction	67	1	NB	C	DOT inventory route direction "1" = North, "2" = South, "3" = East, "4" = West, blank = Unspecified
Cumulative Route Mileage	68	5	NB	C	Cumulative route mileage of accident location (based on DOT route inventory). 2 implied decimal places.
Ramp or Turning Road Number	73	3	NB	C	DOT ramp number if accident took place on a ramp or turning road or at the termination of a ramp or turning road
Ramp Letter	76	1	AB	C	DOT ramp or turning road letter (if applicable)
At or Between Intersections	77	1	NB	C	"1" = Accident occurred AT an intersection "2" = Accident occurred BETWEEN intersections blank = Unspecified
Intersecting Leg # 1	78	4	AN	C	For local road accidents only, the DOT road number of the first intersecting leg. See Edit Rules for more.
Intersecting Leg # 2	82	4	AN	C	For local road accidents only, the DOT road number of the second intersecting leg. See Edit Rules for more.
Intersecting Leg # 3	86	4	AN	C	For local road accidents only, the DOT road number of the third intersecting leg. See Edit Rules for more.
Intersecting Leg # 4	90	4	AN	C	For local road accidents only, the DOT road number of the fourth intersecting leg. See Edit Rules for more.
Name of Road that Accident Occurred On	94	25	AN	Y	Name of the road on which the accident occurred
Name or Route Number of Road at which Acc. Occurred	119	25	AN	N	Fill this in only if the accident occurred at an intersection



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**Description of Traffic Unit Information Record**

*2.2. Description of Traffic Unit Information Record*

<i>Field Name</i>	<i>Start Col.</i>	<i>Lnth</i>	<i>Typ</i>	<i>Rq ?</i>	<i>Description</i>
DOT Case Number	1	6	N	Y	Serial number that is assigned to each accident case. Same number as in Accident Summary Record for this accident case.
Accident Year	7	4	N	Y	Century and year (e.g. "1995")
Sort Code	11	1	N	Y	"2"
Traffic Unit Number	12	2	N	Y	"01" for first traffic unit, "02" for second traffic unit, etc. Vehicles come before struck pedestrians (if any)
Record Type	14	1	N	Y	"2"
Update Action Code	15	1	N	Y	"2" = Add, "3" = Change
Traffic Unit Type Code	16	1	N	Y	"1" = Contact Vehicle, "2" = Pedestrian, "3" = Non-Contact Vehicle
Qualifying Commercial Vehicle Code	17	1	NB	Y	"1" = Yes, this is a Qualifying Commercial Vehicle "2" = No, this is not a Qualifying Commercial Vehicle blank = Pedestrian
Vehicle Type	18	2	NB	S	From Box H1 or H2 on the PR-1. Must be "02" through "26" for Vehicles. (Note that "01" is invalid.) Must be blank for pedestrian
Vehicle Maneuver Prefix	20	1	NB	S	From Box S1 or S2 on the PR-1. Must be "1" through "5" for Vehicles. (Must be blank for pedestrian)
Vehicle Maneuver Suffix	21	2	NB	S	From Box T1 or T2 on the PR-1. Must be "01" through "52" for Vehicles. (Must be blank for pedestrian)
First Object Struck	23	2	NB	N	From Box J11 or J21 on the PR-1. Must be "01" through "29" (or blank if omitted or pedestrian)
First Object Location	25	1	NB	N	From Box K11 or K21 on the PR-1. Must be "1" through "9" (or blank if omitted or pedestrian)
Second Object Struck	26	2	NB	N	From Box J12 or J22 on the PR-1. Must be "01" through "29" (or blank if omitted or pedestrian)
Second Object Location	28	1	NB	N	From Box K12 or K22 on the PR-1. Must be "1" through "9" (or blank if omitted or pedestrian)
Pedestrian Maneuver	29	2	NB	S	From Box U1 or U2 on the PR-1. Must be "01" through "14" for Pedestrians (or blank for vehicles)
Vehicle Operator or Pedestrian Sex	31	1	N	Y	"1" = Male, "2" = Female, "3" = Driverless Vehicle, "9" = Sex Unknown
Vehicle Oper. or Pedestrian Date of Birth	32	8	N	Y	In <i>mmddyyyy</i> format. (e.g. for April 3, 1957, enter "04031957") If unknown or driverless vehicle, enter "99999999"

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**Description of Traffic Unit Information Record**

*Part 17 - 6025*

<i>Field Name</i>	<i>Start Col</i>	<i>Lnth</i>	<i>Typ</i>	<i>Rq ?</i>	<i>Description</i>
Vehicle or Pedestrian Direction	40	1	N	Y	"1" = North, "2" = South, "3" = East, "4" = West, "9" = Unknown
Vehicle Oper. or Ped. Alcohol or Drugs Code (Enter only if known)	41	1	N	C	"0" = No indication or unknown "1" = Had Been Drinking (Blood Alcohol < 0.10) "2" = Intoxicated (0.10 or more) "3" = Had Taken Drugs "4" = Had Been Drinking and Had Taken Drugs "5" = Intoxicated and Had Taken Drugs
Defective Equipment Code	42	1	NB	N	From Box X1 or X2 on the PR-1. Must be "1" through "8" (or blank if omitted) Enter only for Qualifying Commercial Vehicles
Number of Axles	43	1	NB	N	From Box Y1 or Y2 on the PR-1. Must be "2" through "9" (or blank if omitted) Enter only for Qualifying Commercial Vehicles
Cargo Body Type	44	1	NB	N	From Box Z1 or Z2 on the PR-1. Must be "1" through "9" (or blank if omitted) Enter only for Qualifying Commercial Vehicles
Sequence of Events - Event # 1	45	2	NB	N	From Box AA11 or AA21 on the PR-1. Must be "01" through "16" (or blank if omitted) Enter only for Qualifying Commercial Vehicles
Sequence of Events - Event # 2	47	2	NB	N	From Box AA12 or AA22 on the PR-1. Must be "01" through "16" (or blank if omitted) Enter only for Qualifying Commercial Vehicles
Sequence of Events - Event # 3	49	2	NB	N	From Box AA13 or AA23 on the PR-1. Must be "01" through "16" (or blank if omitted) Enter only for Qualifying Commercial Vehicles
Sequence of Events - Event # 4	51	2	NB	N	From Box AA14 or AA24 on the PR-1. Must be "01" through "16" (or blank if omitted) Enter only for Qualifying Commercial Vehicles
Vehicle Oper. or Ped. Last Name	53	15	AN	N	Normally present
Vehicle Oper. or Ped. First Name	68	17	AN	N	Include middle initial (if any)
Vehicle Operator's License Num.	85	19	AN	N	Left justified, blank filled on right. (blank for pedestrian)
Vehicle Operator's License State	104	2	AB	N	Valid 2-character state or province abbreviation. (blank for pedestrian)
Vehicle Registration Number	106	9	AN	N	Left justified, blank filled on right. (blank for pedestrian)
Vehicle Registration State	115	2	AB	N	Valid 2-character state or province abbreviation. (blank for pedestrian)

