



Minnesota

Law Enforcement

Accident REPORT

Instruction Manual

MINNESOTA LAW ENFORCEMENT ACCIDENT REPORT FORM

STATE OF MINNESOTA - DEPARTMENT OF PUBLIC SAFETY

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1. $\frac{1}{2} \log \frac{1}{2}$
 2. $\frac{1}{2} \log \frac{1}{2}$
 3. $\frac{1}{2} \log \frac{1}{2}$

SECTION 1 - PERSONAL DATA 1. NAME (LAST, FIRST, MIDDLE) 2. DATE OF BIRTH (MM/DD/YYYY) 3. SEX (M/F) 4. RACE 5. HEIGHT (FT/IN) 6. WEIGHT (LBS) 7. HAIR COLOR 8. EYE COLOR 9. BLOOD TYPE (A/B/AB/O) 10. SOCIAL SECURITY NUMBER		SECTION 2 - VEHICLE INFORMATION 11. VEHICLE MAKE 12. VEHICLE MODEL 13. VEHICLE YEAR 14. VEHICLE COLOR 15. VEHICLE VIN 16. VEHICLE LICENSE NUMBER 17. VEHICLE REGISTRATION STATE 18. VEHICLE TYPE (C/P/T/S) 19. VEHICLE MAKE (if different from 11)		SECTION 3 - INCIDENT INFORMATION 20. DATE OF INCIDENT 21. TIME OF INCIDENT 22. LOCATION (STREET ADDRESS, CITY, STATE, ZIP) 23. WEATHER CONDITIONS 24. ROAD CONDITIONS 25. VISIBILITY 26. LIGHTING CONDITIONS 27. TRAFFIC SIGNALS/LIGHTS 28. OTHER RELEVANT INFORMATION	
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MINNESOTA LAW ENFORCEMENT ACCIDENT REPORT INSTRUCTION MANUAL

Produced by:

**Training Committee (of the)
Traffic Records Coordinating Committee**

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WHY MINNESOTA LAW REQUIRES ACCIDENT REPORTING

Minnesota Statute 169.09 requires accident reports on all traffic crashes causing death, injury, or \$1,000 or more in property damage.

- Accident reports are completed in order to obtain information that helps to reduce traffic accidents, fatalities, and injuries. Accident reports are not filled out just for insurance companies.
- The data collected on accident reports is the first and most important source of information for designing safer roads and vehicles, and for designing legislation and programs to bring about changes in human behavior to improve traffic safety.
- Past improvements:

Safer Vehicles

Padded dashboards
Crumple zones that absorb energy in collisions and protect people in the passenger compartment
Seat belts and airbags

Safer Roads

Divided highways that separate the flow of traffic, reducing the risk of the most dangerous type of crashes (head-on collisions)
Breakaway signposts
Rumble strips

Human Behavior Changes

Alcohol-related deaths in Minnesota decreased from about 500 per year in the late 1970s to about 200 per year in the late 1990s.
Seat belt used increased from 20% in 1986 to 75% in 2001.

- Despite dramatic progress, traffic crashes continue to be a major cause of avoidable death and injury.
 - More than 3.1 million traffic deaths in the US in the last 100 years
 - | <u>1999: Minnesota</u> | <u>1998: US</u> |
|------------------------|------------------------------|
| 137 homicides | 18,272 homicides |
| 438 suicides | 30,575 suicides |
| 626 traffic deaths | 43,501 traffic deaths |
 - Currently, diseases cause about 94% of all (about 2.3 million) deaths in the U.S. each year, but diseases mostly claim older persons as victims. Accidents of *all* kinds (drowning, falls, fires, etc.) account for about 4% of deaths. Traffic accidents account for about half the deaths from all accidents and claim mostly younger and middle-aged persons as victims. Traffic crashes are the biggest cause of permanent brain and spinal cord injuries leading to paraplegia, quadriplegia, epilepsy, and other problems.

The law enforcement accident report is the starting point of efforts to reduce these costs of traffic crashes. That is why Minnesota law requires traffic crash reporting.

Why Minnesota Law
Requires Accident Reporting

BASIC PRINCIPLES

1. What is a motor vehicle traffic accident?

All states conform to the set of definitions provided by the American National Standards Institute in its *Manual on the Classification of Motor Vehicle Traffic Accidents*. A traffic accident has a complex definition (stated much more fully in Appendix B). However, here are some key parts of the definition:

- The event involves a motor vehicle. Thus, a collision between two bicycles, or a bicycle and a pedestrian, is not a traffic accident.
 - The event occurs on, or originates on, a trafficway. Thus, a snowmobile colliding with a tree in a field is not a traffic accident.
- The event is an “accident,” rather than the result of an intentional action. Thus, if Mr. Smith attempts to commit suicide by driving his car into a bridge pier, the resulting incident is a crash, but it is not a traffic accident – because it was the result of an intentional act.

2. When must a traffic accident be reported by the drivers involved?

Every driver involved in a traffic accident that causes at least \$1,000 in property damage, or injury or death to a human being, shall forward an electronic or written report of that accident within ten days to the Department of Public Safety, Accident Records Office. Failure to do so is a misdemeanor.

3. Who must report the accident?

Minnesota Statute 169.09 specifies how, and by whom, the accident must be reported.

- Subdivision 6 requires drivers to notify police when an accident involves bodily injury or death.
- Subdivision 7 requires every driver to forward an electronic or written report of the accident to the Department of Public Safety within ten days.
- Subdivision 8 requires that every law enforcement officer who investigates a motor vehicle accident ... shall, **within ten days** after the date of such accident, forward an electronic or written report of such accident to the Department of Public Safety.

Because property damage crashes represent 70% of total crashes, reporting them is essential for understanding where and why crashes are occurring. Therefore, the Department of Public Safety and the Department of Transportation request law enforcement reports on every single crash that meets the reporting threshold.

4. Get information on *every* person in the crash.

Use the Driver block for drivers (including snowmobile drivers, ATV drivers, farm tractor drivers, and so on) *and* non-motorists (pedestrians, bicyclists, skaters, horseback riders, horse-drawn cart drivers and so on).

Complete the Passengers and Witnesses block for all others in the crash, *including* passengers who were not injured.

5. Do not leave a box empty if it should be filled out.

For example, in the box "FIRE," (meaning, did this vehicle catch on fire?), fill in the box with a Y or an N. Do not leave it blank.

6. Type the report, or print or write legibly.

An illegible report defeats the purpose of making the report.

7. Report your opinions and conclusions on the report. The report is *not admissible* in court.

MS 169.09 Subd. 13(a)(b) states

All written reports required shall be for the use of the Commissioner of Public Safety and other appropriate agencies for accident analysis purposes. Accident reports and data contained in the reports shall not be discoverable under any provision of law or rule of court. No report shall be used as evidence in any trial, civil or criminal, arising out of an accident.

This language is designed to give officers freedom to report their opinions and conclusions. Thus, as an example, if your investigation leads you to believe that alcohol contributed to a crash, or that a driver had been drinking, or that a passenger was not wearing a seat belt, then report that belief (or opinion) in the spaces provided. This report reflects your best judgment, not findings of fact in a court of law. In the worst-case scenario, you can always file an amended report at a later date.

8. Note the importance of *accurately* completing the Motor Carrier information (in the middle of the form).

It is sometimes difficult to accurately identify the "motor carrier" --a company or legal entity that directs and controls the operation of a commercial motor vehicle. Be aware that the Federal Motor Carrier Safety Administration uses this information to determine motor carrier safety ratings and target unsafe carriers for more in-depth investigation. To identify the motor carrier, it will be useful to look at bills of lading, shipping papers, and so on. See pages 30-34.

1. PRELIMINARY INFORMATION BLOCK

The Preliminary Information block has 12 fields.

Diagram illustrating the 12 fields of the Preliminary Information block on the Minnesota Accident Report form (PS-10002-10).

Fields 1 through 12 are indicated by arrows pointing to the corresponding boxes on the form.

1.
**LOCAL CASE
NUMBER**

Enter your agency's case number for this accident.

2.
AMENDED?

Enter "Y" if this report amends a report previously sent to the Department of Public Safety. Otherwise, enter "N."

If "Y," complete the "Preliminary Information" block and the "Officer and Agency" line. Also, provide some identifying information (driver, pedestrian, or owner names are most helpful) so that the amended report can be matched up with the original report.

Then complete the corrected information on the amended accident report.

PAGE ____

Number the pages of this crash report.

For example, a crash with three vehicles will require a second report form (page 2 of 2). You might attach an extra page for another diagram, or for additional narrative. Number the pages in a logical sequence and show the numbers (1 of 4, 2 of 4, and so on) on each page.

4.
HIT AND RUN?

Enter "Y" if this crash involved a hit-and-run vehicle. Otherwise, enter "N."

5.
**PUBLIC
PROPERTY
DAMAGE?**

Enter "Y" if public property was damaged.
Otherwise enter "N."

Note: 1. If "Y," complete the Damaged Property line (see page 37).

For State Patrol only: Also complete the Damaged Property tag ("yellow tag") if required, as described later (pages 37-38).

2. For purposes of this report, a government-owned vehicle is not considered **public property**.

6.
VEHICLES #

Enter the number of motorized vehicles *in transport* that were involved in this accident.

A motor vehicle "in transport" is defined on page 59. Here are some general rules, however:

1. An auto-transport truck carrying 8 cars to a dealership is **not 9 motorized vehicles in transport**. It is one.
2. Usually, a vehicle's engine is running when **in transport**. However, a vehicle that stalls *in a traffic lane* is still a **motor vehicle in transport**.
3. If a vehicle is parked or stopped **out of the traffic lanes**, it is not in transport (whether the engine is **running** or not and whether the vehicle is occupied or not). The Driver block and Vehicle block will still be filled out for the parked vehicle (but it will not be counted as a vehicle in transport).
4. The vehicle **must be in use for transport purposes**. For example, if a **snowplow is plowing snow**, it is being used for road **maintenance**, not for **transport**. If the blade is up, and it is being driven **back to the garage**, then it is a vehicle in transport (because it is being **used to transport the driver to a destination**).

Examples:

1. A snowplow is **plowing snow and causing reduced visibility**. A van collides with the plow. There is one vehicle in transport. (The Driver block and Vehicle block will still be filled out for the snowplow. It is **not** a vehicle in transport, though, and so the **number of vehicles in transport** would be one.)

Preliminary Information Block

2. An emergency vehicle is stopped in the traffic lane with emergency lights activated. If the emergency vehicle is **struck**, it is *not* considered a vehicle in transport since the presence of the emergency lights has the effect of closing the traffic lane. Therefore this would be a one-vehicle crash. The Driver block and Vehicle block will still be filled out for the emergency vehicle.

7.
KILLED #

Enter the number of persons killed in the accident.

Include every person killed in the accident: vehicle occupants, pedestrians, bicyclists, and anyone else.

For accident report purposes, death to a fetus is not counted as a traffic death.

To be considered a result of the accident, death must occur within 30 days of the accident. File an amended accident report if necessary.

8.
INJURED #

Enter the number of persons injured.

Include every person injured in the accident: vehicle occupants, pedestrians, bicyclists, and anyone else.

Note: 1. Count only non-fatally-injured persons here.

2. Claims of an injury which is not evident (complaint of pain, nausea) is a "possible," or "C"-level injury. Include such injuries in the count given in this box.

9.
\$ MIN ?

Enter "Y" if the accident caused property damage to vehicles, or any other property, of an estimated amount of \$1,000 or more.

Otherwise enter "N."

10
**MONTH, DATE,
AND YEAR**

Enter the date when the accident occurred in format *mm-dd-yyyy*.

For example: 02-11-2003.

(Note: Do *not* enter the date the accident was *reported*.)

11.
DAY

Enter the day of the week the accident occurred -- Sunday, Monday, Tuesday, etc.

(Do *not* enter the day the accident was *reported*.)

12
**MILITARY
TIME**

Enter your best estimate of the time the accident occurred (*not* the time it was reported).

NOTE:

1. Use military time, rounding to the nearest minute, as shown:
2. Some estimate is always better than nothing. Therefore, give your best estimate. For example, round to the nearest likely hour, if that is the closest you are comfortable in estimating.
Enter 99 if you can make no estimate at all.

Enter	For time
0000	1 second after midnight
0001	A minute after midnight
0115	1:15 AM
0945	9:45 AM
1200	12:00 PM (Noon)
1538	3:38 PM
2340	11:40 PM

2. LOCATION INFORMATION BLOCK

The "Location Information" block is hard to complete accurately, yet the maximum possible precision is essential for identification of hazardous roadway segments and intersections so that roadway safety improvements can be made.

Every crash will be "located" in one of three ways:

1. Inside the intersection of two or more roadways
Example: MNTH 15 and 3rd Street
2. With reference to a nearby intersecting roadway, city limit, or other road feature
Example: 1. 0.3 miles east of CR 8
 2. 250 feet west of bridge over Stoney Brook Creek
3. By a reference point on a roadway (State Patrol only)
Example: Reference point 206+00.135 on ITH 94

The information you provide is studied carefully, compared to maps, and then converted to a pinpoint location expressed as a numeric reference point on a roadway.

NOTE: It is important to give the location information in the manner described here. Otherwise, it might be impossible to enter the correct reference point into the computerized accident database. If the accident location cannot be indicated this way, an important reason for making the report is defeated.

Examples of location information that may cause an accident to *not* be located (that is, to *not* have a correct reference point in the computerized database):

1. "On CR 22, at entrance to Tom Thumb convenience store"
2. "In front of 2265 East Broadway"

Here are five general rules:

1. Do **not** use a residential, business, or commercial address in the Location block. (An address might be cited in the accident *narrative*, but avoid using an address in the Location block.)
2. Always try to give the route number (e.g., CR 5, USTH 10). If desired, give the local name of the street in parentheses.
3. When an accident occurs *inside the boundaries* of an intersection of two or more roads, locate the accident on the highest level roadway. (Levels are shown below by the rank of the road's "ROUTE SYSTEM".)

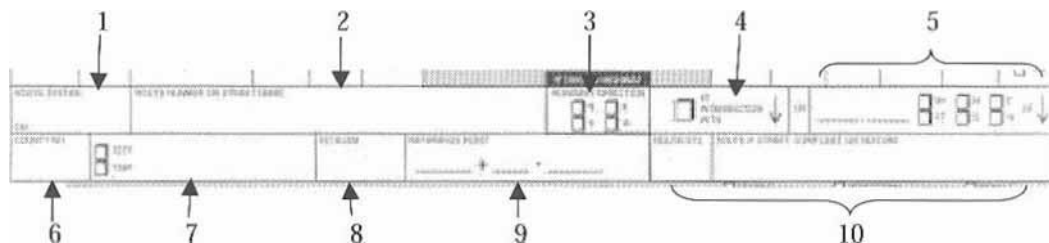
4. When an accident occurs at an intersection, but not inside the intersection boundaries, locate the accident on the road on which the accident occurred.
5. When an accident occurs in an interchange, locate the accident on the roadway on which the accident actually occurred.