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**Description of Traffic Unit Information Record**

<i>Field Name</i>	<i>Start Col.</i>	<i>Lnth</i>	<i>Typ</i>	<i>Rq ?</i>	<i>Description</i>
Vehicle Identification Number	117	17	AN	N	Blank for pedestrian
Carrier Name	134	30	AN	N	Enter only for Qualifying Commercial Vehicles
Carrier Street Address	164	30	AN	N	Enter only for Qualifying Commercial Vehicles
Carrier City	194	15	AN	N	Enter only for Qualifying Commercial Vehicles
Carrier State	209	2	AB	N	Enter only for Qualifying Commercial Vehicles
Carrier Zip Code	211	9	AN	N	Enter only for Qualifying Commercial Vehicles Allows Zip + 4 and Canadian Zip Codes (left-justified)
Source of Carrier Name	220	1	NB	N	Enter only for Qualifying Commercial Vehicles "1" = Shipping Papers or Trip Manifest "2" = Driver, "3" = Side of Vehicle, "9" = Unknown, Blank if omitted
USDOT or ICCMC Type	221	1	NB	N	Enter only for Qualifying Commercial Vehicles "1" = USDOT #, "2" = ICCMC #
USDOT or ICCMC #	222	6	AN	N	Enter only for Qualifying Commercial Vehicles. Enter USDOT # or ICCMC #, but not both. Blank if omitted.
Gross Vehicle Weight Rating	228	6	NB	N	Enter only for Qualifying Commercial Vehicles. Rating is in pounds. Right Justify, zero fill on left. (blank if omitted)
Haz. Mat. Placard Required Code	234	1	NB	N	Enter only for Qualifying Commercial Vehicles. "1" = Placard is required, "2" = Placard is not required, "9" = Unknown, blank if omitted
Haz. Mat. Placard Displayed Code	235	1	NB	N	Enter only for Qualifying Commercial Vehicles "1" = Placard displayed, "2" = Placard not displayed, "9" = Unknown, blank if omitted
Haz. Mat. 4-digit number	236	4	NB	N	Enter only for Qualifying Commercial Vehicles. Right Justify, Zero Fill on Left (or blank if omitted)
Haz. Mat. 1-digit number	240	1	NB	N	Enter only for Qualifying Commercial Vehicles. Blank if omitted.
Hazardous Materials Released Code	241	1	NB	N	Enter only for Qualifying Commercial Vehicles. "1" = Released, "2" = Not Released Blank if omitted
Towed Due to Damage Code	242	1	NB	N	Enter for all vehicles. "1" = Towed due to damage, "2" = Not Towed Due to Damage, blank if omitted or pedestrian
Unmsed	243	270			Fill with spaces

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**Description of Traffic Unit Pen-Based Only Record**

<i>Field Name</i>	<i>Start Col.</i>	<i>Lnth</i>	<i>Typ</i>	<i>Rq ?</i>	<i>Description</i>
DOT Case Number	1	6	N	Y	Serial number that is assigned to each accident case. Same number as in Accident Summary Record for this accident case.
Accident Year	7	4	N	Y	Century and year (e.g. "1995")
Sort Code	11	1	N	Y	"2"
Traffic Unit Number	12	2	N	Y	"01" for first traffic unit, "02" for second traffic unit, etc. Vehicles come before struck pedestrians (if any)
Record Type	14	1	N	Y	"3"
Update Action Code	15	1	N	Y	"2" = Add, "3" = Change
Name of Road on which Traffic Unit was Traveling	16	25	AN	N	From the reverse side of the PR-1
Vehicle Oper. or Pedestrian Street Address	41	30	AN	N	Note that Vehicle Operator or Pedestrian Name goes in the Traffic Unit Information Record (Type "2")
Vehicle Oper. or Pedestrian City	71	15	AN	N	
Vehicle Oper. or Pedestrian State	86	2	AB	N	Must be valid State or Province abbreviation
Vehicle Oper. or Pedestrian Zip Code	88	9	AN	N	May be 5-digit zip code, zip + 4, or Canadian zip code
Proper License Class	97	1	NB	N	"1" = Yes, "2" = No, "3" = Unspecified or Pedestrian
Vehicle Owner Last Name	98	15	AN	N	Not applicable to pedestrians
Vehicle Owner First Name	113	17	AN	N	Not applicable to pedestrians Include Middle Initial (if any)
Vehicle Owner Street Address	130	30	AN	N	Not applicable to pedestrians
Vehicle Owner City	160	15	AN	N	Not applicable to pedestrians
Vehicle Owner State	175	2	AB	N	Not applicable to pedestrians Must be valid State or Province abbreviation
Vehicle Owner Zip Code	177	9	AN	N	Not applicable to pedestrians May be 5-digit zip code, zip + 4 or Canadian zip code
Vehicle Body Type	186	10	AN	N	Description of body type (e.g. "Sedan", "Station Wg", "Van", "Pick-Up", "Sports Veh", etc.) Not applicable to pedestrians
Vehicle Year	196	4	NB	N	"1995", "1975", etc. Not applicable to pedestrians
Vehicle Make and Model	200	20	AN	N	"Ford Taurus", "Chevrolet Cavalier", "Dodge Shadow", etc. (Not applicable to Pedestrians)

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**Description of Traffic Unit Pen-Based Only Record**

<i>Field Name</i>	<i>Start Col</i>	<i>Lnth</i>	<i>Typ</i>	<i>Rq ?</i>	<i>Description</i>
Enforcement Action Taken	220	1	NB	N	"1" = None, "2" = Arrest, "3" = Written Warning, "4" = Verbal Warning, Blank = Unspecified
Statute or Ordinance #	221	20	AN	N	Statute or Ordinance Number for which Enforcement Action was taken
Subject of - Action	241	1	NB	N	"1" = Operator, "2" = Owner, "3" = Carrier, "4" = Pedestrian, Blank = Unspecified
Automobile Insurance Name	242	20	AN	N	Insurance Company Name. Not applicable to pedestrians
Automobile Insurance Policy Number	262	20	AN	N	Insurance Policy Number. Not applicable to pedestrians
Parts of Vehicle Damaged	282	30	AN	N	"Right Rear Fender", "Front Bumper and Grill", etc. Not applicable to pedestrians
Vehicle Towed To	312	30	AN	N	Name and Location to which this vehicle was towed. Not applicable to pedestrians
Unused	342	171			Fill with spaces

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**Description of Involved Person Record**

<i>Field Name</i>	<i>Start Col.</i>	<i>Lnth</i>	<i>Typ</i>	<i>Rq ?</i>	<i>Description</i>
DOT Case Number	1	6	N	Y	Serial number that is assigned to each accident case. Same number as in Accident Summary Record for this accident case.
Accident Year	7	4	N	Y	Century and year (e.g. "1995")
Sort Code -	11	1	N	Y	"4"
Sequence Number	12	2	N	Y	"01" for first four involved persons, "02" for next four involved persons, etc.
Record Type	14	1	N	Y	"4"
Update Action Code	15	1	N	Y	"2" = Add, "3" = Change
#1 Involved Person Identifier	16	2	AN	Y	From column L on the PR-1. For vehicle operator or passenger, this is the Traffic Unit Number of the vehicle this person was riding in. "P" followed by a space for pedestrian. "W" followed by a space for witness.
#1 Injury Classification	18	1	A	Y	From column M on the PR-1. Must be "K", "A", "B", "C" or "N"
#1 Seating Position	19	2	NB	S	From column N on the PR-1. Must be "01" for operators, "02" - "15" for passengers. Must be blank for pedestrians or witnesses.
#1 Involved Person Last Name	21	15	AN	N	
#1 Involved Person First Name	36	17	AN	N	Include middle initial (if any)
#1 Involved Person Street Address	53	30	AN	N	
#1 Involved Person City	83	15	AN	N	
#1 Involved Person State	98	2	AB	N	Must be valid State or Province abbreviation
#1 Involved Person Zip Code	100	9	AN	N	May be 5-digit zip code, zip + 4, or Canadian zip code
#1 Involved Person Date of Birth	109	8	N	Y	<i>mmddyyyy</i> format. "99999999" if unknown. "0101yyyy" if birth year only is known
#1 Occupant Protection System Use	117	1	NB	S	Must be "1" through "9" for operators and passengers. Must be blank for pedestrians and witnesses
#1 Airbag Status	118	1	NB	S	Must be "1" through "4" for operators and passengers. Must be blank for pedestrians and witnesses
#1 Ejection Status	119	1	NB	S	Must be "1" through "5" for operators and passengers. Must be blank for pedestrians and witnesses.

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**Description of Involved Person Record**

The fields labeled "# n Involved Person Identifier" through "# n Ejection Status" are repeated three more times in this record, as shown in the table below. If a field is designated as "Required", it is required only if there are any more involved persons to be entered. If the last involved person in an accident is not the fourth occurrence in the record (i.e. the record is not filled), fill the remaining, unused occurrences with spaces.

<i>Field Name</i>	<i>Start Col</i>	<i>Lnth</i>	<i>Typ</i>	<i>Rq ?</i>	<i>Description</i>
#2 Involved Person Identifier	120	2	AN	Y	From column L on the PR-1. For vehicle operator or passenger, this is the Traffic Unit Number of the vehicle this person was riding in. "P" followed by a space for pedestrian. "W" followed by a space for witness.
#2 Injury Classification	122	1	A	Y	From column M on the PR-1. Must be "K", "A", "B", "C" or "N"
#2 Seating Position	123	2	NB	S	From column N on the PR-1. Must be "01" for operators, "02" - "15" for passengers. Must be blank for pedestrians or witnesses.
#2 Involved Person Last Name	125	15	AN	N	
#2 Involved Person First Name	140	17	AN	N	Include middle initial (if any)
#2 Involved Person Street Address	157	30	AN	N	
#2 Involved Person City	187	15	AN	N	
#2 Involved Person State	202	2	AB	N	Must be valid State or Province abbreviation
#2 Involved Person Zip Code	204	9	AN	N	May be 5-digit zip code, zip + 4, or Canadian zip code
#2 Involved Person Date of Birth	213	8	N	Y	<i>mmddyyyy</i> format. "99999999" if unknown. "0101yyyy" if birth year only is known.
#2 Occupant Protection System Use	221	1	NB	S	Must be "1" through "9" for operators and passengers. Must be blank for pedestrians and witnesses
#2 Airbag Status	222	1	NB	S	Must be "1" through "4" for operators and passengers. Must be blank for pedestrians and witnesses
#2 Ejection Status	223	1	NB	S	Must be "1" through "5" for operators and passengers. Must be blank for pedestrians and witnesses.
#3 Involved Person Identifier	224	2	AN	Y	From column L on the PR-1. For vehicle operator or passenger, this is the Traffic Unit Number of the vehicle this person was riding in. "P" followed by a space for pedestrian. "W" followed by a space for witness.

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**Description of Involved Person Record**

<i>Field Name</i>	<i>Start Col</i>	<i>Lnth</i>	<i>Typ</i>	<i>Rq ?</i>	<i>Description</i>
#3 Injury Classification	226	1	A	Y	From column M on the PR-1. Must be "K", "A", "B", "C" or "N"
#3 Seating Position	227	2	NB	S	From column N on the PR-1. Must be "01" for operators, "02" - "15" for passengers. Must be blank for pedestrians or witnesses.
#3 Involved Person Last Name	229	15	AN	N	
#3 Involved Person First Name	244	17	AN	N	Include middle initial (if any)
#3 Involved Person Street Address	261	30	AN	N	
#3 Involved Person City	291	15	AN	N	
#3 Involved Person State	306	2	AB	N	Must be valid State or Province abbreviation
#3 Involved Person Zip Code	308	9	AN	N	May be 5-digit zip code, zip + 4, or Canadian zip code
#3 Involved Person Date of Birth	317	8	N	Y	<i>mmdyyy</i> format. "99999999" if unknown. "0101yyy" if birth year only is known
#3 Occupant Protection System Use	325	1	NB	S	Must be "1" through "9" for operators and passengers. Must be blank for pedestrians and witnesses
#3 Airbag Status	326	1	NB	S	Must be "1" through "4" for operators and passengers. Must be blank for pedestrians and witnesses
#3 Ejection Status	327	1	NB	S	Must be "1" through "5" for operators and passengers. Must be blank for pedestrians and witnesses.
#4 Involved Person Identifier	328	2	AN	Y	From column L on the PR-1. For vehicle operator or passenger, this is the Traffic Unit Number of the vehicle this person was riding in. "P" followed by a space for pedestrian. "W" followed by a space for witness.
#4 Injury Classification	330	1	A	Y	From column M on the PR-1. Must be "K", "A", "B", "C" or "N"
#4 Seating Position	331	2	NB	S	From column N on the PR-1. Must be "01" for operators, "02" - "15" for passengers. Must be blank for pedestrians or witnesses.
#4 Involved Person Last Name	333	15	AN	N	
#4 Involved Person First Name	348	17	AN	N	Include middle initial (if any)