Interchange Example: MSAS 4502 (Main St.) crosses over Interstate 94.

1. Accident occurs on MSAS 4502, on overpass above I-94.
Locate the accident on MSAS 4502 (Main Street).
2. Accident occurs on exit ramp from I-94.
Locate the accident on I-94
3. Accident occurs in the intersection of the I-94 exit ramp and Main Street.
Locate the accident on MSAS 4502 (Main Street).

State Patrol should refer to interchange maps.

The location block can be divided into ten fields:



1	ROUTE SYSTEM
---	-----------------

Enter the code for the route system of the road on which the accident occurred.

(Interstate is the **highest** level, US Trunk Highway is next highest, and so on.)

Code	Route System	Code	Route System
ISTH	Interstate Trunk Highway	MSAS	Municipal State Aid Highway
USTH	U.S. Trunk Highway	CR	County Road
MNTH	State Trunk Highway	LS	Local (or city) Street
CSAH	County State Aid Highway	TWP	Township Road
		OR	All Other Roads

Remember the rule to locate an in-intersection crash to the higher-level roadway, and locate an interchange crash to the roadway on which it actually occurred.

2.
ROUTE
NUMBER and/or
STREET NAME

Enter the route number whenever possible.

Example: 35E for Isth 35E
63 for Usth 63
450 for MSAS 450 (Main Street)

If you can't get the route number, enter the normally used name.
Example: Main Street

Enter both if possible, but always enter the route number when known.
Example: 450 (Main Street)

Roads with multiple numbers or names:

1. If the crash occurs on a road (e.g., CSAH 15) that is also serving temporarily as the detour path of another road (e.g., MNTH 20), enter the route system and route number of the non-detour route (i.e., CSAH 15).
2. If the crash occurs on a road that has multiple designations on a permanent or long-term basis, enter the route system and route number of the highest level of the multiple roadways (see chart on page 9).

2
IF DIVIDED
HIGHWAY,
ROADWAY
DIRECTION

If the highway is divided (i.e., has a median or barrier between the directions of traffic flow--as on all interstates and freeways):

Enter the *direction of travel* (N, E, S, W) of the roadway where the first **unstabilized situation** in the crash occurred.

Example: Vehicle 1 on I-94 *Eastbound* collides into rear of Vehicle 2 on I-94 *Eastbound*.
Enter E.

NOTE: "Accident location" is determined by where "the first harmful event" occurred. In the case of a divided highway, however, show the travel direction of the roadway on which the first unstabilized situation (defined on page 60) occurred.

Example: Driver 1 in Vehicle 1, eastbound on I-94, loses control, crosses the median, and collides with Vehicle 2, westbound on I-94.

Enter E. The accident occurred on I-94 westbound, but the first unstabilized situation *began* on I-94 eastbound. (There may have been a road defect on eastbound I-94 that caused the problem. That is why this information is desired.)

If the accident occurred at, or in, an intersection:

INTERSECTION

Check this box and go to the second line of the Location block.

NOTE: Overpasses and underpasses are not parts of intersections.

5.
DISTANCE IN
MILES OR
FEET
and
DIRECTION
FROM
HIGHWAY OR
FEATURE

If the accident did **not** occur in an intersection and you need to locate the crash relative to the nearest road, city limit, or other feature, then use Box 5 to show the distance and indicate the direction (N, S, E, or W) of the accident from the road or feature from which you are making the measurement.

Enter: A. The distance. (For example, 250)

B. The distance measure (miles or feet) you are using. (For example, 250 feet).

C. The direction of the accident from the road, object, or other feature from which you are measuring. (For example, 0.3 miles East of CR 8.)

(The particular road or feature you are measuring from – CR 8 in the above example – will then be identified in Box 10 on the second line.)

COUNTY CODE

Enter the code for the county in which the accident occurred.

(Codes shown on page 63.)

7
CITY OR
TOWNSHIP

If the accident occurred in a city or town, check the "CITY" box and enter the number (preferred) or name of the city or town. (City codes on pages 64-68.)

If the accident occurred in a township, check the "TWP" box, and enter the number (preferred) or name of the township. (Township codes on pages 69-77.)

Location Block

8
**INTERCHANGE
ELEMENT**

(State Patrol Use)

Mn/DOT provides the State Patrol with interchange sketches that show codes for all elements in interchanges.

If the accident occurred in an interchange, enter the code for the element on which the first harmful event in the accident occurred – that is, the first event that caused appreciable damage or injury. (See page 59 for a more detailed definition.)

9
**REFERENCE
POINT**

(State Patrol Use)

MnDOT provides the State Patrol with trunk highway logpoint listings.

A reference point identifies the location of a feature (intersecting roadway, railway crossing, mile post, corporate limits, bridge) along a roadway.

If the accident occurs at, or in, an intersecting roadway, or at some other feature that is shown in the Logpoint Listing, then use the listing to get the proper reference point for that intersection or feature. Enter that reference point here.

If the accident occurs at a distance from an intersecting roadway or other feature, use the logpoint listing to get the proper reference point for the feature being measured from and enter that here. (Do **not** calculate the logpoint.)

Example: Crash is on MNTH 60, and .5 miles east of CSAH 12.

If CSAH 12's intersection with MNTH 60 has reference point 145+00.483 on MNTH 60, then list that, and list the location as .5 mi east of CSAH 12.

Do not add .5 to .483 and calculate the logpoint as 145+00.983.

**10.
ROUTE
SYSTEM
and
ROUTE #, (or)
STREET, (or)
CORP LIMIT,
(or)
OTHER
FEATURE**

Complete Box 10 on the second line by entering the Route System and Route Number of the intersecting roadway or by entering the feature from which you made the measurement of the distance to the accident (as described for Box 5).

Example:

Accident occurs in intersection of USTH 63 and MNTH 20.
Enter MNTH for the Route System in the first part of Box 10.
Enter 20 in the second part of Box 10.

(USTH would already have been entered in Box 1, and 63 would already have been entered in Box 2.)

Remember to follow the conventions, if applicable, for roads with multiple numbers or names (see page 10).

If you entered a distance measure and direction in Box 5 (because the crash did not occur in an intersection and you needed to locate the crash relative to some nearby road or other feature) then identify that road or other feature here in Box 10.

Example 1: Accident occurs in Carlton County, inside Cloquet city limit, on Big Lake Road (MNTH 7), 250 feet East of Brevator Road (MNTH 5).

ROUTE SYSTEM MNTH	ROUTE NUMBER FOR STREET NAME 7 (Big Lake Road)	IF OVERSIGHT 8 8	IF INTERSECTION 250.0 FT E
COUNTY 9	CITY/TWP Cloquet	REFERENCE POINT + *	ROUTE SYSTEM MNTH 5 (Brevator Road)

Example 2: Accident occurs in Carlton County, in Stoney Brook Township, on Glader Road (County Rd 851), about three-tenths of a mile West of the bridge over Stoney Brook Creek.

ROUTE SYSTEM CR	ROUTE NUMBER FOR STREET NAME 851 (Glader Road)	IF OVERSIGHT 8 8	IF INTERSECTION 0.30 MI W
COUNTY 9	CITY/TWP Stoney Brook	REFERENCE POINT + *	Bridge over Stoney Brook Creek

3. DRIVER BLOCK (unit 1 and unit 2)

The Driver block is actually a "Driver or Non-motorist" block." Most accidents involve a single vehicle or one vehicle colliding with another. But sometimes a vehicle strikes a non-motorist (e.g., a pedestrian, bicyclist, skater, horse and rider, horse-drawn cart, etc.). "Unit" is used as the general term to refer to any vehicle or non-motorist. If there is one vehicle and one non-motorist, always assign the vehicle to Unit 1 and the non-motorist to Unit 2. For example, Vehicle 1 (Unit 1) strikes a pedestrian (Unit 2). When filling out the Driver block for Unit 2, be sure to check the appropriate box at the top of the block for type of Unit (vehicle, or non-motorist).

UNIT 1		UNIT 2	
FACTOR 1	POSITION DRIVER LICENSE NUMBER -1	FACTOR 1	POSITION DRIVER LICENSE NUMBER -1
FACTOR 2	NAME (FIRST, MIDDLE, LAST)	FACTOR 2	NAME (FIRST, MIDDLE, LAST)
MANUEVER	ADDRESS	MANUEVER	ADDRESS
PHYSCL	CITY, STATE, ZIP	PHYSCL	CITY, STATE, ZIP
RCOMND	ADDRESS	RCOMND	ADDRESS
ALCHL TEST	TYPE	ALCHL TEST	TYPE
DRUG TEST	TYPE	DRUG TEST	TYPE
TO HOSP	TRANSPORT	TO HOSP	TRANSPORT
AMB	OTHER	AMB	OTHER
AMBULANCE SERVICE	RUN NUMBER	AMBULANCE SERVICE	RUN NUMBER

Example: Vehicle 1 (Unit 1) collides with pedestrian (Unit 2), then collides with another vehicle (Unit 3). There are three units, requiring two report forms.

Enter Vehicle 1 driver information in Unit 1 Driver block.

Enter pedestrian information in Unit 2 Driver block.

Enter Unit 3 information in Unit 1 Driver block on second report form.

UNIT 1									
FACTOR 1	POSITION	DRIVER LICENSE NUMBER -1				STATE	CLASS	DL STATUS	
23	1	2				3	4	5	
FACTOR 2	NAME (FIRST, MIDDLE, LAST)					DATE OF BIRTH			
24						- 7 -			
MANUEVER	ADDRESS					DR VIOLTN		RESTRICT	
25						6		8 9	
PHYSCL	CITY, STATE, ZIP								
26									
RCOMND	ADDRESS	SEX	SAFE EQPT	SAFE EQPT	AIRBAG	EJECT	INJ SEV		
27	10	11	12	13	14	15	16		
ALCHL TEST	TYPE	DRUG TEST	TYPE	TO HOSP	TRANSPORT	AMBULANCE SERVICE		RUN NUMBER	
17		18		19	20	21		22	
					AMB				
					OTHER				

The Driver block can be divided into 27 fields, as shown on p. 14.

1. POSITION

Enter the code for the position of the driver or non-motorist prior to the crash.

NOTE: If non-motorist, code the person's location *at the time of the accident*.

The codes are shown on the back of the overlay:

Always use Code 1 for the driver or operator, including motorcycle operators.

Exception: If a vehicle has right-side driver controls, enter Code 3 (front right) for the driver. In this case, enter Code 16 for a passenger in the front left position.

Use Codes 21 to 36 for all non-motorists. This includes bicyclists, pedestrians, and so on. A person in a motorized wheelchair or cart should be considered a non-motorist.

POSITION - POSITION IN/ON VEHICLE OR LOCATION OF NON-MOTORIST PRIOR TO CRASH	
ALLEGED	NON-VEHICLE
1- DRIVER	21- MANEUVERING AT INTERSECTION
(INCLUDE MOTORCYCLE DRIVER)	22- AT INTERSECTION, NOT IN
2- FRONT SEATER	23- PARKED (VEHICLE)
3- FRONT SEATER	24- NON-INTERSECTION (VEHICLE)
4- SECOND SEAT LEFT	25- INTERSECTION (VEHICLE)
5- SECOND SEAT RIGHT	26- NON-INTERSECTION (VEHICLE)
6- THIRD SEAT LEFT	27- OTHER (VEHICLE)
7- THIRD SEAT RIGHT	28- OTHER (VEHICLE)
8- OTHER SEAT	29- OTHER (VEHICLE)
9- OTHER SEAT	30- OTHER (VEHICLE)
10- OTHER SEAT	31- OTHER (VEHICLE)
11- OTHER SEAT	32- OTHER (VEHICLE)
12- OTHER SEAT	33- OTHER (VEHICLE)
13- OTHER SEAT	34- OTHER (VEHICLE)
14- OTHER SEAT	35- OTHER (VEHICLE)
15- OTHER SEAT	36- OTHER (VEHICLE)
16- OTHER SEAT	37- OTHER (VEHICLE)
17- OTHER SEAT	38- OTHER (VEHICLE)
18- OTHER SEAT	39- OTHER (VEHICLE)
19- OTHER SEAT	40- OTHER (VEHICLE)
20- OTHER SEAT	41- OTHER (VEHICLE)

2. DRIVER LICENSE NUMBER

Enter the operator's driver license number exactly as it appears on the driver license (even if license is withdrawn or cancelled).

The license number is critical, but if you can't get it, despite attempts, enter "unknown."

If the person never had a driver's license, or is a non-motorist, draw a line through the space.

3. STATE

Enter state, Canadian province, or country that issued the operator's driver license.

**4.
CLASS**

For Minnesota-licensed drivers, enter the driver license class, shown on the back of the license. Also, enter any endorsements listed on the back of the license.

For non-Minnesota-licensed drivers, draw a line through the box.

"License class" refers to size of the vehicle that the driver may legally operate. The class is considered to include any endorsements the operator has. Refer to MS 171.02 for full description.

Here is a brief description: Classes A, B, and C are commercial driver licenses. D is the normal non-commercial license. The classes are hierarchical so that an operator only has to hold one driver license class. The "A" class license implies B, C, and D. The "B" class license implies C and D, and so on.

Class	Description
A	Highest level -- Valid for any basic vehicle or combination
B	Valid for any basic single unit motor vehicle
C	Valid for class D with hazardous materials, or school bus endorsement
D	The normal non-commercial driver's license: Valid for any two single units up to 26,000 GVWR, for all farm trucks, fire trucks, and recreational vehicles, except those requiring hazardous materials endorsement. May tow trailers up to 10,000 pounds.

Endorsements	Code	Description
	T	Double or triple trailers.
	N	Tanker
	H	Hazardous materials
	X	Tanker with hazardous materials
	S	School bus
	P	16 or more Passengers
	M	Motorcycle

Examples:

1. A driver operating a truck-tractor and pulling double semi-trailers. The driver has a Class A commercial driver's license and a "T" endorsement.
2. A driver operating a motorcycle has a class D license and an M endorsement.

Enter **A-T** in the CLASS box

Enter **D-M** in the class box.

Driver Block

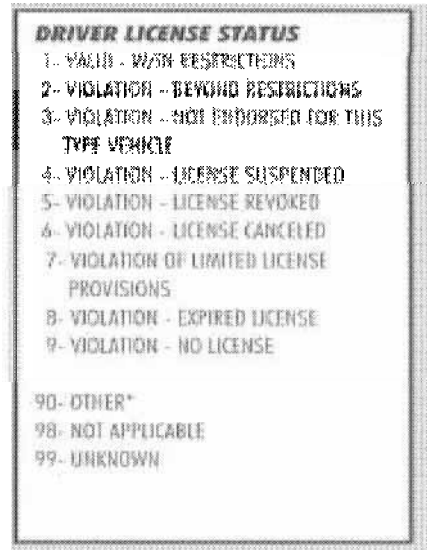
3. A driver operating a motorcycle has a class D license but does not have an endorsement to operate a motorcycle.