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**Description of Involved Person Record**

<i>Field Name</i>	<i>Start Col.</i>	<i>Lnth</i>	<i>Typ</i>	<i>Rq ?</i>	<i>Description</i>
#4 Involved Person Street Address	365	30	AN	N	
#4 Involved Person City	395	15	AN	N	
#4 Involved Person State	410	2	AB	N	Must be valid State or Province abbreviation
#4 Involved Person Zip Code	412	9	AN	N	May be 5-digit zip code, zip + 4, or Canadian zip code
#4 Involved Person Date of Birth	421	8	N	Y	mmddyyyy format. "99999999" if unknown. "0101yyyy" if birth year only is known
#4 Occupant Protection System Use	429	1	NB	S	Must be "1" through "9" for operators and passengers. Must be blank for pedestrians and witnesses
#4 Airbag Status	430	1	NB	S	Must be "1" through "4" for operators and passengers. Must be blank for pedestrians and witnesses
#4 Ejection Status	431	1	NB	S	Must be "1" through "5" for operators and passengers. Must be blank for pedestrians and witnesses.
Unused	432	81			Fill with spaces

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**Description of Accident Narrative Record**

<i>Field Name</i>	<i>Start Col.</i>	<i>Lnth</i>	<i>Typ</i>	<i>Rq ?</i>	<i>Description</i>
DOT Case Number	1	6	N	Y	Serial number that is assigned to each accident case. Same number as in Accident Summary Record for this accident case.
Accident Year	7	4	N	Y	Century and year (e.g. "1995")
Sort Code -	11	1	N	Y	"6"
Sequence Number	12	2	N	Y	"01" for first six lines of narrative, "02" for next six lines of narrative, etc.
Record Type	14	1	N	Y	"6"
Update Action Code	15	1	N	Y	"2" = Add, "3" = Change
Line # 1	16	75	AN	N	
Line # 2	91	75	AN	N	
Line # 3	166	75	AN	N	
Line # 4	241	75	AN	N	
Line # 5	316	75	AN	N	
Line # 6	391	75	AN	N	
Unused	466	47			Fill with spaces

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**Edit Rules**

**3. *Edit Rules***

Data that is submitted on Collision Analysis Auxiliary Input Files is expected to be in the format described above. Fields that are described as required must be present and may not be blank. Fields that are described as not required may be left blank. If a field may have only a certain range of values as specified above, it may not fall outside that range.

In addition the requirements described in Sections 1 and 2 above, data must also conform to the edit rules described in this section. There are two types of edits described in this section: errors and warnings. Errors are illegal codes or code combinations that will not be accepted. Warnings are codes or code combinations that are usually wrong and should be indicated to the Officers as possibly being in error.

- 1) Accident Year must be "1995" or greater.
- 2) Accident Month must be "01" through "12".
- 3) Accident Day must be valid for the month entered.
- 4) Accident Time is the military time that the accident occurred. The first 2 digits are the hour, and the next 2 digits are the minute. Acceptable values for hour are "00" through "24". Acceptable values for the minute are "00" through "59". Note that "2400" is midnight, but "0001" is one minute after midnight. "0000" and "2401" are not valid times!
- 5) Number of Vehicles in an accident may not be "00". You must enter "01" through "99" for Number of Vehicles.
- 6) The number of Qualifying Commercial Vehicles entered may not exceed the total number of vehicles that was entered in the Accident Summary Record.
- 7) Local Police Case Number is required for Qualifying Commercial Vehicle Accidents.
- 8) If an accident occurred on a local town road, and the provider of the Auxiliary Input File includes the Route Number field in the Accident Summary Record, the Route Number must be valid for the town in which the accident occurred.
- 9) If an accident occurred on a state, US or interstate route, and the provider of the Auxiliary Input File includes the Route Number (and Route Letter, if appropriate) field in the Accident Summary Record, the Route Number (and letter) must be valid for the town in which the accident occurred.

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- 10) If an accident occurred on a state, US or interstate route, and the provider of the Auxiliary Input File includes both the Route Class and the Route Number (and Route Letter, if appropriate) in the Accident Summary Record, the Route Class must be consistent with the Route Number (and letter) entered.

<i>State Route -Number</i>	<i>Valid Route Class</i>		<i>State Route Number</i>	<i>Valid Route Class</i>
84	1		1	2
91	1		1A	2
95	1		5	2
291	1		6	2
384	1 or 3		7	2
395	1		44	2
684	1		202	2
691	1		All Others	3

- 11) If the provider of the Auxiliary Input File provides the cumulative route mileage at which the accident occurred, the mileage must be within the limits of the town in which the accident occurred.
- 12) If the provider of the Auxiliary Input File provides route numbers of intersecting legs, the following rules must be followed:

- a) Intersecting leg data may be provided for local road accidents only.
- b) Intersecting legs are route numbers of intersecting roads. If an intersecting leg is a local road, enter its 4-digit DOT local road number. If an intersecting leg is a state, US or interstate route, enter the digit "9" followed by the 3-digit route number. If the route contains a letter, enter "9" followed by the 2-digit route number, followed by the route letter.

Special Route Numbers:

9xxx = State, US or Interstate Route ("9001" = US Route 1, but "901A" = US Route 1A)  
 9998 = Dead End  
 9999 = Town or State Line

- c) If the accident occurred AT an intersection (At or Between Intersections Code = "1"), then the first intersecting leg is the route number of the intersecting road. If more than two roads intersect, the second, third and fourth intersecting route numbers are for additional intersecting roads. Note that the road on which the accident occurred is NOT an intersecting leg. If there is only one intersecting leg (which is the usual case), leave the second, third and fourth intersecting legs blank.
- d) If the accident occurred BETWEEN intersections (At or Between Intersections Code = "2"), then the first intersecting leg is the route number of the nearest intersecting road, and the third intersecting leg is the route number of the second nearest intersecting road. The second intersecting leg field is used only if more than two roads intersect at the nearest intersection. The fourth intersecting leg field is used only if more than two roads intersect at the second nearest intersection.

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**Edit Rules**

13) Collision Type is a required field and must be one of the following values:

<i>Coll Type</i>	<i>Description</i>		<i>Coll Type</i>	<i>Description</i>
01	Turning - Same Direction		10	Head-on
02	Turning - Opposite Direction		11	Backing
03	Turning - Intersecting Paths		12	Parking
04	Sideswipe - Same Direction		13	Pedestrian
05	Sideswipe - Opposite Directions		14	Jackknife
06	Miscellaneous Non-Collision		15	Fixed Object
07	Overturn		16	Moving Object
08	Angle		17	Unknown
09	Rear-end			

14) Collision Types 01-05 and 08-11 require at least 2 vehicles to be involved.

15) Collision Type 13 requires that at least one pedestrian be involved.

16) Weather Condition Code is a required field and must be one of the following values:

<i>Weather Cond.</i>	<i>Description</i>
1	No adverse condition
2	Rain
3	Sleet, Hail
4	Snow
5	Fog
6	Blowing sand, soil, dirt or snow
7	Severe Cross Winds
8	Other
9	Unknown

17) Warning: "4" has been entered for Weather Condition but the accident occurred between May and September.

18) Road Surface Condition Code is a required field and must be one of the following values:

<i>Road Surf.</i>	<i>Description</i>
1	Dry
2	Wet
3	Snow/Slush
4	Ice
5	Sand, Mud, Dirt or Oil
8	Other
9	Unknown

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- 19) Warning: "1" has been entered for Road Surface Condition but the Weather Condition is "2", "3" or "4".
- 20) Warning: "3" or "4" has been entered for Road Surface Condition but the accident occurred in May through September.
- 21) Light Condition Code is required and must be one of the following values:

<i>Light Cond.</i>	<i>Description</i>
1	Daylight
2	Dark - Not Lighted
3	Dark - Lighted
4	Dawn
5	Dusk
9	Unknown

- 22) Warning: One of the following has occurred:
- a) "1" was entered for Light Condition but the accident occurred between 10 PM and 5 AM, or
  - b) "4" was entered for Light Condition but the accident did not occur between 4 AM and 7 AM, or
  - c) "5" was entered for Light Condition but the accident did not occur between 4 PM and 9 PM.
- 23) The Accident Occurred On field is required and must be one of the following values:

<i>Code</i>	<i>Description</i>		<i>Code</i>	<i>Description</i>
1	Main Roadway		5	Collector-Distributor Roadway
2	On-Ramp		6	Service or Rest Area
3	Off-Ramp		7	Weigh Station
4	H.O.V. Lane		8	Connector

- 24) If "6" was entered for Accident Occurred On, the accident may not occur AT an intersection.
- 25) If "2" or "3" was entered for Accident Occurred On, and the provider of the Auxiliary Input File is entering Ramp Numbers, the Ramp Number field may not be left blank.
- 26) If Ramp Number is present, Accident Occurred On must be "1 through "5".

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**Edit Rules**

27) The Other Roadway Feature field is required and must be one of the following values:

<i>Roadway Feature</i>	<i>Description</i>
1	Intersection with Public Roadway
2	Intersection with Private Roadway
3	Intersection with Residential Drive
4	Intersection with Commercial Drive
5	On Bridge
6	At Railroad Crossing
7	At Median Crossover
8	At On-Ramp
9	At Off-Ramp
0	None

28) If "1", "8" or "9" was entered for Other Roadway Feature, the accident may not occur BETWEEN intersections.

29) If "6" was entered for Other Roadway Feature, a ramp number may not be present.

30) If "6" was entered for Other Roadway Feature, Accident Occurred On Code may not be "2" - "7".

31) If "3" or "8" was entered for Collision Type (which indicates intersecting paths) and the accident occurred BETWEEN intersections, Other Roadway Feature must not be "0".

32) Warning: The accident occurred AT an intersection, but Other Roadway Feature is "0".

33) The Median Barrier Penetration field is required and must be one of the following values:

<i>Median Barrier</i>	<i>Description</i>
1	Full Penetration
2	Partial Penetration
3	No Penetration
4	Not Applicable (No Median Barrier)

34) If "1" or "2" was entered for Full or Partial Median Barrier Penetration, Other Roadway Feature may not be "6" (at RR Crossing).

35) If "1" or "2" was entered for Full or Partial Median Barrier Penetration, Accident Occurred On Code must be "1" (Main Roadway) or "4" (H.O.V. Lane).

36) At-Fault Traffic Unit Number must be a number greater than "00" and not more than the total number of vehicles and pedestrians in the accident.

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**Edit Rules**

37) The Contributing Factor Code is required and must be one of the following values:

<i><b>Cntr Fact</b></i>	<i><b>Description</b></i>
01	Driving on Wrong Side of Road
02	Speed Too Fast For Conditions
03	Violated Traffic Control
04	Under the Influence
05	Failed to Grant Right of Way
06	Improper Passing Maneuver
07	Improper Lane Change
08	Following Too Closely
09	Slippery Surface
10	Driver Lost Control
11	Animal or Foreign Object In Road
12	Fell Asleep
13	Defective Equipment
14	Driver Illness
15	Driver's View Obstructed
16	Unsafe Tires
17	Unsafe Use of Highway by Pedestrian
18	Unsafe Right Turn on Red
19	Driverless Vehicle
20	Insufficient Vertical Clearance
21	Proper Turn Signal Not Displayed
22	Disabled or Illegally Parked Vehicle
23	Abnormal Road Condition
24	Vehicle Without Lights
25	Traffic Signal Not Operating
26	Vehicle Involved in Emergency
27	Entered Roadway in Wrong Direction
28	Roadway Width Restricted
29	Unknown
30	Unsafe Backing
31	Improper Turning Maneuver

- 38) Contributing Factor may not be "18" or "25" for an accident that took place on a state route (Route Class = 1, 2 or 3) BETWEEN intersections.
- 39) If Collision Type is "08" (Angle) or "11" (Backing), Contributing Factor may not be "18" or "21".
- 40) If the Collision Type is "12" (Parking), the Contributing Factor may not be "17", "18", "25" or "27".
- 41) If the Contributing Factors Code is "17", the number of pedestrians involved in the accident may not be zero.
- 42) If the Contributing Factors Code is "17", the At-Fault Traffic Unit Number must refer to a pedestrian, not a vehicle.
- 43) The number of Traffic Unit Information Records in an accident with Traffic Unit Type Code "1" (Contact Vehicle) or "3" (Non-Contact Vehicle) must equal the number of vehicles indicated on the Accident Summary Record for that accident.