Enter D in the class box.

5.
DL STATUS

Enter the code for current **status** of the person's driver's license.

The codes are shown on the back of the overlay.



6.
NAME and ADDRESS

and

7.
DATE OF BIRTH

Print the first, middle, and last name.

Enter the current address, regardless of what the driver license shows.

Enter date of birth in format **mm-dd-yyyy**.

NOTE: 1. For both motorists and non-motorists, get the birth date from the driver's license whenever possible.

8.
DRIVER VIOLATIONS

Enter Y if the driver was cited for violations stemming from this accident.
Otherwise, enter N.

**9.
RESTRICTIONS**

Enter the code to show what restrictions, if any, the driver is under.

The codes are shown on the back of the overlay:

The back of the driver license will show any restrictions the driver is under.

DRIVER LICENSE RESTRICTIONS	7. LIMITED DRIVING TIME	14. CORRECTION
1. NONE	8. LIMITED DRIVING	15. TRUCK
2. LIMITED DRIVING	9. LIMITED DRIVING	16. RACE CLASS
3. MECHANICAL DEFECTS	10. LIMITED DRIVING	17. LIMITED RESTRICTION
4. PROSTHETIC	11. LIMITED DRIVING	
5. SPECIALTY DRIVING	12. LIMITED DRIVING	18. LIMITED
6. SPECIALTY DRIVING	13. LIMITED DRIVING	19. LIMITED
	14. LIMITED DRIVING	20. LIMITED

**10.
ADDRESS
CORRECT**

Enter Y if the address on the person's driver license is correct (that is, is the same as the current address).

Otherwise enter N.

Enter I if inapplicable (e.g., for a pedestrian or bicyclist).

**11.
SEX**

Enter M for male, or F for female.

The next 5 fields are:

- (12) Safety Equipment Type
- (13) Safety Equipment Use
- (14) Airbag
- (15) Ejection
- (16) Injury Severity

The codes are shown on the back of the overlay

SAFETY EQUIPMENT USE 1- BELTS NOT USED 2- LAP BELT ONLY USED 3- SHOULDER BELT ONLY USED 4- LAP AND SHOULDER BELT USED 5- CHILD SEAT NOT USED 6- CHILD SEAT USED IMPROPERLY 7- CHILD SEAT USED PROPERLY 8- BOOSTER SEAT NOT USED 9- BOOSTER SEAT USED IMPROPERLY 10- BOOSTER SEAT PROPERLY 11- HELMET NOT WORN 12- HELMET USED 13- CLAMP (ON LIGHT) 14- LIGHT PROTECTION (EJECTION) 15- AIR PROTECTIVE PADS 16- PROTECTIVE PADS 17- OTHER* 18- NOT APPLICABLE 19- UNKNOWN	SAFETY EQUIPMENT TYPE 1- EQUIPPED SAFETY EQUIPMENT IN PLACE 2- LAP BELT 3- SHOULDER BELT 4- LAP & SHOULDER BELT 5- CHILD SAFETY SEAT 6- CHILD BOOSTER SEAT 70- OTHER* 71- NOT APPLICABLE 72- UNKNOWN	SAFETY - AIR BAG 1- DEPLOYED FRONT 2- DEPLOYED SIDE 3- DEPLOYED FRONT AND SIDE 4- NOT DEPLOYED (SWITCH OFF) 5- NOT DEPLOYED (SWITCH OFF) 6- NOT DEPLOYED - UNKNOWN 7- SWITCHED ON OR OFF 70- OTHER* 71- NOT APPLICABLE 72- UNKNOWN	EJECTION - EJECTION FROM VEHICLE 1- TRAPPED, EJECTED (ON MECHANICAL MEANS) 2- TRAPPED, FREED BY: 3- NON-MECHANICAL MEANS 4- PARTIALLY EJECTED 5- EJECTED 6- NOT EJECTED 70- OTHER* 71- NOT APPLICABLE 72- UNKNOWN	INJURY SEV - INJURY SEVERITY 1- KILLED 2- NON-FUNCTIONAL INJURY 3- NON-INCIDENTAL INJURY 4- POSSIBLE INJURY 5- NOT APPROPRIATE INJURY
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12.
SAFETY
EQUIPMENT
TYPE

Enter the code for the type of safety equipment in the driver's position.

13.
SAFETY
EQUIPMENT
USE

Enter the code for the way the driver used the safety equipment.

14.
AIRBAG

Enter the code for air bag deployment.

15.
EJECTION

Enter the code for ejection.

16.
INJURY
SEVERITY

Enter the code for the driver's injury severity.

(Injury severity levels defined on page 62.)

Note: A complaint of pain should be classified as a possible (C) injury. Use Code N (no apparent injury) when there is no visible injury and no complaint of pain.

17.
ALCOHOL TEST
and
TYPE OF TEST

Enter Y in the first half of this box if a specimen was taken for alcohol testing. Otherwise, enter N.

If a specimen was taken for testing, enter the test type in the second half of Box 17.

The codes for test types are shown on the back of the overlay.

**TYPE OF ALCOHOL/DRUG
TEST GIVEN**

1- BLOOD

50-00

99- OTHER

2- BREATH

98- NOT APP. KABL

4- URINE

99- UNKNOWN

18.
DRUG TEST
and
TYPE OF TEST

Follow the same procedure as for Box 17.

The codes for drug test types are the same as those for alcohol test types.

The next four boxes deal with hospitalization

- (19) To Hospital ?
- (20) Method of Transport
- (21) Ambulance Service
- (22) Run Number

19.
TO HOSPITAL ?

Enter Y if the person was taken to the hospital

Enter N if not. Enter X if unknown.

20.
METHOD OF
TRANSPORT

If the person was taken to the hospital,
Check the AMB box if the person was taken by ambulance.
Otherwise, check the OTHER box.

21.
AMBULANCE
SERVICE

If the person was taken to the hospital by ambulance,

enter the name of the Ambulance Service AND the run
number.

RUN NUMBER

The last 5 boxes in the driver block are on the left (for Unit 1) and right (for Unit 2) sides of the form:

- (23) Contributing Factor 1
- (24) Contributing Factor 2
- (25) Pre-Accident Maneuver
- (26) Apparent Physical Condition
- (27) Recommendations

The codes are shown on the front of the overlay:

FACTOR 1 & FACTOR 2 - APPARENT CONTRIBUTING FACTORS (UP TO FIVE FOR DRIVER)	
(NOTE: PLEASE ENTER THE PRIMARY FACTOR IN THE BOX MARKED FACTOR 1)	
1. NO OTHER CONTRIBUTING FACTOR	16. DEFECTIVE BRAKES/STAY/STEER
2. FAILURE TO YIELD RIGHT OF WAY	17. IMPROPER TURN
3. EXCEEDING SPEED	18. EXCESSIVE SPEED
4. FOLLOWING TOO CLOSELY	19. IMPROPER LANE USE
5. IMPROPERLY MADE CONTROL MOVES	20. IMPROPERLY MADE CONTROL MOVES
6. IMPROPERLY MADE CONTROL MOVES	21. IMPROPERLY MADE CONTROL MOVES
7. IMPROPERLY MADE CONTROL MOVES	22. IMPROPERLY MADE CONTROL MOVES
8. IMPROPERLY MADE CONTROL MOVES	23. IMPROPERLY MADE CONTROL MOVES
9. IMPROPERLY MADE CONTROL MOVES	24. IMPROPERLY MADE CONTROL MOVES
10. IMPROPERLY MADE CONTROL MOVES	25. IMPROPERLY MADE CONTROL MOVES
11. IMPROPERLY MADE CONTROL MOVES	26. IMPROPERLY MADE CONTROL MOVES
12. IMPROPERLY MADE CONTROL MOVES	27. IMPROPERLY MADE CONTROL MOVES
13. IMPROPERLY MADE CONTROL MOVES	28. IMPROPERLY MADE CONTROL MOVES
14. IMPROPERLY MADE CONTROL MOVES	29. IMPROPERLY MADE CONTROL MOVES
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16. IMPROPERLY MADE CONTROL MOVES	31. IMPROPERLY MADE CONTROL MOVES
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21. IMPROPERLY MADE CONTROL MOVES	36. IMPROPERLY MADE CONTROL MOVES
22. IMPROPERLY MADE CONTROL MOVES	37. IMPROPERLY MADE CONTROL MOVES
23. IMPROPERLY MADE CONTROL MOVES	38. IMPROPERLY MADE CONTROL MOVES
24. IMPROPERLY MADE CONTROL MOVES	39. IMPROPERLY MADE CONTROL MOVES
25. IMPROPERLY MADE CONTROL MOVES	40. IMPROPERLY MADE CONTROL MOVES
26. IMPROPERLY MADE CONTROL MOVES	41. IMPROPERLY MADE CONTROL MOVES
27. IMPROPERLY MADE CONTROL MOVES	42. IMPROPERLY MADE CONTROL MOVES
28. IMPROPERLY MADE CONTROL MOVES	43. IMPROPERLY MADE CONTROL MOVES
29. IMPROPERLY MADE CONTROL MOVES	44. IMPROPERLY MADE CONTROL MOVES
30. IMPROPERLY MADE CONTROL MOVES	45. IMPROPERLY MADE CONTROL MOVES
31. IMPROPERLY MADE CONTROL MOVES	46. IMPROPERLY MADE CONTROL MOVES
32. IMPROPERLY MADE CONTROL MOVES	47. IMPROPERLY MADE CONTROL MOVES
33. IMPROPERLY MADE CONTROL MOVES	48. IMPROPERLY MADE CONTROL MOVES
34. IMPROPERLY MADE CONTROL MOVES	49. IMPROPERLY MADE CONTROL MOVES
35. IMPROPERLY MADE CONTROL MOVES	50. IMPROPERLY MADE CONTROL MOVES
36. IMPROPERLY MADE CONTROL MOVES	51. IMPROPERLY MADE CONTROL MOVES
37. IMPROPERLY MADE CONTROL MOVES	52. IMPROPERLY MADE CONTROL MOVES
38. IMPROPERLY MADE CONTROL MOVES	53. IMPROPERLY MADE CONTROL MOVES
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41. IMPROPERLY MADE CONTROL MOVES	56. IMPROPERLY MADE CONTROL MOVES
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43. IMPROPERLY MADE CONTROL MOVES	58. IMPROPERLY MADE CONTROL MOVES
44. IMPROPERLY MADE CONTROL MOVES	59. IMPROPERLY MADE CONTROL MOVES
45. IMPROPERLY MADE CONTROL MOVES	60. IMPROPERLY MADE CONTROL MOVES
46. IMPROPERLY MADE CONTROL MOVES	61. IMPROPERLY MADE CONTROL MOVES
47. IMPROPERLY MADE CONTROL MOVES	62. IMPROPERLY MADE CONTROL MOVES
48. IMPROPERLY MADE CONTROL MOVES	63. IMPROPERLY MADE CONTROL MOVES
49. IMPROPERLY MADE CONTROL MOVES	64. IMPROPERLY MADE CONTROL MOVES
50. IMPROPERLY MADE CONTROL MOVES	65. IMPROPERLY MADE CONTROL MOVES
51. IMPROPERLY MADE CONTROL MOVES	66. IMPROPERLY MADE CONTROL MOVES
52. IMPROPERLY MADE CONTROL MOVES	67. IMPROPERLY MADE CONTROL MOVES
53. IMPROPERLY MADE CONTROL MOVES	68. IMPROPERLY MADE CONTROL MOVES
54. IMPROPERLY MADE CONTROL MOVES	69. IMPROPERLY MADE CONTROL MOVES
55. IMPROPERLY MADE CONTROL MOVES	70. IMPROPERLY MADE CONTROL MOVES
56. IMPROPERLY MADE CONTROL MOVES	71. IMPROPERLY MADE CONTROL MOVES
57. IMPROPERLY MADE CONTROL MOVES	72. IMPROPERLY MADE CONTROL MOVES
58. IMPROPERLY MADE CONTROL MOVES	73. IMPROPERLY MADE CONTROL MOVES
59. IMPROPERLY MADE CONTROL MOVES	74. IMPROPERLY MADE CONTROL MOVES
60. IMPROPERLY MADE CONTROL MOVES	75. IMPROPERLY MADE CONTROL MOVES
61. IMPROPERLY MADE CONTROL MOVES	76. IMPROPERLY MADE CONTROL MOVES
62. IMPROPERLY MADE CONTROL MOVES	77. IMPROPERLY MADE CONTROL MOVES
63. IMPROPERLY MADE CONTROL MOVES	78. IMPROPERLY MADE CONTROL MOVES
64. IMPROPERLY MADE CONTROL MOVES	79. IMPROPERLY MADE CONTROL MOVES
65. IMPROPERLY MADE CONTROL MOVES	80. IMPROPERLY MADE CONTROL MOVES
66. IMPROPERLY MADE CONTROL MOVES	81. IMPROPERLY MADE CONTROL MOVES
67. IMPROPERLY MADE CONTROL MOVES	82. IMPROPERLY MADE CONTROL MOVES
68. IMPROPERLY MADE CONTROL MOVES	83. IMPROPERLY MADE CONTROL MOVES
69. IMPROPERLY MADE CONTROL MOVES	84. IMPROPERLY MADE CONTROL MOVES
70. IMPROPERLY MADE CONTROL MOVES	85. IMPROPERLY MADE CONTROL MOVES
71. IMPROPERLY MADE CONTROL MOVES	86. IMPROPERLY MADE CONTROL MOVES
72. IMPROPERLY MADE CONTROL MOVES	87. IMPROPERLY MADE CONTROL MOVES
73. IMPROPERLY MADE CONTROL MOVES	88. IMPROPERLY MADE CONTROL MOVES
74. IMPROPERLY MADE CONTROL MOVES	89. IMPROPERLY MADE CONTROL MOVES
75. IMPROPERLY MADE CONTROL MOVES	90. IMPROPERLY MADE CONTROL MOVES
76. IMPROPERLY MADE CONTROL MOVES	91. IMPROPERLY MADE CONTROL MOVES
77. IMPROPERLY MADE CONTROL MOVES	92. IMPROPERLY MADE CONTROL MOVES
78. IMPROPERLY MADE CONTROL MOVES	93. IMPROPERLY MADE CONTROL MOVES
79. IMPROPERLY MADE CONTROL MOVES	94. IMPROPERLY MADE CONTROL MOVES
80. IMPROPERLY MADE CONTROL MOVES	95. IMPROPERLY MADE CONTROL MOVES
81. IMPROPERLY MADE CONTROL MOVES	96. IMPROPERLY MADE CONTROL MOVES
82. IMPROPERLY MADE CONTROL MOVES	97. IMPROPERLY MADE CONTROL MOVES
83. IMPROPERLY MADE CONTROL MOVES	98. IMPROPERLY MADE CONTROL MOVES
84. IMPROPERLY MADE CONTROL MOVES	99. IMPROPERLY MADE CONTROL MOVES
85. IMPROPERLY MADE CONTROL MOVES	100. IMPROPERLY MADE CONTROL MOVES

- 23. CONTRIBUTING FACTOR 1 and
- 24. CONTRIBUTING FACTOR 2

Enter the code for the primary contributing factor in the FACTOR 1 box. Enter code 1 if vehicle had no contributing factor.

NOTE: "Primary" means the most significant or important of the two factors, not necessarily the first one.

Enter the code for the secondary contributing factor, if one exists, in the FACTOR 2 box.

NOTE: If you entered "1" for Factor 1, enter a slash (/) for factor 2.

Example: Driver 2 slowed for congestion. Witnesses said Vehicle 1 was following too closely. D1 was apparently momentarily distracted. D1 applied brakes and skidded but V1 collided into rear of V2 at a speed of about 20 miles per hour.

Enter your judgment as to what were the primary and secondary contributing factor for each driver/vehicle. For example:

Vehicle 1: Factor 1: 4 (Following too closely)
Factor 2: 15 (Driver inattention or distraction)

Vehicle 2: Factor 1: 1 (No clear contributing factor)
Factor 2: /

25.
PRE-ACCIDENT
MANEUVER

Enter the code that describes the action of each vehicle (or non-motorist) prior to the accident.

Example: Vehicle 1 turned right on red and struck 83 year-old female pedestrian crossing with signal in crosswalk.

Vehicle 1: 3 (Right turn on red)
Pedestrian: 31 (Crossing with signal)

26
APPARENT
PHYSICAL
CONDITION

Enter the code for each driver's (or non-motorist's) apparent physical condition.

As noted on page 3, the accident report is not admissible in court. Please enter your judgment about the apparent physical condition of the driver (or pedestrian, or bicyclist, etc.).

27.
RECOMMENDA-
TIONS FOR
DEPARTMENT
OF PUBLIC
SAFETY ACTION

Enter the code to indicate if you feel the Department of Public Safety should take action with respect to the driver.

Age alone is not a basis for making a recommendation.

Medical conditions and competency to drive are bases for recommendations.

Example: Vehicle 1 ran through red light and collided with traffic signal. Driver 1 had an insulin reaction and this appears to have caused the loss of control which led to the crash. The driver license shows no restrictions due to diabetic condition.

In this example, enter Code 2 to recommend that the Department of Public Safety require a medical examination to determine if restrictions should be imposed on the driver's privilege to operate a motor vehicle.

4. VEHICLE BLOCK (Unit 1 and Unit 2)

The two Vehicle blocks are below their corresponding Driver blocks. Each Vehicle block is for the name and address of the vehicle's owner, and a description of the vehicle. If the person described in the Driver block was a non-motorist (pedestrian, bicyclist, etc), then leave the Vehicle block empty.

16-20	OWNER NAME										ADDRESS										CITY, STATE, ZIP										MAKE										MODEL										YEAR										COLOR										PLATE #										ST REG										YEAR REG										SEQUENCE OF EVENTS										MOST HARM EVENT									
21-25	VEH TYP										VEH USE										DAMAGE LOC										DAMAGE SEV										INSURANCE										POLICY NUMBER										FIRE										TOWED										PULLING UNIT										DIRECT																													

Each Vehicle block has 20 fields

16 →	16-20	OWNER NAME										ADDRESS										CITY, STATE, ZIP										MAKE										MODEL										YEAR										COLOR										PLATE #										ST REG										YEAR REG										SEQUENCE OF EVENTS										MOST HARM EVENT									
	17	VEH TYP										VEH USE										DAMAGE LOC										DAMAGE SEV										INSURANCE										POLICY NUMBER										FIRE										TOWED										PULLING UNIT										DIRECT																													
	18	VEH TYP										VEH USE										DAMAGE LOC										DAMAGE SEV										INSURANCE										POLICY NUMBER										FIRE										TOWED										PULLING UNIT										DIRECT																													
	19	VEH TYP										VEH USE										DAMAGE LOC										DAMAGE SEV										INSURANCE										POLICY NUMBER										FIRE										TOWED										PULLING UNIT										DIRECT																													
	20	VEH TYP										VEH USE										DAMAGE LOC										DAMAGE SEV										INSURANCE										POLICY NUMBER										FIRE										TOWED										PULLING UNIT										DIRECT																													

Diagram illustrating the layout of the Vehicle Block with numbered fields (1-20) and arrows indicating the flow of information:

- 16 → (Occupation)
- 17 (Vehicle Type)
- 18 (Vehicle Use)
- 19 (Damage Location)
- 20 (Damage Severity)
- 1 (Owner Name)
- 2 (Fire)
- 3 (Towed)
- 4 (Pulling Unit)
- 5 (Direct)
- 6 (Make)
- 7 (Model)
- 8 (Year)
- 9 (Color)
- 10 (Plate #)
- 11 (ST REG)
- 12 (YEAR REG)
- 13 (SEQUENCE OF EVENTS)
- 14 (MOST HARM EVENT)
- 15 (POLICY NUMBER)

1.
NAME
and
ADDRESS

Enter the name and address of the vehicle's current owner.

If the registered owner is not the current owner, show the name and address of the current owner.

2.
FIRE ?

Enter Y if the vehicle caught fire (either prior to the accident or because of the accident).

Otherwise enter N.

3.
TOWED ?

Enter Y if the vehicle was towed from the scene of the accident.

Otherwise enter N

4.
PULLING UNIT ?

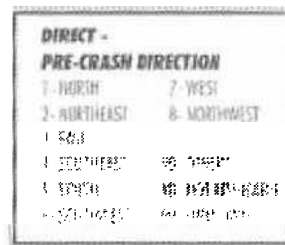
Enter Y if the vehicle was pulling a trailer, or anything else, behind it.

Otherwise enter N.

5.
PRE-ACCIDENT
DIRECTION OF
TRAVEL

Enter the vehicle's pre-accident direction of travel.

The codes are shown on the back of the overlay.



6.
MAKE

Enter vehicle make (manufacturer).

(Chev, Ford, John Deere, Toyota, Harley-Davidson, etc.)

7.
MODEL

Enter vehicle model.

(Mustang, Corolla, F250, etc.)

8.
YEAR OF
VEHICLE

Enter year of manufacture.

See vehicle registration or vehicle identification number for assistance.

9.
COLOR

Enter the vehicle's general color.

10.
LICENSE PLATE
NUMBER

Enter the vehicle's license plate number.

11.
STATE OF
REGISTRATION

Enter the state (shown on the license plate) where the vehicle is registered.

12.
YEAR OF
REGISTRATION

Enter the year of registration.

Year is shown on the license plate tabs.

12
SEQUENCE OF
EVENTS –
first, second,
third, fourth

Enter up to four codes to describe events prior to, during and after the crash. Enter them in the sequence in which they occurred to the vehicle involved.

Codes are shown on the back of the overlay, at the top.

SEQUENCE OF EVENTS - PLEASE INDICATE UP TO FOUR CODES THAT REPRESENT THE SEQUENCE OF CRASH-RELATED EVENTS									
COLLISION WITH A/V		COLLISION WITH OBJECT			NON-COLLISION				
1- MOTOR VEHICLE IN TRANSPORT		31- CONSTRUCTION EQUIPMENT	35- TREE/SIMILAR	39- BECK (OUT) CUP	51- OVERTURN/ROLLOVER	62- SEPARATION OF TRUCKS			
2- PARKED MOTOR VEHICLE		32- TRAFFIC SIGNAL	37- BRIDGE PILES	40- PARKING METER	52- TRUCKS/VEHICLE	63- ROLL-OVER/FLIP			
3- UNKNOWN EQUIPMENT - EQUIPMENT		33- AT CROSSING LEVEL	38- MEDIAN SAFETY BARRIER	41- STREET LIGHT	53- TRUCK/EXPLOSION	64- CROSS MEDIAN FLARE/FLARE			
4- UNKNOWN EQUIPMENT - OTHER		34- JUMP PILE	39- CASH CLOTHES	42- STREET LIGHT	54- JUMP OFF	65- CARGO EQUIPMENT SHIFT			
5- TRAIN	10- UNDERPASS - RAMP	35- BRIDGE PILE	40- CASH CLOTHES	43- UNKNOWN	55- CROSS/STRAIGHT HIGHWAY	66- NON-COLLISION OF OTHER TYPE			
6- RAILROAD	11- UNDERPASS - SIDE	36- SIGN STRUCTURE	41- FENCE (POST AND RAIL) BARRIER	44- OTHER	56- CROSS/STRAIGHT HIGHWAY	67- NON-COLLISION OF UNKNOWN TYPE			
7- PEDESTRIAN	12- OTHER NON-FIXED OBJECT	37- RAILROADS	42- CLOTHES/PERSONAL		57- RAN OFF ROAD - RIGHT	68- OTHER OF OTHER TYPE			
8- BICYCLE	13- OTHER COLLISION TYPE	38- OTHER POLES	43- CLOTHES/PERSONAL		58- RAN OFF ROAD - LEFT	69- NOT APPLICABLE			
9- OTHER ANIMAL	14- UNKNOWN COLLISION TYPE	39- UNKNOWN	44- CLOTHES/PERSONAL		59- RAN OFF ROAD - OTHER	70- OTHER OF UNKNOWN TYPE			

Example: Driver 1, WB on CR 107, lost control on snow/ice-covered road. V1 skidded into path of oncoming V2 (EB cattle truck loaded with livestock). D2 swerved to right causing cargo shift. V1 sideswiped left rear of V2, and ran off road left. V1 came to stop in ditch on south side of road. V2 continued and ran off road right, then overturned in ditch on right (south) side. D2 ejected and pronounced dead at scene of accident.

Vehicle 1 sequence of events:

- 1st event: 62 (cross median/centerline)
- 2nd event: 1 (collision with another motor vehicle)
- 3rd event: 58 (ran-off road, left)

Vehicle 2 sequence of events:

- 1st event: 63 (cargo shift)
- 2nd event: 1 (collision with another motor vehicle)
- 3rd event: 58 (ran off road right)
- 4th event: 51 (overturn)

14. MOST HARMFUL EVENT

Enter the code for the **most harmful event** associated with vehicle. Use codes from "SEQUENCE OF EVENTS" list.

Example: In the crash described above, no one was injured in vehicle 1. Most of V1's damage resulted from collision with vehicle 2. Driver 2 died from injuries incurred when his vehicle overturned.

Most harmful event for V 1: 1 (collision with other vehicle)
Most harmful event for V 2: 51 (rollover)

Note: There may be a question as to what event was most harmful. One event may have caused the most property damage. Another event may have caused the worst injury to a vehicle occupant. In such a case, try to assign a dollar value to the property damage and the injury. The event that caused the most costly harm will be the most harmful event.

**15.
INSURANCE
COMPANY and
POLICY
NUMBER**

Enter name of insurance company that insures this vehicle.
Enter the policy number.

The Department of Public Safety uses this information to contact the listed insurance company to confirm vehicle insurance.

**16
NUMBER OF
OCCUPANTS**

Enter total number of human occupants of vehicle at time of crash.

**17.
VEHICLE TYPE
and
18.
VEHICLE USE**

Enter type of vehicle.

Enter vehicle use

Codes are shown on the front of the overlay:

VEH TYPE - VEHICLE TYPE	1- PASSENGER	2- PICKUP	3- SPORT/UTILITY VEHICLE	4- TRUCK	5- TRUCK (TRUCK)	6- TRUCK (TRUCK)	7- TRUCK (TRUCK)	8- TRUCK (TRUCK)	9- TRUCK (TRUCK)	10- TRUCK (TRUCK)	11- TRUCK (TRUCK)	12- TRUCK (TRUCK)	13- TRUCK (TRUCK)	14- TRUCK (TRUCK)	15- TRUCK (TRUCK)	16- TRUCK (TRUCK)	17- TRUCK (TRUCK)	18- TRUCK (TRUCK)	19- TRUCK (TRUCK)	20- TRUCK (TRUCK)	21- TRUCK (TRUCK)	22- TRUCK (TRUCK)	23- TRUCK (TRUCK)	24- TRUCK (TRUCK)	25- TRUCK (TRUCK)	26- TRUCK (TRUCK)	27- TRUCK (TRUCK)	28- TRUCK (TRUCK)	29- TRUCK (TRUCK)	30- TRUCK (TRUCK)	31- TRUCK (TRUCK)	32- TRUCK (TRUCK)	33- TRUCK (TRUCK)	34- TRUCK (TRUCK)	35- TRUCK (TRUCK)	36- TRUCK (TRUCK)	37- TRUCK (TRUCK)	38- TRUCK (TRUCK)	39- TRUCK (TRUCK)	40- TRUCK (TRUCK)	41- TRUCK (TRUCK)	42- TRUCK (TRUCK)	43- TRUCK (TRUCK)	44- TRUCK (TRUCK)	45- TRUCK (TRUCK)	46- TRUCK (TRUCK)	47- TRUCK (TRUCK)	48- TRUCK (TRUCK)	49- TRUCK (TRUCK)	50- TRUCK (TRUCK)	51- TRUCK (TRUCK)	52- TRUCK (TRUCK)	53- TRUCK (TRUCK)	54- TRUCK (TRUCK)	55- TRUCK (TRUCK)	56- TRUCK (TRUCK)	57- TRUCK (TRUCK)	58- TRUCK (TRUCK)	59- TRUCK (TRUCK)	60- TRUCK (TRUCK)	61- TRUCK (TRUCK)	62- TRUCK (TRUCK)	63- TRUCK (TRUCK)	64- TRUCK (TRUCK)	65- TRUCK (TRUCK)	66- TRUCK (TRUCK)	67- TRUCK (TRUCK)	68- TRUCK (TRUCK)	69- TRUCK (TRUCK)	70- TRUCK (TRUCK)	71- TRUCK (TRUCK)	72- TRUCK (TRUCK)	73- TRUCK (TRUCK)	74- TRUCK (TRUCK)	75- TRUCK (TRUCK)	76- TRUCK (TRUCK)	77- TRUCK (TRUCK)	78- TRUCK (TRUCK)	79- TRUCK (TRUCK)	80- TRUCK (TRUCK)	81- TRUCK (TRUCK)	82- TRUCK (TRUCK)	83- TRUCK (TRUCK)	84- TRUCK (TRUCK)	85- TRUCK (TRUCK)	86- TRUCK (TRUCK)	87- TRUCK (TRUCK)	88- TRUCK (TRUCK)	89- TRUCK (TRUCK)	90- TRUCK (TRUCK)	91- TRUCK (TRUCK)	92- TRUCK (TRUCK)	93- TRUCK (TRUCK)	94- TRUCK (TRUCK)	95- TRUCK (TRUCK)	96- TRUCK (TRUCK)	97- TRUCK (TRUCK)	98- TRUCK (TRUCK)	99- TRUCK (TRUCK)	100- TRUCK (TRUCK)
VEH USE -	1- TRUCK	2- TRUCK	3- TRUCK	4- TRUCK	5- TRUCK	6- TRUCK	7- TRUCK	8- TRUCK	9- TRUCK	10- TRUCK	11- TRUCK	12- TRUCK	13- TRUCK	14- TRUCK	15- TRUCK	16- TRUCK	17- TRUCK	18- TRUCK	19- TRUCK	20- TRUCK	21- TRUCK	22- TRUCK	23- TRUCK	24- TRUCK	25- TRUCK	26- TRUCK	27- TRUCK	28- TRUCK	29- TRUCK	30- TRUCK	31- TRUCK	32- TRUCK	33- TRUCK	34- TRUCK	35- TRUCK	36- TRUCK	37- TRUCK	38- TRUCK	39- TRUCK	40- TRUCK	41- TRUCK	42- TRUCK	43- TRUCK	44- TRUCK	45- TRUCK	46- TRUCK	47- TRUCK	48- TRUCK	49- TRUCK	50- TRUCK	51- TRUCK	52- TRUCK	53- TRUCK	54- TRUCK	55- TRUCK	56- TRUCK	57- TRUCK	58- TRUCK	59- TRUCK	60- TRUCK	61- TRUCK	62- TRUCK	63- TRUCK	64- TRUCK	65- TRUCK	66- TRUCK	67- TRUCK	68- TRUCK	69- TRUCK	70- TRUCK	71- TRUCK	72- TRUCK	73- TRUCK	74- TRUCK	75- TRUCK	76- TRUCK	77- TRUCK	78- TRUCK	79- TRUCK	80- TRUCK	81- TRUCK	82- TRUCK	83- TRUCK	84- TRUCK	85- TRUCK	86- TRUCK	87- TRUCK	88- TRUCK	89- TRUCK	90- TRUCK	91- TRUCK	92- TRUCK	93- TRUCK	94- TRUCK	95- TRUCK	96- TRUCK	97- TRUCK	98- TRUCK	99- TRUCK	100- TRUCK
SPECIAL VEHICLE USE	1- TRUCK	2- TRUCK	3- TRUCK	4- TRUCK	5- TRUCK	6- TRUCK	7- TRUCK	8- TRUCK	9- TRUCK	10- TRUCK	11- TRUCK	12- TRUCK	13- TRUCK	14- TRUCK	15- TRUCK	16- TRUCK	17- TRUCK	18- TRUCK	19- TRUCK	20- TRUCK	21- TRUCK	22- TRUCK	23- TRUCK	24- TRUCK	25- TRUCK	26- TRUCK	27- TRUCK	28- TRUCK	29- TRUCK	30- TRUCK	31- TRUCK	32- TRUCK	33- TRUCK	34- TRUCK	35- TRUCK	36- TRUCK	37- TRUCK	38- TRUCK	39- TRUCK	40- TRUCK	41- TRUCK	42- TRUCK	43- TRUCK	44- TRUCK	45- TRUCK	46- TRUCK	47- TRUCK	48- TRUCK	49- TRUCK	50- TRUCK	51- TRUCK	52- TRUCK	53- TRUCK	54- TRUCK	55- TRUCK	56- TRUCK	57- TRUCK	58- TRUCK	59- TRUCK	60- TRUCK	61- TRUCK	62- TRUCK	63- TRUCK	64- TRUCK	65- TRUCK	66- TRUCK	67- TRUCK	68- TRUCK	69- TRUCK	70- TRUCK	71- TRUCK	72- TRUCK	73- TRUCK	74- TRUCK	75- TRUCK	76- TRUCK	77- TRUCK	78- TRUCK	79- TRUCK	80- TRUCK	81- TRUCK	82- TRUCK	83- TRUCK	84- TRUCK	85- TRUCK	86- TRUCK	87- TRUCK	88- TRUCK	89- TRUCK	90- TRUCK	91- TRUCK	92- TRUCK	93- TRUCK	94- TRUCK	95- TRUCK	96- TRUCK	97- TRUCK	98- TRUCK	99- TRUCK	100- TRUCK
VEH USE -	1- TRUCK	2- TRUCK	3- TRUCK	4- TRUCK	5- TRUCK	6- TRUCK	7- TRUCK	8- TRUCK	9- TRUCK	10- TRUCK	11- TRUCK	12- TRUCK	13- TRUCK	14- TRUCK	15- TRUCK	16- TRUCK	17- TRUCK	18- TRUCK	19- TRUCK	20- TRUCK	21- TRUCK	22- TRUCK	23- TRUCK	24- TRUCK	25- TRUCK	26- TRUCK	27- TRUCK	28- TRUCK	29- TRUCK	30- TRUCK	31- TRUCK	32- TRUCK	33- TRUCK	34- TRUCK	35- TRUCK	36- TRUCK	37- TRUCK	38- TRUCK	39- TRUCK	40- TRUCK	41- TRUCK	42- TRUCK	43- TRUCK	44- TRUCK	45- TRUCK	46- TRUCK	47- TRUCK	48- TRUCK	49- TRUCK	50- TRUCK	51- TRUCK	52- TRUCK	53- TRUCK	54- TRUCK	55- TRUCK	56- TRUCK	57- TRUCK	58- TRUCK	59- TRUCK	60- TRUCK	61- TRUCK	62- TRUCK	63- TRUCK	64- TRUCK	65- TRUCK	66- TRUCK	67- TRUCK	68- TRUCK	69- TRUCK	70- TRUCK	71- TRUCK	72- TRUCK	73- TRUCK	74- TRUCK	75- TRUCK	76- TRUCK	77- TRUCK	78- TRUCK	79- TRUCK	80- TRUCK	81- TRUCK	82- TRUCK	83- TRUCK	84- TRUCK	85- TRUCK	86- TRUCK	87- TRUCK	88- TRUCK	89- TRUCK	90- TRUCK	91- TRUCK	92- TRUCK	93- TRUCK	94- TRUCK	95- TRUCK	96- TRUCK	97- TRUCK	98- TRUCK	99- TRUCK	100- TRUCK

It will normally be easy to identify the vehicle type and use. However, certain situations are more difficult. See the following examples:

Examples:

1. 1. A motorized wheelchair, or other motorized pedestrian vehicle:
vehicle type: 51 (pedestrian)
vehicle use: 98 (not applicable)
2. A horseback rider, or a person riding any animal:
vehicle type: 54 (other non-motorist)
vehicle use: 98 (not applicable)
3. A police department van, with siren sounding:
vehicle type: 4 (van or mini-van)
vehicle use: 8 (police-dept vehicle—lights/siren operating)
4. A truck with a snowplow, with its blade down plowing snow:
vehicle type: 31 (2-axle 6-tire single unit truck)
vehicle use: 13 (snowplow working)
5. A truck that had been plowing snow, but now is finished plowing, and is being driven back to the garage:
vehicle type: 31 (2-axle 6-tire single unit truck)
vehicle use: 14 (snowplow – in transit)
6. A school bus that is chartered by a senior citizen's center to take a group of 35 residents to a health fair:
vehicle type: 8 (bus – 16+seats plus driver)
vehicle use: 4 (bus - other than school)

19.
DAMAGE
LOCATION
and

Enter code for principal area of damage to vehicle.

20.
DAMAGE
SEVERITY

Enter the code for the damage severity to the vehicle.

The codes are shown on the front of the overlay.

DMLC - PRINCIPAL DAMAGE AREA(S) OF VEHICLE										DMS SV - DAMAGE SEVERITY			
1- FRONT	2- REAR/END	3- FLR	7- LEFT DOOR	8- TR	10- UNDERBOD	16- NOT APPLICABLE	1- FRONT	2- REAR/END	3- FLR	16- NOT APPLICABLE			
5- REAR/END	4- REAR/END	6- LEFT REAR	9- LEFT REAR	13- BOTH DOOR/DOORS	19- UNKNOWN		5- FRONT	4- REAR		19- UNKNOWN			

5. COMMERCIAL VEHICLE BLOCK

When an accident (1) involves a commercial vehicle, school bus, or Head Start bus, and (2) meets a certain severity threshold, defined below, then you must notify the State Patrol and fill out this section. These special requirements are imposed pursuant to MS 169.783 (for commercial vehicles) and MS 169.4511 (for school buses and Head Start Buses).

For accident report purposes, a **commercial vehicle** is:

1. A motor vehicle or combination that has an actual gross vehicle weight, or a gross vehicle weight rating (GVWR), greater than 26,000 pounds.

Example: A straight truck with a GVWR of 22,000 pulling a 5,000 pound trailer

2. A vehicle required to display a hazardous materials placard.
3. A vehicle used for transporting more than 15 passengers, including the driver

City transit buses, school buses, and Head Start buses normally are not classified as commercial vehicles. If such a vehicle is chartered, then it would be a commercial vehicle.

NOTE: Recreational vehicles are not normally commercial vehicles, though they would be commercial vehicles if they were chartered or used for commercial purposes.

Fire trucks, state-owned trucks, and trucks owned by counties and cities normally are classified as commercial vehicles.

FIRST, DETERMINE IF THE CRASH MEETS THESE THRESHOLD CRITERIA:

The crash involves a commercial motor vehicle

AND

1. There is a death
or
2. There is an injury to any person
or
3. There is an estimated \$4,400 or more in property damage in the crash.
(total all vehicles and/or property)

The crash involves a school bus or Head Start bus

AND

1. There is a death on the bus
or
2. There is a serious injury on the bus
or
3. There is an estimated \$4,400 or more in property damage to the bus only.

NOTE: It is a misdemeanor to drive or cause to be driven a commercial motor vehicle after such an accident, unless (a) the vehicle has been inspected by a state trooper or other person authorized to conduct inspections, or (b) a waiver has been granted (MS 169.783).

SECOND, IF THE CRITERIA ARE MET, NOTIFY THE STATE PATROL.

The State Patrol will either require or waive a commercial vehicle inspection.

(NOTE: If the vehicles and the crash do *not* meet the criteria, you may still contact the State Patrol and request an inspection as part of your investigation.)

THIRD, IF THE CRITERIA ARE MET, FILL OUT THIS SECTION

The diagram shows a crash report form with numbered arrows indicating where to fill out information:

- 1: DRIVER INFO
- 2: WITNESSES
- 3: DAMAGE
- 4: INSPECTION
- 5: IF ACCIDENT INVOLVED A COMMERCIAL MOTOR VEHICLE, SCHOOL BUS OR HEAD START BUS, REMEMBER TO NOTIFY THE STATE PATROL (see page under MS 169.783 and 169.785)

1. CARGO BODY TYPE

Enter the code for the cargo body type.

The codes are shown on the front of the overlay.

CARGO BODY TYPE-							NO CODE
1- NON-ENCLOSED BOX	8- BOXES	5- FLATBED OR PLATFORM	7- CEMENT MIXER	9- GARAGE TRUCK	11- SPECIAL FUNCTIONAL	13- PICKUP	NO CODE
2- ENCLOSED CARGO TANK	9- BOXES CARGO TANK	6- BOX	8- AUTO TRUCK/PORTER	10- CARGO TRUCK	12- CARGO TRUCK/PORTER	14- UNKNOWN	NO CODE

2
**HAZARDOUS
MATERIALS
PLACARD ?**

Enter Y if this vehicle displayed **any HAZARDOUS MATERIALS** placards.

Otherwise, enter N

NOTE FOR OFFICER SAFETY: Hazardous materials may be present **even** though no placard is displayed **on the** transport vehicle.

**3.
WAS
INSPECTION
WAIVED**

Enter Y if the State Patrol waived the inspection.

Otherwise, enter N.

NOTE: *Only* State Patrol personnel may waive inspections.

**INSPECTION
NUMBER**

If inspection was **not waived**:

Enter the inspection **number**.

Enter the inspector's badge **number**.

**INSPECTOR'S
BADGE NUMBER**

**5.
MOTOR
CARRIER NAME**

If the commercial vehicle is **operated** by an **intrastate** motor carrier (within Minnesota **only**):

Enter the name of the motor carrier.

and

DOT NUMBER

If the commercial vehicle is operated by an **interstate** motor carrier:

Enter the **motor carrier name** *and* US DOT number.

MOTOR CARRIER TERMS

A motor carrier is the legal entity that directs and controls the operation of one or more commercial vehicles.

A motor carrier might be a trucking company, a bus company, or any entity that uses vehicles for commercial purposes.

Motor carrier companies are either for-hire or private.

A. For-Hire Motor Carrier

- Example:
1. A self-employed truck driver who owns his or her own truck.
 2. A large company (e.g., Dart Transit, Inc., RUAN, UPS, Greyhound) that operates a fleet of vehicles for hire to transport persons or freight from one point to another.

B. Private

Example: A department store company that operates trucks for delivering its own merchandise.

Motor carriers are either intrastate or interstate.

An intrastate carrier operates commercial vehicles solely within a single state (Minnesota, in our case).

An interstate motor carrier operates commercial vehicles that cross state boundaries.

Every interstate carrier is required to have a US DOT Motor Carrier Number.

The information on interstate carriers is provided to the Federal Motor Carrier Safety Administration, which uses the data to determine motor carrier safety ratings and to target unsafe carriers for more in-depth investigations. Therefore, it is critical to report the correct carrier name and number.

More than half the time, it will be easy to obtain the correct name and number. In a minority of cases, however, it may be more difficult.

The reason it may be difficult is that one vehicle could work for different carriers on different trips. A driver who owns his own truck might contract with Carrier A to take a product from Seattle to Chicago, and then contract with Carrier B to take a product back to Seattle. To determine the correct motor carrier, follow these steps:

1. Note the Motor Carrier Name and US DOT number on the side of the vehicle.

Do not stop there.

2. Interview the driver:
 - a. Is the vehicle leased or rented?
 - b. Who is directing and controlling the movement of this vehicle?
 - c. Who is the motor carrier responsible for this load?
3. Examine the shipping papers ("bill of lading") which should show the correct motor carrier.
4. Examine the Driver's Log, which should show the correct Motor Carrier name.
5. Examine any lease agreement.
6. Examine vehicle registration.

After the above steps, you will be able to make a judgment about the correct motor carrier.

Unless the inspection is waived, when you notify the State Patrol that a commercial vehicle was involved in a crash:

1. Get the driver secured and away from the vehicle
2. Secure the paperwork (driver license, insurance card, shipping papers, driver's log, registration, and the like) and turn these over to the State Patrol inspector when he or she arrives.