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**Edit Rules**

- 44) The number of Traffic Unit Information Records in an accident with Traffic Unit Type Code "3" (Pedestrian) must equal the number of pedestrians indicated on the Accident Summary Record for that accident. Pedestrians must occur after all vehicles for the same accident.
- 45) No more than 1 vehicle may have "1" entered for Traffic Unit Type if the Collision Type is "06" (Misc. Non-Collision).
- 46) If the Collision Type is "01" - "05" or "08" - "11", there must be at least 2 contact vehicles in this accident.
- 47) An accident that involves a train must have either 2 or more contact vehicles, or 1 contact vehicle and a struck pedestrian.
- 48) Every accident must have at least one contact vehicle (Traffic Unit Type "1").
- 49) The number of Traffic Unit Information Records with Qualifying Commercial Vehicle Code = "1" must equal the number of Qualifying Commercial Vehicles indicated on the Accident Summary Record for that accident.
- 50) A non-contact vehicle (Traffic Unit Type "3") may not be a Qualifying Commercial Vehicle.
- 51) The Vehicle Type Code field is required for all vehicles and must be one of the following values:

<i>Vehicle Type</i>	<i>Description</i>
02	Automobile
03	Motorcycle
04	Moped-Motor Scooter
05	Pedacycle
06	Taxi
07	Train
08	Emergency Vehicle
09	School Bus
10	Commercial Bus
11	Motor Home/Camper
12	Off Road Vehicle
13	Passenger Van
14	Single Unit Truck (2 axles, 4 tires)
15	Single Unit Truck (2 axles, 6 tires)
16	Single Unit Truck (3 or more axles)
17	Car-Trailer Combination
18	Truck-Trailer Combination
19	Truck Tractor Only
20	Tractor Semi-Trailer
21	Tractor Double Trailers
22	Tractor Triple Trailers
23	Heavy Vehicle (Unclassifiable)
24	Construction/Farm Equipment
25	Other
26	Unknown

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- 52) If a Vehicle Type Code is "07", then the Other Roadway Feature on the Accident Summary Record for the same accident must be "06" (At RR Crossing).
- 53) No more than one vehicle in an accident may have Vehicle Type "07".
- 54) If a Vehicle Type Code is "07" when Collision Type is "09" (Rear-End) and Contributing Factor is "08" (Following Too Closely), then at least 2 other vehicles must be involved in the accident.
- 55) Vehicle Types "03", "04", "05", "07", "11" and "12" may NOT be Qualifying Commercial Vehicles.
- 56) The Vehicle Maneuver Prefix is required for all vehicles and must be one of the following values:

<i>Prefix</i>	<i>Description</i>
1	None Apply
2	Vehicle Slowing For
3	Vehicle Stopped For
4	Vehicle Skidded Slowing or Stopping For
5	Vehicle Avoiding

- 57) If the Collision Type is "15" (Fixed Object), then the at-fault vehicle may not have Vehicle Maneuver Prefix "3".
- 58) If the Contributing Factor is "02", "06", "07", "08", "10", "18", "19" or "21", then the at-fault vehicle may not have Vehicle Maneuver Prefix "3".
- 59) You may not enter "3" for Vehicle Maneuver Prefix for every vehicle involved in an accident.
- 60) The Vehicle Maneuver Suffix is required for all vehicles and must be one of the following values:

<i>Suffix</i>	<i>Description</i>	<i>Suffix</i>	<i>Description</i>
01	Vehicle Going Straight	27	Vehicle Backing into Driveway or Side Road
02	Vehicle Negotiating Curve	28	Vehicle Being Towed or Pushed
03	Vehicle on Wrong Side of Road	29	Vehicle Traveling on Shoulder
04	Vehicle Passing Same Direction on Left	30	Vehicle Engaged in Highway Maintenance
05	Vehicle Passing Same Direction on Right	31	Traffic Signal
06	Vehicle Passing Improperly Parked Vehicle	32	Traffic
07	Vehicle Turning Right from Proper Lane	33	Traffic Sign
08	Vehicle Turning Right from Improper Lane	34	Traffic Officer
09	Vehicle Turning Left from Proper Lane	35	Stopped Vehicle
10	Vehicle Turning Left from Improper Lane	36	Parking
11	Vehicle Making "U" Turn	37	Parked Vehicle
12	Vehicle Turning Right from Driveway	38	Train
13	Vehicle Turning Left from Driveway	39	Bicycle
14	Vehicle Turning Right on Red Light	40	Motorcycle
15	Vehicle Engaged in Parking Maneuver	41	Other
16	Occupant Exiting or Entering Vehicle	42	Emergency Vehicle
17	Vehicle Skidding in Roadway	43	Turn Right
18	Vehicle Entering Traffic From Ramp	44	Turn Left
19	Vehicle Changing One Lane to Exit	45	Mechanical Failure
20	Vehicle Changing More Than One Lane to Exit	46	Previous Accident
21	Vehicle Changing Lane(s) to Left	47	Construction or Maintenance Work
22	Vehicle Changing Lane(s) to Right	48	School Bus
23	Vehicle Changing More Than 1 Lane from Entr.	49	Pedestrian in Road
24	Vehicle Backing Along Roadway	50	Animal in Road
25	Vehicle Backing Along Shoulder	51	Foreign Object in Road
26	Vehicle Backing Into Roadway	52	Unknown Reason

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**Edit Rules**

- 61) The following Vehicle Maneuver Prefixes and Suffixes are compatible. All other combinations are invalid.

<i>Prefixes</i>	<i>Suffixes</i>
1,2,3,4,5	01-30
2,3,4	31-33 41 43-45 52
2,3,4,5	34-35 37-40 42 46-51
2,3	36

- 62) If the Other Roadway Feature code is "0" (None), a Vehicle Maneuver Suffix may not be "26" or "27".
- 63) A Vehicle Maneuver Suffix may not be "14" or "31" for a non-local road accident that occurred BETWEEN intersections.
- 64) If a Vehicle Maneuver Suffix is "38", the Other Roadway Feature must be "06" (at RR Crossing).
- 65) If the Collision Type for an accident is "11" (Backing), then at least one vehicle should have a Vehicle Maneuver Suffix of 24-27.
- 66) If the Collision Type for an accident is 01-03 (Turning Collision) and Other Roadway Feature is "0" (None), then at least one vehicle should be executing a "U" Turn (Vehicle Maneuver "11").
- 67) If a Vehicle Maneuver Suffix is "47" (Construction or Maintenance Work), then the Construction or Maintenance Related Code on the Accident Summary Screen must be "1".
- 68) If the Contributing Factor is "25" (Traffic Signal Not Operating), then a Vehicle Maneuver Suffix may not be "14".
- 69) If the Contributing Factor is "01" or "27" (going the wrong way), then the Vehicle Maneuver Suffix for the at-fault vehicle may not be 04-06 or 19-23.
- 70) If the Contributing Factor is "06" (Improper Passing), then the Vehicle Maneuver Suffix of the at-fault vehicle must be "04", "05" or "06".
- 71) If the Contributing Factor is "22" (Parked Vehicle), then the at-fault vehicle's Maneuver Prefix must be "3" (Stopped) and the Suffix must be "36" (Parking).
- 72) If the Contributing Factor is "07" (Improper Lane Change), then the at fault vehicle's Maneuver Suffix must be 19-23.
- 73) If the Contributing Factor is "18" (Unsafe Right on Red), then the at-fault vehicle's Maneuver Suffix must be "14" and the Prefix must be "1".
- 74) If the Contributing Factor is "21" (Turn Signal Not Displayed) or "31" (Improper Turning Maneuver), then the at-fault vehicle's Maneuver Suffix must be "07" - "14", "43" or "44".
- 75) If the Collision Type of "01", "02" or "03" (Turning Collision), then at least one vehicle should be executing a turning maneuver ("07" - "14").