- NOTE:
1. If the driver must return to the vehicle to get these items, accompany the driver, and do not permit the driver to make any entries on the paperwork.
 2. If the vehicle must be moved before the inspector arrives, do not allow the brakes to be adjusted, disconnected, or otherwise tampered with.

6. PASSENGERS AND WITNESSES BLOCK

Please fill out these lines for **every passenger** (apart from the driver, on whom the information was provided in the Driver block) in the crash. Complete the information on both **injured and uninjured** passengers since the resulting data is necessary for assessing safety of vehicles and occupant restraint systems.

1	2	3	4	5	6	7	8	9	10	11	12	13	14
NAME	UNIT	POSITION	AGE	SEX	HT	WT	DOB	DOB	DOB	DOB	DOB	DOB	DOB

1. PASSENGERS / WITNESSES

Enter the names of all passengers and witnesses.
Do not list passengers as witnesses.

2. UNIT

Enter the unit number for the vehicle the passenger was in.
(If the person was a witness, enter "W" instead of a unit number.)

3. POSITION

Enter the passenger's position prior to the accident.

The codes are shown on the back of the overlay, and also shown on page 15 above.

- Note:
1. Motorcycle passengers should be coded to position 14.
 2. If a vehicle has right-side driver control, the driver will be in position 3, and a front left passenger would be coded to position 16.

4.
DATE OF BIRTH

Enter the passenger's date of birth in format mm-dd-yyyy.

5.
SEX

Enter M for male, or F for female.

The next 5 fields are:

- (6) Safety Equipment Type
- (7) Safety Equipment Use
- (8) Airbag
- (9) Ejection
- (10) Injury Severity



See pages 19-20

The next 4 boxes deal with hospitalization

- (11) To Hospital
- (12) Method of Transport
- (13) Ambulance Service
- (14) Run Number



See page 21

7. DAMAGED PROPERTY LINE

Use the "Damaged Property" line to document damage to public or private property.

(Do not include damage to vehicles in this line – that damage would have been documented in the Vehicle block.)

OWNER OF OTHER DAMAGED PROPERTY AND DESCRIPTION OF DAMAGED PROPERTY AND/OR YELLOW TAG NUMBER		DAMAGED PROPERTY / YELLOW TAG NUMBER
1	2	3

1
**OWNER OF
DAMAGED
PROPERTY**

Enter name of owner of damaged property.

Example: 1. State of Minnesota

2. Smith Glass Company

2
**DESCRIPTION
OF DAMAGED
PROPERTY**

Describe the damaged property.

Example: 1. Speed limit sign at milepost 33 knocked to ground

2. Plate glass window in front of store smashed

**DAMAGED
PROPERTY TAG
(or "YELLOW**

When public property is damaged, the "damaged property tag" should be filled out and attached to the damaged property. [Currently, the tag is bright yellow, and sometimes called the "yellow tag." See sample on next page.]

(State Patrol Use)

If a tag was filled out, enter the tag number here.

This helps the state, county or city get reimbursed by the vehicle owner (or insurance company) for the cost of repairs.

MINNESOTA TRANSPORTATION DEPARTMENT

No. 102915

Damaged Property Tag

Date		Officer's No.	
Name		<input type="checkbox"/> OWNER <input type="checkbox"/> DRIVER	
Address			
Vehicle Lic. No.		Year	Make
Damage		Location	

Follow instructions on Back

MN/DCTTP--17263 (3/79)

1. Record this tag No. on official accident report
2. Attach tag to damaged property
3. If damage is not contiguous explain

4. Notify Area Maint. Headquarters of accident location
5. If tag is placed by someone other than Highway Patrol list Police Organization

REMARKS:

8. DIAGRAM AND DESCRIPTION BLOCK

There are 19 small boxes on the lower left and right sides of the form. There are two large areas in-between where you'll provide a sketch and written narrative describing the crash. All of these parts of the form describe the circumstances of the accident and are extremely helpful to safety researchers.

1. ACCIDENT TYPE (By First Harmful Event)

Enter the accident type, based on first harmful event (first appreciable damage or injury) in the accident.

The codes are shown on the front of the overlay:

ACC TYPE - ACCIDENT TYPE BY 1ST HARMFUL EVENT		COLLISION WITH FIXED OBJECT		NON-COLLISION	
COLLISION WITH A/V		COLLISION WITH FIXED OBJECT		NON-COLLISION	
1. MOTOR VEHICLE IN TRANSPORT		21. CATHARTIC EQUIPMENT	22. HIGHWAY SIGN	23. STRUCTURE	24. STRUCTURE
2. TRUCK TRAILER VEHICLE		25. TRUCK TRAILER	26. TRUCK TRAILER	27. TRUCK TRAILER	28. TRUCK TRAILER
3. HIGHWAY EQUIPMENT - OVERPASS		29. TRUCK TRAILER	30. TRUCK TRAILER	31. TRUCK TRAILER	32. TRUCK TRAILER
4. HIGHWAY EQUIPMENT - OTHER		33. TRUCK TRAILER	34. TRUCK TRAILER	35. TRUCK TRAILER	36. TRUCK TRAILER
5. TRUCK		37. TRUCK TRAILER	38. TRUCK TRAILER	39. TRUCK TRAILER	40. TRUCK TRAILER
6. TRUCK		41. TRUCK TRAILER	42. TRUCK TRAILER	43. TRUCK TRAILER	44. TRUCK TRAILER
7. TRUCK		45. TRUCK TRAILER	46. TRUCK TRAILER	47. TRUCK TRAILER	48. TRUCK TRAILER
8. TRUCK		49. TRUCK TRAILER	50. TRUCK TRAILER	51. TRUCK TRAILER	52. TRUCK TRAILER
9. TRUCK		53. TRUCK TRAILER	54. TRUCK TRAILER	55. TRUCK TRAILER	56. TRUCK TRAILER
10. TRUCK		57. TRUCK TRAILER	58. TRUCK TRAILER	59. TRUCK TRAILER	60. TRUCK TRAILER
11. TRUCK		61. TRUCK TRAILER	62. TRUCK TRAILER	63. TRUCK TRAILER	64. TRUCK TRAILER
12. TRUCK		65. TRUCK TRAILER	66. TRUCK TRAILER	67. TRUCK TRAILER	68. TRUCK TRAILER
13. TRUCK		69. TRUCK TRAILER	70. TRUCK TRAILER	71. TRUCK TRAILER	72. TRUCK TRAILER
14. TRUCK		73. TRUCK TRAILER	74. TRUCK TRAILER	75. TRUCK TRAILER	76. TRUCK TRAILER
15. TRUCK		77. TRUCK TRAILER	78. TRUCK TRAILER	79. TRUCK TRAILER	80. TRUCK TRAILER
16. TRUCK		81. TRUCK TRAILER	82. TRUCK TRAILER	83. TRUCK TRAILER	84. TRUCK TRAILER
17. TRUCK		85. TRUCK TRAILER	86. TRUCK TRAILER	87. TRUCK TRAILER	88. TRUCK TRAILER
18. TRUCK		89. TRUCK TRAILER	90. TRUCK TRAILER	91. TRUCK TRAILER	92. TRUCK TRAILER
19. TRUCK		93. TRUCK TRAILER	94. TRUCK TRAILER	95. TRUCK TRAILER	96. TRUCK TRAILER
20. TRUCK		97. TRUCK TRAILER	98. TRUCK TRAILER	99. TRUCK TRAILER	100. TRUCK TRAILER

Every crash should be coded for Accident Type.

The front of the overlay lists crash types in three categories:

1. Collision with vehicle, person or object (*other than* a fixed object)
2. Collision with a fixed object
3. Non-collision accident

Determine the *first harmful event* in the crash.

Then select the best ACCIDENT TYPE code.

Example: Driver 1, in northbound Vehicle 1, saw pedestrian dart into traffic. Driver 1 swerved and collided with parking meter, then hit pedestrian. Pedestrian pronounced dead at scene of accident

Accident type: 40 (collision with parking meter)

2. SCHOOL BUS INVOLVED

Enter the code for whether a school bus was involved.

The codes are shown on the front of the overlay

SCHOOL BUS INVOLVED			
1-YES, INVOLVED DIRECTLY	2-YES, INVOLVED INDIRECTLY	3-NO	99-UNKNOWN

Note the following definitions and the distinction between direct involvement and indirect involvement.

School bus: A school bus is a motor vehicle used to transport pupils in grade 12, or lower, to or from any school or school-related activity.

The school bus must also have the following physical characteristics: (MS 169.09 Subd 6):

1. It is yellow.
2. The words "school bus" appear on the front and rear.
3. Flashing red lights are on the front and rear.
4. Lettering on the sides identifies the school, school district, or the company that operates the bus.

Example:

1. A minivan that fits the above characteristics is a school bus.
2. A bus having the above characteristics, but being used for some other (chartered / non-school related) activity - e.g., for transporting persons to a senior center - is not a school bus.

School Bus Accident: A school bus accident is a motor vehicle accident that involves a school bus, with or without a pupil on board, either **directly**, or **indirectly**.

A school bus is **directly** involved in an accident when the school bus is a contact vehicle – that is, the bus collides with another motor vehicle, pedestrian, or pedalcyclist.

Example of direct involvement:

1. A pupil gets off the school bus and is struck by the bus as it begins to move.
2. A car drifts into the lane of, and collides with, an oncoming school bus.

A school bus is **indirectly** involved in an accident when it is involved in the accident, but it is not a contact vehicle – that is, the bus does not strike, and is not struck by, another motor vehicle, pedestrian, or pedalcyclist.

Example of indirect involvement

1. A school bus is stopped with its red lights flashing and is picking up pupils. A pupil crossing the street to board the bus is struck by an oncoming car.
2. A school bus is stopped with its red lights flashing. A car traveling in the same direction attempts to pass the school bus and collides with a pickup truck traveling in the opposing direction.

Additional: The function of the school bus is to pick up and discharge children and to transport children to and from school. If an accident arises due to this activity, then the accident is probably a school bus accident, whether the bus is a contact vehicle or not.

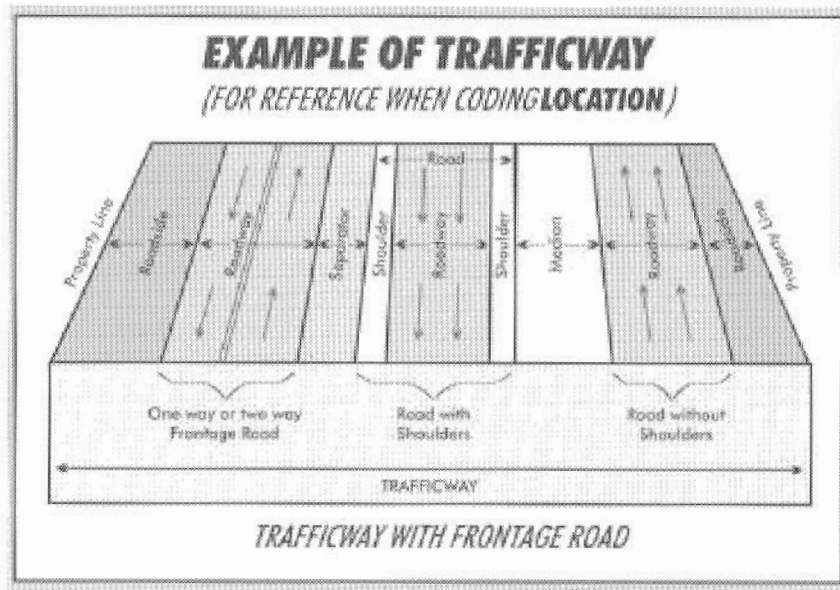
**3.
LOCATION OF
FIRST
HARMFUL**

Enter the location (with respect to the physical trafficway) where the first harmful event (first appreciable damage or injury) in the crash occurred.

The codes are shown on the front of the overlay.

LOCATN - LOCATION OF FIRST HARMFUL EVENT (SEE EXAMPLE OF TRAFFIC WAY)								
1- ON HIGHWAY (ALLEY DRIVEWAY, ETC.)	2- ON SHOULDER	4- ON ROADSIDE	6- PARKING LOT	8- OUTSIDE OF TRAFFICWAY				
	3- ON MEDIAN	5- ON SEPARATOR	7- PRIVATE PROPERTY	90- OTHER*	99- UNKNOWN			

The back of the overlay has a diagram showing an example of a trafficway.



**4.
ON BRIDGE ?**

Enter Y if the crash occurred on a bridge deck.
Otherwise enter N.

Note: Overpasses are considered bridges.

The next three boxes pertain to workzone crashes.

- (5) Type of Workzone
- (6) Location of Crash Relative to Workzone
- (7) Workers Present?

The codes are shown on the front of the overlay.

TYPE OF WZ - WORK ZONE		LOCATION OF CRASH RELATIVE TO THE WORK ZONE	
1- LANE CLOSURE	3- MOVING WORK ZONE	1- BEFORE 1ST WARNING SIGN	5- TERMINATION AREA
2- LANE SHIFT/CROSSOVER	99- OTHER*	2- ADVANCE WARNING AREA	90- OTHER*
3- WORK ON SHOULDER/WEDGWAY	98- NOT APPLICABLE	3- TRANSITION AREA	99- NOT APPLICABLE
4- INTERMITTENT	99- DISORDERLY	4- ACTIVITY AREA	99- DISORDERLY

5. TYPE OF WORKZONE

If the crash occurred in a workzone, enter the code for the type of workzone.

If not, enter 98.

6. LOCATION OF CRASH RELATIVE TO WORKZONE

If the crash occurred in a workzone, enter the code for the location of the crash relative to the workzone.

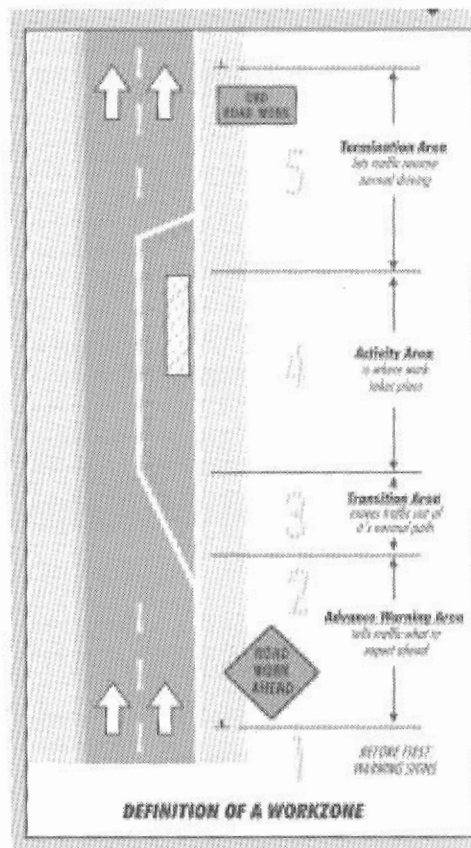
The back of the overlay has a diagram of a workzone.

NOTE: An accident that occurs as a result of traffic congestion in an area prior to the first Work Zone warning signs should still be coded as a Work Zone crash, and given Code 1 for "before first warning signs."

7. WORKERS PRESENT ?

If the crash occurred in a workzone, enter Y if workers were present at the time of the crash.

Otherwise, enter N.



8. ROAD DESIGN

Enter the code for the road design.

The codes are shown on the front of the overlay.

RDESIGN - ROAD DESIGN			
1- FREEWAY - MAIN LANE	4- ONE-WAY STREET	7- 3 LANES UNDIVIDED (CENTER LEFT TURN LANE)	10- ROAD ON PRIVATE PROPERTY
2- FREEWAY - RAMP	5- 4-6 LANES UNDIVIDED (2-3 LANES EACH WAY)	8- 2 LANES (1 LANE EACH WAY)	90- OTHER*
3- OTHER DIVIDED HIGHWAY	6- 3 LANES UNDIVIDED	9- ALLEY/DRIVEWAY	99- UNKNOWN

9. ROAD SURFACE CONDITION

Enter the code for the road surface condition.

The codes are shown on the front of the overlay.

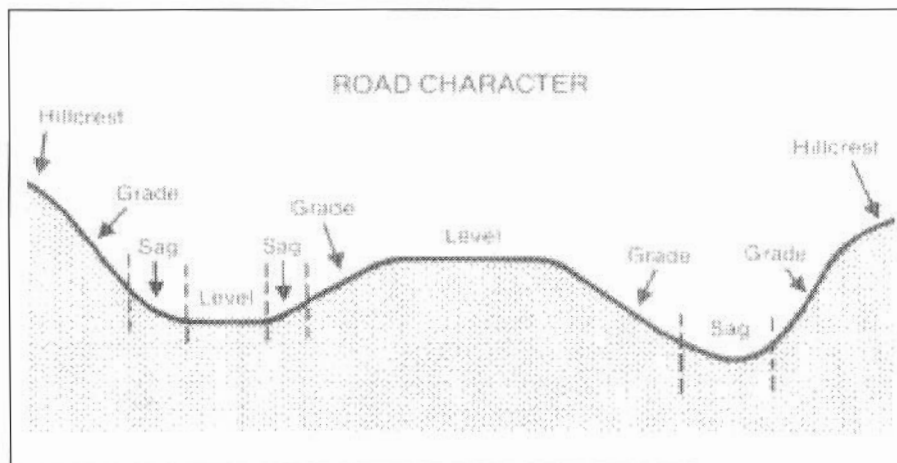
RD SURF - ROAD SURFACE CONDITIONS				
1- DRY	3- SNOW	5- ICE PACKED SNOW	7- MUDDY	9- DIRT
2- WET	4- SLUSH	6- WATER (STANDING/MOVING)	8- DEBRIS	90- OTHER*
				99- UNKNOWN

10. ROADWAY CHARACTER

Enter the code for the roadway character.

The codes are shown on the front of the overlay. Below that is a diagram illustrating some of the terms.

RD CHAR - ROADWAY CHARACTER				
1- STRAIGHT & LEVEL	3- STRAIGHT AT HILLCREST	5- CURVE & LEVEL	7- CURVE AT HILLCREST	90- OTHER*
2- STRAIGHT & GRADE	4- STRAIGHT AT SAG	6- CURVE & GRADE	8- CURVE AT SAG	99- UNKNOWN



11. TRAFFIC CONTROL DEVICE AT SCENE

Enter the type of traffic control device at the scene of the crash.

The types are shown on the front of the overlay.

NOTE: Regarding Code 9-No Passing Zone: This refers to highway lane markings as well as to signs. No other highway lane markings are considered traffic control devices.

DEVICE - TRAFFIC CONTROL DEVICE

1- TRAFFIC SIGNAL	11- RR CROSSING- FLASHING LIGHTS
2- OVERHEAD FLASHERS	12- RR CROSSING- STOP SIGN
3- STOP SIGN - ALL APPROACHES	13- RR OVERHEAD FLASHERS
4- STOP SIGN - NOT ALL APPROACHES	14- RR OVERHEAD FLASHERS/GATE
5- YIELD SIGN	15- RR CROSSBUCK
6- OFFICER/FLAG PERSON/ SCHOOL PATROL	90- OTHER*
7- SCHOOL BUS STOP ARM	98- NOT APPLICABLE
8- SCHOOL ZONE SIGN	99- UNKNOWN
9- NO PASSING ZONE	
10- RR CROSSING GATE	

12. WAS SIGNAL WORKING PROPERLY

Enter the code to show whether the signal was working properly.

The codes are shown on the front of the overlay.

WORKING - WAS SIGNAL WORKING PROPERLY?

1- SIGNAL WORKING PROPERLY	3- SIGNAL WORKING IN MODIFIED FASHION	90- OTHER*
2- SIGNAL NOT WORKING PROPERLY	4- SIGNAL DISOBEYED/THRUAGED	98- NOT APPLICABLE
		99- UNKNOWN

13. RELATIONSHIP TO INTERSECTION OR JUNCTION

Enter the code to show where the crash occurred in relationship to an interchange, intersection, or alley or driveway access.

The codes are shown on the front of the overlay.
Also see the definitions and figures on page 47-48.

INT REL - RELATIONSHIP TO INTERSECTION/JUNCTION

1- NOT AT INTERSECTION/JUNT	4- 4-LOGGED INTERSECTION	9- AT DEPTON X-ING	22- INTERCHANGE ALL OTHERS
2- T INTERSECTION	5- 5-OR-NIGHT POINT INTERSECTION	10- RR X-ING	
3- Y INTERSECTION	6- TRAFFIC CIRCLE OR ROUND ABOUT	11- RECREATIONAL Y-ING	90- OTHER*
	7- INTERSECTION RELATED	20- INTERCHANGE ON RAMP	99- UNKNOWN
	8- ALLEY OR DRIVEWAY ACCESS	21- INTERCHANGE OFF RAMP	

Definitions:

1. An intersection accident is one in which *the first harmful event* in the accident occurs within the boundaries of an intersection.

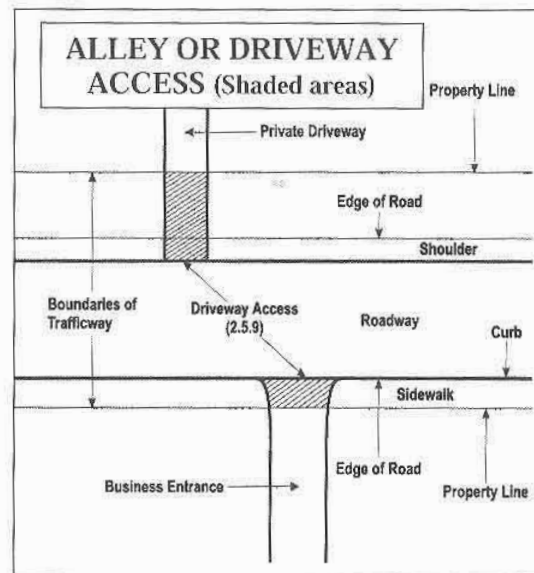
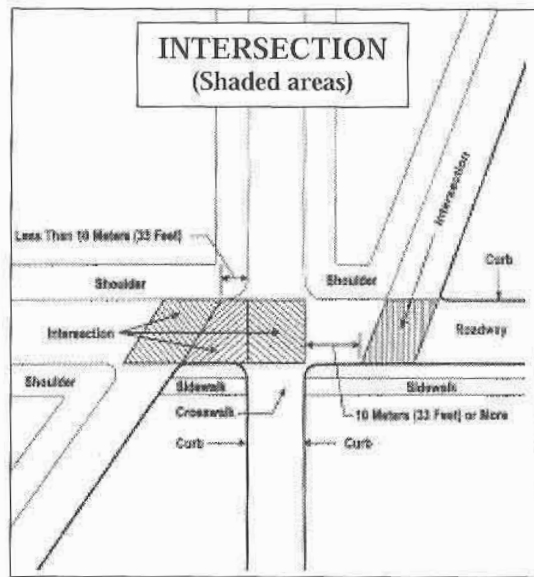
If two intersections are close together (within 33 feet of one another) then the roadway between the two intersection is also considered to be an intersection.

See figure at right:

2. An intersection-related accident is one in which (a) *the first harmful event* in the accident occurs on an approach to, or exit from, an intersection, and (b) the first harmful event resulted from some activity, behavior, or control related to the movement of traffic units through the intersection.

3. An alley-or-driveway-accident is one in which (a) the first harmful event occurs on an alley or driveway access, or (b) the first harmful event in some way involved a vehicle entering or leaving an alley or driveway access.

See figure at right:



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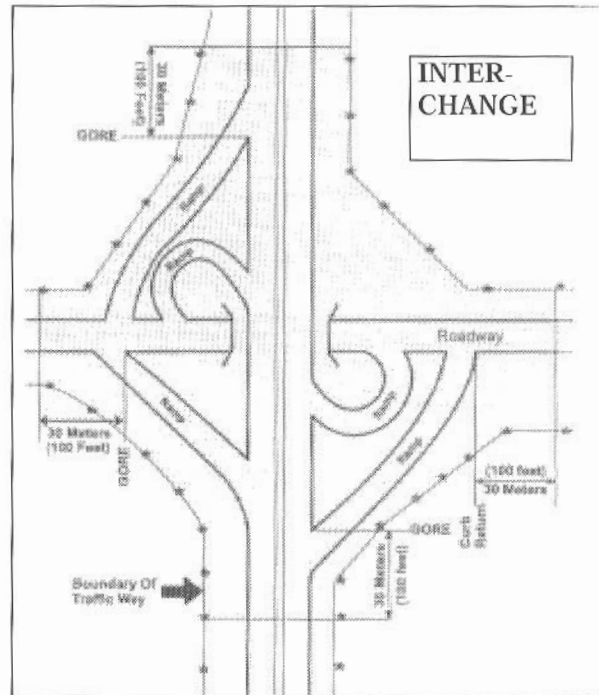
14.
SPEED L
#

If an
back
speed

4. An interchange accident is one that occurs within the boundaries of a highway interchange. Those boundaries are defined to extend 100 feet in front of and 100 feet beyond the beginning and ending points of ramps in the interchange.

See figure at right:

NOTE: An Interchange Code (20, 21, or 22) takes priority over codes 1-11. That is, if the crash occurs anywhere inside the boundaries of an interchange, as defined above, then use the appropriate Interchange Code. For example, if the correct code appears to be 7 (Intersection-Related) but the crash location fell inside the interchange boundaries, use the Interchange Code (20, 21, or 22) instead.



14. SPEED LIMIT

#

Enter the posted speed limit at the location where the first harmful event in the crash occurred.

If more than one speed limit was posted (e.g., one limit on one road and a different limit on an intersecting road), enter the highest posted speed limit.

If an accident occurs on an interchange ramp, use the freeway speed limit. Yellow background freeway ramp speed signs are advisory only. Do not list the advisory speed as the speed limit.

15.
WEATHER 1

and

16.
WEATHER 2

Enter the code for the primary weather condition in the first box.

If appropriate, enter the code for a secondary weather condition in the second weather box. Otherwise, leave the second box blank.

The codes are shown on the front of the overlay.

WEATHER - WEATHER CONDITION			
#1 AND #2	1- CLEAR	3- RAIN	5- SLEET/HAIL/FREEZING RAIN
	2- CLOUDY	4- SNOW	6- FOG/SMOG/SMOKE
			7- BLOWING SAND/DRIFT/SNOW
			8- SEVERE CROSSWINDS
			90- OTHER*
			99- UNKNOWN

17.
LIGHT
CONDITION

Enter the type of light condition or lighting at the scene where the crash occurred.

The codes are shown on the front of the overlay.

LIGHT - LIGHTING			
1- DAY LIGHT	3- AFTER SUNSET	6- DARK (NO STREET LIGHTS)	90- OTHER*
2- BEFORE SUNRISE	4- DARK (STREET LIGHTS ON)	7- DARK (UNKNOWN LIGHTING)	99- UNKNOWN
	5- DARK (STREET LIGHTS OFF)		

NOTE: Category 2, "before sunrise," refers to dawn. This is the 30-minute period before the sun rises – the transition period going from the dark of night to a daylight condition

Category 3, "after sunset," refers to dusk. This is the 30 minute period after the sun sets – the transition period going from a daylight condition to the dark of night.

18.
PHOTOS
TAKEN?

Enter Y if photos were taken.

Otherwise, enter N.

19. DIAGRAM

Enter the Diagram Code – the code that best describes the vehicular relationships which led to the accident.

The codes are shown on the front of the overlay:

DIAGRAM - VEHICULAR RELATIONSHIPS WHICH LED TO IMPACT			
1- REAR END	3- LEFT TURN	6- RIGHT TURN	90- OTHER*
2- SIDESWIPE - SAME DIRECTION	4- VAN OFF ROAD - LEFT SIDE	7- VAN OFF ROAD - RIGHT SIDE	98- NOT APPLICABLE
	5- RIGHT ANGLE	8- HEAD ON	99- UNKNOWN
		9- SIDESWIPE - OPPOSING	

The 9 sketches below give a general sense of what each of the 9 codes mean.



- Note: 1. The second sketch, labeled "overtaking," corresponds to Code 2 (sideswipe – same direction)
- Collision with a non-motorist (e.g., pedestrian, bicyclist, etc.), or animal, or debris in road, and so on, should be coded as 98 (Not Applicable).
 - In particular, note the distinction between a left-turn (Code 3) and a right-angle (Code 5) accident. The two are frequently mixed up. The left turn crash involves a left-turning vehicle. Even though the impact position may have been at 90 degrees, it would still be considered a left turn crash. The right-angle crash involves two vehicles going straight, resulting in a "T-bone" crash.

DIAGRAM AND NARRATIVE

Most of what has been entered on the crash report so far is valuable for documenting driver history or for statistical analysis. The statistical data are used to identify high-accident locations, high-accident driver groups, trends in alcohol-related crashes, trends in belt use, and so on. The diagram and narrative can't be analyzed statistically, but may provide a better understanding than the statistics alone.

Traffic engineers depend heavily on the diagram and narrative. After they identify high-accident locations, they study accident reports in depth to see how the location can be made safer. Thus the diagram and narrative are *very important!*

**20.
DIAGRAM OF
CRASH**

Draw a diagram of the crash.

The diagram and narrative together should provide a strong overall sense of how the accident happened. *They should make clear what happened before, during, and after the accident.* Even if the vehicles have been moved from the positions in which they had come to rest after the accident, attempt to diagram positions.