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**Edit Rules**

- 76) The two Object Struck Codes are optional and may be specified for vehicles only. If the first Object Struck Code is blank, then the second Object Struck Code must also be blank. Object Struck Code must be one of the following values:

<i>Object Code</i>	<i>Description</i>		<i>Object Code</i>	<i>Description</i>
01	Animal Other Than Deer		16	Impact Attenuator
02	Bank, Ledge, Rock (Off Road)		17	Jersey Barrier
03	Bridge Structure		18	Metal Beam Guide Rail
04	Building, House		19	Overhead Sign Support
05	Catch Basin, Manhole		20	Railroad Appurtenance, Track
06	Construction Barricade, Barrel		21	Traffic Control Device
07	Culvert, Endwall		22	Traffic Island
08	Curbing		23	Tree
09	Deer		24	Underpass Ceiling
10	Ditch		25	Utility Pole
11	Fence		26	Vehicle Off Road
12	Fire Hydrant		27	Wall
13	Foreign Object on Pavement		28	Wire Rope Guide Rail
14	Highway Sign, Post, Delineator		29	Other
15	Illumination Pole			

- 77) Object Struck Code may not be specified for Non-Contact vehicles (Traffic Unit Type Code "3").
- 78) If the Collision Type is "15" or "16" (Fixed or Moving Object), then at least one vehicle should have an object coded.
- 79) An Object Struck Code may not be specified for Collision Type "06" (Non-Collision).
- 80) If the Collision Type is "16" (Moving Object), then at least one moving object should be coded. The only Object Codes that can possibly move are "01", "09", "13", "15", "23", "25" or "29".
- 81) If an Object Struck Code is "20", then the Other Roadway Feature should be "06" (At RR Crossing).
- 82) If the Median Barrier Penetration Code is "1" or "2" (Full or Partial), then at least one vehicle should have struck an object on the median (Object Codes "17", "18" or "28").
- 83) The two Object Location Codes must be specified if their corresponding Object Struck Codes are present. Object Location Codes are valid for vehicles only and must be one of the following values:

<i>Object Location</i>	<i>Description</i>
1	Off Road and Shoulder Ahead
2	In Roadway
3	On Shoulder, Right
4	On Shoulder, Left
5	Off Road and Shoulder, Right
6	Off Road and Shoulder, Left
7	On Median Divider
8	Gore Area, Ramp Nose
9	Over Roadway

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**Edit Rules**

- 84) If the Contributing Factor is "20" (Insufficient Vertical Clearance), then at least one vehicle should have struck an object located over the roadway (Object Location "9").
- 85) Object Location must be compatible with its corresponding Object Struck Code. If you enter one of the following Object Struck Codes, then you may enter only the Object Locations listed below.

<i>If you enter one of these Object Codes:</i>	<i>Then you must enter one of these Object Locations:</i>
02 (Bank, Ledge, Rock Off Road) 07 (Culvert, Endwall) 08 (Curbing) 12 (Fire Hydrant) 26 (Vehicle Off Road) 27 (Wall)	1 (Off Road and Shoulder Ahead) 5 (Off Road and Shoulder, Right) 6 (Off Road and Shoulder, Left) 7 (On Median Divider)
13 (Foreign Object on Pavement)	2 (In Roadway) 3 (On Shoulder, Right) 4 (On Shoulder, Left)
19 (Overhead Sign Support) 24 (Underpass Ceiling)	9 (Over Roadway)

- 86) Pedestrian Maneuver Code is required for Pedestrians (Traffic Unit Type Code "2") and must be one of the following values:

<i>Pedestrian Maneuver</i>	<i>Description</i>
01	Directing Traffic
02	Working in Road
03	Playing in Road
04	Not in Road
05	Emergency Personnel
06	Crossing at Intersection With Signal
07	Crossing at Intersection Against Signal
08	Crossing at Unsignalized Intersection
09	Crossing Between Intersections
10	Crossing from Behind Parked Vehicle
11	Entering or Exiting Vehicle
12	Waiting for, Exiting or Entering School Bus
13	Walking or Jogging In Road
14	Other or Unknown

- 87) Pedestrian Maneuver should not be "06", "07" or "08" for an accident that occurred BETWEEN intersections on a non-local road.
- 88) Sex Code "3" (Driverless Vehicle) is invalid for a Pedestrian (Traffic Unit Type Code "2").
- 89) If Vehicle Operator Sex Code is "3", then the Vehicle Maneuver Prefix may not be "2" (Slowing), "4" (Skidding) or "5" (Avoiding).

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- 90) The Vehicle Operator or Pedestrian Date of Birth must obey the following rules:
- a) The Birth Month, if known, must be "01" - "12".
  - b) The Birth Day, if known, must be "01" - "31" and must be valid for the specified month.
  - c) The Birth Year must be greater than 1870.
  - d) The Birth Date cannot be later than the Accident Date.
  - e) If the Birth Date is unknown, it must be "99/99/9999". If any portion of Birth Date is all 9's, then the entire Birth Date must be 9's. (If the month and day are unknown but the year is known, enter "01/01/yyyy").
- 91) Warning: A vehicle operator is either less than 3 years old and driving a moped, pedacycle or off road vehicle; or less than 16 years old and driving some other type of vehicle.
- 92) If the Collision Type is "01" (Turning, Same Direction), "04" (Sideswipe, Same Direction) or "09" (Rear-end), then at least two contact vehicles should be going in the same direction.
- 93) If the Collision Type is "02" (Turning, Opposite Direction), "05" (Sideswipe, Opposite Direction) or "10" (Head-on) and Special Roadway Feature is not "07" (Not At Median Crossover), then at least two contact vehicles should be going in opposite directions.
- 94) If the Collision Type is "03" (Turning, Intersecting Paths) or "08" (Angle) and Special Roadway Feature not "07" (Not At Median Crossover), then at least two contact vehicles should have intersecting paths.
- 95) Warning: If the Contributing Factor is "01" or "27" (Driving in the Wrong Direction), then at least two vehicles should be going in opposite directions.
- 96) If the Contributing Factor is "08" (Following Too Closely), then at least two vehicles should be going in the same direction.
- 97) Warning: If the Vehicle Maneuver Suffix of the at-fault vehicle is "04" or "05" (Passing, Same Direction) or "19" - "23" (Changing Lanes), then another vehicle should be going in the same direction as the at-fault vehicle.
- 98) Warning: If the Contributing Factor is "04" (Under the Influence), and the provider of the Auxiliary Input File is providing the Alcohol or Drugs Code, then the Alcohol or Drngs Code for the at-fault traffic unit should be "2" or "5".
- 99) If the Vehicle Type is "14" or "15" (Single Unit Trucks with 2 axles), then the Number of Axles, if specified, must be "2".
- 100) If the Vehicle Type is "16" (Single Unit Truck with 3 or more axles), then the Number of Axles, if specified, must be greater than "2".
- 101) Warning: Gross Vehicle Weight Rating is usually not less than 6500 pounds and not more than 100,000 pounds.

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102)The first involved person in an accident must be the driver of the first vehicle, the second involved person must be the driver of the second vehicle, and so on. After all drivers have been entered, struck pedestrians should be entered. Then, witnesses and passengers may be entered in any order. There is one exception to this rule: the driver of a driverless vehicle (sex code "3") may not be entered.

103)The Involved Person Identifier should be "01 for the driver of the first vehicle, "02" for the driver of the second vehicle, and so on. The Involved Person Identifier for passengers is the Traffic Unit Number of the vehicle in which they were riding. The Involved Person Identifier for a Pedestrian is "P" followed by a space; for a witness, "W" followed by a space.

104)Injury Classification Code must be entered for each vehicle operator, passenger and struck pedestrian and must be one of the following values:

<i>Injury Classification Code</i>	<i>Description</i>
K	Fatal Injury
A	Incapacitating Injury (Prevents return to normal activity)
B	Non-Incapacitating Evident Injury
C	Possible Injury (Claim of Non-Evident Injury)
N	Not Injured

105) The Injury Classification Code may be "K" only when the Accident Severity entered on the Accident Summary Screen is "1" (Fatal).

106)The Injury Classification Code may be "A", "B" or "C" only when the Accident Severity entered on the Accident Summary Screen is "1" (Fatal) or "2" (Injuries).

107)If the Accident Severity is "1" (Fatal), at least one involved person must have an Injury Classification Code of "K".

108)If the Accident Severity is "2" (Injuries), at least one involved person must have an Injury Classification Code of "A", "B", or "C".

109)The Seating Position must be entered for all Vehicle Operators and passengers (but must be blank for Pedestrians and Witnesses). Seating Position Code must have one of the following values:

<i>Seating Position Code</i>	<i>Description</i>		<i>Seating Position Code</i>	<i>Description</i>
01	Front Seat Left/Motorcycle Driver		09	Third Row Right
02	Front Seat Middle		10	Sleeper Section of Cab or Truck
03	Front Seat Right		11	Enclosed Passenger or Cargo Area
04	Second Seat Left/Motorcycle Passenger		12	Unenclosed Passenger or Cargo Area
05	Second Seat Middle		13	Trailing Unit
06	Second Seat Right		14	Riding on Vehicle Exterior
07	Third Row Behind Driver/Motorcycle Passenger		15	Unknown
08	Third Row Behind Front Seat Middle			

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- 110) Only one person (i.e. the driver) may occupy Seating Position "01". The driver must occupy Seating Position "01", even if the steering wheel is on the right side of the vehicle.
- 111) If the Vehicle Type is 03, 04 or 05, the Seating Position Code must be 01, 04, 07, 12 or 15.
- 112) If the Seating Position Code is 10, the Vehicle Type must be 19, 20, 21 or 22.
- 113) If the Vehicle Type is 19, 20, 21 or 22, the Seating Position Code cannot be 04, 05, 06, 07, 08 or 09.
- 114) If the Seating Position Code is 13, the Vehicle Type must be 17, 18, 20, 21, 22, 23, 24 or 25.
- 115) Involved Person Date of Birth is required for all involved persons. The rules for Involved Person Date of Birth are identical to the rules for Operator or Pedestrian Date of Birth (Edit Rule # 90).
- 116) Involved Person Occupant Protection System Use is required for all vehicle operators and passengers and must be one of the following values:

<i>Occ. Prot. System Use</i>	<i>Description</i>
1	None Used - Vehicle Occupant
2	Shoulder Belt Only
3	Lap Belt Only
4	Shoulder and Lap Belt
5	Child Safety Seat
6	Helmet and High Visibility Clothing
7	Helmet But No High Visibility Clothing
8	No Helmet or High Visibility Clothing
9	Restraint Use Unknown

- 117) If Seating Position Code is "01", then the Occupant Protection System Use Code may not be "5".
- 118) If Seating Position Code is "10" (Sleeper Section of Truck Cab), "13" (Trailing Unit) or "14" (Riding on Vehicle Exterior), then the Occupant Protection System Use Code must be "1".
- 119) If the Vehicle Type is "03" (Motorcycle), "04" (Moped or Motor Scooter), "05" (Pedacycle) or "12" (Off Road Vehicle), then the Occupant Protection System Use Code may not be "2", "3", "4" or "5".
- 120) If the Vehicle Type is not "03", "04", "05", "12" or "08" (Emergency Vehicle), then the Occupant Protection System Use Code may not be "6", "7" or "8".
- 121) Warning: Occupant Protection System Use Code of "6", "7" or "8" has been entered for a person in an Emergency Vehicle (Type "08").
- 122) The Involved Person Airbag Status Code is required for all vehicle operators and passengers and must be one of the following values:

<i>Airbag Status Code</i>	<i>Description</i>
1	Deployed
2	Not Deployed
3	Not Applicable
4	Unknown

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123) Airbag Status Code must be "3" for involved persons in Vehicle Type "03" (Motorcycle), "04" (Moped or Motor Scooter), "05" (Pedacycle) or "12" (Off Road Vehicle).

124) If the Seating Position Code is "04" through "14", then the Airbag Status Code must be "3".

125) The Involved Person Ejection Status Code is required for all vehicle operators and passengers and must be one of the following values:

<i>Ejection Status Code</i>	<i>Description</i>
1	Not Applicable
2	Totally Ejected
3	Partially Ejected
4	Trapped
5	Unknown