If desired, draw larger or more detailed diagram(s) on separate letter-size sheets of paper and attach to report.

Some conventions are common and useful:

1. Represent cars, trucks, motorcycles, bicycles, and pedestrians with figures mimicking the shapes of those vehicles.
2. Put numbers on the drawn vehicles that correspond to their numbers on the report and in the narrative.
3. Use arrows to represent the pre-accident paths of travel.
4. Use dashed vehicle outlines to represent the vehicle positions at impact.
5. Use lines and solid vehicle outlines to represent the post-accident paths of travel and the final vehicle positions at rest.

**21.
NARRATIVE
DESCRIPTION
OF CRASH**

Provide a narrative description of the crash.

Supply all information you feel is important. Attach additional pages or narrative reports if useful or important to provide a clear understanding of the crash.

- Describe the chain of events before, during, and after the accident.
- You are encouraged to state your conclusions, based on your investigation, about how the crash occurred.
- Also use the Narrative block to explain the “Other” codes used earlier in the report.

Three examples of actual narratives, with some details changed to preserve anonymity:

1

Vehicle 1 was W/B on USTH 28, passing a vehicle when D1 lost control and turned sideways in E/B lane.
Vehicle 2 was E/B on USTH 28 and struck V1 at right angle. D1 died at scene.
V1 struck mailbox and V2 hit private sign and shrubbery.

Code 90 (for Road Surface Condition) – slight glaze on travel portion of roadway, but ice and packed snow over center dashes on roadway.

2

Vehicle 1 was westbound on CR 8. Vehicle 2 was southbound on CR 6. V 2 failed to stop for stop sign and struck V 1 at right angle on front passenger side, in intersection of CR 8 and CR 6.

Both vehicles left the roadway.
Front right passenger ejected from V 1. V 1 came to rest, overturned, southwest of the intersection along CR 6.

Driver ejected from V 2. V 2 came to rest, right side up, southwest of the intersection along CR 8.

Passenger of V1 and driver of V2 were DOA. Driver of V1 transported via Allina to Golden Valley.
No skidding present at the crash.

3

Vehicle 1 W/B skidded on ice/slush, crossed over the center line and struck veh # 2 E/B head-on.
Both drivers taken to St. Joseph Hospital.
Passenger in Veh #2 Jane Doe pronounced dead at scene of accident.

9. OFFICER AND AGENCY LINE

The Officer and Agency Line is at the bottom of the form:

OFFICER RANK, NAME AND BADGE # 1	AGENCY 2	PATROL STATION 3	<input type="checkbox"/> STATE PATROL <input type="checkbox"/> LOCAL <input type="checkbox"/> SHERIFF <input type="checkbox"/> OTHER
			4

**1.
OFFICER
RANK, NAME,
AND BADGE
NUMBER**

Enter your rank, name, and badge number.

**2.
AGENCY**

Enter your agency

In citing the agency, indicate number (preferred) or name:

- If a County Sheriff's agency, enter county number or name.
- If a Municipal Police department, enter city number or name.
- If other agency, enter agency name

Example: White Earth Reservation Tribal Police

U of M Police

Airport Police

DNR

etc.

**3.
PATROL
STATION**

If you are a Minnesota State Patrol Trooper, enter your patrol station.

**4.
DEPARTMENT**

Check the appropriate box to show if you are state patrol, sheriff, local, or other.

APPENDICES

**Appendix A: Fatality Analysis Reporting System (FARS)
Fatality Report Form**

Appendix B: Definitions

Appendix C: County Codes

Appendix D: City Codes

Appendix E: Township Codes

APPENDIX A: FATALITY ANALYSIS REPORTING SYSTEM (FARS) FATALITY REPORT FORM

The US DOT National Highway Traffic Safety Administration (NHTSA) operates the FARS system, which collects and computerizes information on every single fatal crash in the United States and Puerto Rico. Every state has a FARS analyst who collects the information and sends it to NHTSA. The FARS system is renowned for its integrity and rigor, and for the contribution it makes to traffic safety research.

The FARS Fatality Report (shown on page 56) supplements the Minnesota Law Enforcement Accident Report and should be completed and submitted along with the Accident Report for every fatal crash. If the death occurs after the Accident Report is sent in, but still within 30 days of the crash, then fill out an amended Accident Report (as described on page 4) and the fatality report, and send both to: DVS / Accident Records / 445 Minnesota Street, Suite 181 / St. Paul, MN 55101-5181.

The FARS form stipulates a Unit 1 and Unit 2, and these should correspond to the Units as they were enumerated on the Minnesota form.

Eight information items from the FARS form are elaborated on below.

1. CONTRIBUTING WEATHER

If you believe weather conditions were a contributing factor to the crash, check the YES box, and describe the condition in the space provided.

Example: Severe crosswinds, fog, sleet, snow, and so on

2. CONTRIBUTING ROAD CONDITION

If you believe road conditions were a contributing factor to the crash, check the yes box, and describe the condition in the space provided.

Example: Curve, ice, water, animal carcass, debris, severe ruts

3. AMBULANCE TIMES

The FARS system requests 3 ambulance times:

1. Time the ambulance was notified
2. Time the ambulance arrived at scene
3. Time the ambulance arrived at the hospital

It may be necessary to contact the EMS service to get these three times.

4. SPECIAL JURISDICTION

Examples of special jurisdictions are:

Indian Tribal Reservations
University Campuses
National Parks

If a crash occurs in a location under such a special jurisdiction, check this box and describe the jurisdiction.

Example: Crash occurred on USTH 169 inside boundaries of Mille Lacs Indian Reservation. Check the Indian Reservation box.

5.
TRAFFIC
CONTROLS
FUNCTIONING

Indicate the manner in which the traffic control device was functioning.

Example: A stop sign had been knocked down and was not visible at all.

Check the box for "not at all."

A stop sign was partially obscured by overhanging tree branches.

Check the box for "poor."

6.
JACKKNIFE

Any vehicle pulling any kind of trailer may experience jackknife.

If a jackknife was the first harmful event, check that box.

If a jackknife occurred, but not as the first harmful event, check "subsequent."

7.
EMERGENCY
USE

If the vehicle involved in the accident had emergency lights flashing and/or siren sounding, check the YES box.

8.
DRUG AND
ALCOHOL TEST
RESULTS

Enter the alcohol and drug test information on every person.

Examples:

Vehicle 1, driver had blood test with result .06.

Enter in Unit 1, column 1: Test taken Y
Test type B
Test result 06

Vehicle 1, passenger in front right position, was positive for cocaine in urine test.

Enter in Unit 1, column 3: Test taken Y
Test type U
Test result 2 (Narcotics)

















Pedestrian (Unit 2) had negative blood test for alcohol.

Enter in Unit 2, column 1: Test taken: Y
Test type: B
Test result: 00

Eight year old bicyclist not tested

Enter in Unit 2, column 1: Test taken N
Test type /
Test result /

REPORT FORM

PS-07000-04 (1/86)		MINNESOTA DEPARTMENT OF PUBLIC SAFETY FATALITY REPORT				Page _____ of _____	
In compliance with National Highway Traffic Safety Administration Fatal Accident Reporting System							
SEE INSTRUCTIONS ON REVERSE.							
A. ACCIDENT INFORMATION							
Accident Date		Accident Time		Time Police Notified		Time Ambulance Arrived	
Contributing Weather? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No		Contributing Road Condition? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No		Time		Ambulance Arrived at Scene	
If Yes, What Kind?		If Yes, What Kind?		Time		Ambulance Arrived at Hospital	
SPECIAL JURISDICTION: <input type="checkbox"/> No special Juris. <input type="checkbox"/> Indian Reservation <input type="checkbox"/> Military <input type="checkbox"/> Other		SPECIAL JURISDICTION: <input type="checkbox"/> No special Juris. <input type="checkbox"/> Indian Reservation <input type="checkbox"/> Military <input type="checkbox"/> Other		SPECIAL JURISDICTION: <input type="checkbox"/> No special Juris. <input type="checkbox"/> Indian Reservation <input type="checkbox"/> Military <input type="checkbox"/> Other		SPECIAL JURISDICTION: <input type="checkbox"/> No special Juris. <input type="checkbox"/> Indian Reservation <input type="checkbox"/> Military <input type="checkbox"/> Other	
Driver Type		Driver Type		Driver Type		Driver Type	
Medium W/Barrier <input type="checkbox"/> Medium No Barrier <input type="checkbox"/> Unknown <input type="checkbox"/> None		Medium W/Barrier <input type="checkbox"/> Medium No Barrier <input type="checkbox"/> Unknown <input type="checkbox"/> None		Medium W/Barrier <input type="checkbox"/> Medium No Barrier <input type="checkbox"/> Unknown <input type="checkbox"/> None		Medium W/Barrier <input type="checkbox"/> Medium No Barrier <input type="checkbox"/> Unknown <input type="checkbox"/> None	
Road Surface Type		Road Surface Type		Road Surface Type		Road Surface Type	
Concrete <input type="checkbox"/> Blacktop <input type="checkbox"/> Brick/Block <input type="checkbox"/> Dirt <input type="checkbox"/> Gravel		Concrete <input type="checkbox"/> Blacktop <input type="checkbox"/> Brick/Block <input type="checkbox"/> Dirt <input type="checkbox"/> Gravel		Concrete <input type="checkbox"/> Blacktop <input type="checkbox"/> Brick/Block <input type="checkbox"/> Dirt <input type="checkbox"/> Gravel		Concrete <input type="checkbox"/> Blacktop <input type="checkbox"/> Brick/Block <input type="checkbox"/> Dirt <input type="checkbox"/> Gravel	
B. UNIT INFORMATION							
UNIT NO. 1 — VEHICLE 1							
Vehicle Make/Model		Vehicle Make/Model		Vehicle Make/Model		Vehicle Make/Model	
Rollover <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No <input type="checkbox"/> Unknown		Rollover <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No <input type="checkbox"/> Unknown		Rollover <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No <input type="checkbox"/> Unknown		Rollover <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No <input type="checkbox"/> Unknown	
Jackknife <input type="checkbox"/> 1st Event <input type="checkbox"/> Subsequent <input type="checkbox"/> NO <input type="checkbox"/> NA		Jackknife <input type="checkbox"/> 1st Event <input type="checkbox"/> Subsequent <input type="checkbox"/> NO <input type="checkbox"/> NA		Jackknife <input type="checkbox"/> 1st Event <input type="checkbox"/> Subsequent <input type="checkbox"/> NO <input type="checkbox"/> NA		Jackknife <input type="checkbox"/> 1st Event <input type="checkbox"/> Subsequent <input type="checkbox"/> NO <input type="checkbox"/> NA	
Travel Speed (MPH)		Travel Speed (MPH)		Travel Speed (MPH)		Travel Speed (MPH)	
Towing a Trailer <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown		Towing a Trailer <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown		Towing a Trailer <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown		Towing a Trailer <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown	
Special Use <input type="checkbox"/> No <input type="checkbox"/> Tax <input type="checkbox"/> School Bus <input type="checkbox"/> Bus <input type="checkbox"/> Unknown		Special Use <input type="checkbox"/> No <input type="checkbox"/> Tax <input type="checkbox"/> School Bus <input type="checkbox"/> Bus <input type="checkbox"/> Unknown		Special Use <input type="checkbox"/> No <input type="checkbox"/> Tax <input type="checkbox"/> School Bus <input type="checkbox"/> Bus <input type="checkbox"/> Unknown		Special Use <input type="checkbox"/> No <input type="checkbox"/> Tax <input type="checkbox"/> School Bus <input type="checkbox"/> Bus <input type="checkbox"/> Unknown	
Military <input type="checkbox"/> Police <input type="checkbox"/> Ambulance <input type="checkbox"/> Firetruck		Military <input type="checkbox"/> Police <input type="checkbox"/> Ambulance <input type="checkbox"/> Firetruck		Military <input type="checkbox"/> Police <input type="checkbox"/> Ambulance <input type="checkbox"/> Firetruck		Military <input type="checkbox"/> Police <input type="checkbox"/> Ambulance <input type="checkbox"/> Firetruck	
Emergency Use <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown		Emergency Use <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown		Emergency Use <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown		Emergency Use <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown	
Avoidance Maneuver <input type="checkbox"/> Braking <input type="checkbox"/> Steering <input type="checkbox"/> Both <input type="checkbox"/> Other <input type="checkbox"/> None		Avoidance Maneuver <input type="checkbox"/> Braking <input type="checkbox"/> Steering <input type="checkbox"/> Both <input type="checkbox"/> Other <input type="checkbox"/> None		Avoidance Maneuver <input type="checkbox"/> Braking <input type="checkbox"/> Steering <input type="checkbox"/> Both <input type="checkbox"/> Other <input type="checkbox"/> None		Avoidance Maneuver <input type="checkbox"/> Braking <input type="checkbox"/> Steering <input type="checkbox"/> Both <input type="checkbox"/> Other <input type="checkbox"/> None	
Violations Charged <input type="checkbox"/> None <input type="checkbox"/> Alcohol/Drugs <input type="checkbox"/> Speed <input type="checkbox"/> Susp/Rev <input type="checkbox"/> Reckless <input type="checkbox"/> Other Move/Viol <input type="checkbox"/> Non Move/Viol <input type="checkbox"/> Viol-Type Unknown/Other <input type="checkbox"/> Unknown		Violations Charged <input type="checkbox"/> None <input type="checkbox"/> Alcohol/Drugs <input type="checkbox"/> Speed <input type="checkbox"/> Susp/Rev <input type="checkbox"/> Reckless <input type="checkbox"/> Other Move/Viol <input type="checkbox"/> Non Move/Viol <input type="checkbox"/> Viol-Type Unknown/Other <input type="checkbox"/> Unknown		Violations Charged <input type="checkbox"/> None <input type="checkbox"/> Alcohol/Drugs <input type="checkbox"/> Speed <input type="checkbox"/> Susp/Rev <input type="checkbox"/> Reckless <input type="checkbox"/> Other Move/Viol <input type="checkbox"/> Non Move/Viol <input type="checkbox"/> Viol-Type Unknown/Other <input type="checkbox"/> Unknown		Violations Charged <input type="checkbox"/> None <input type="checkbox"/> Alcohol/Drugs <input type="checkbox"/> Speed <input type="checkbox"/> Susp/Rev <input type="checkbox"/> Reckless <input type="checkbox"/> Other Move/Viol <input type="checkbox"/> Non Move/Viol <input type="checkbox"/> Viol-Type Unknown/Other <input type="checkbox"/> Unknown	
Truck/Bus Type <input type="checkbox"/> Cab Over Engine <input type="checkbox"/> Cab Behind Engine <input type="checkbox"/> NA		Truck/Bus Type <input type="checkbox"/> Cab Over Engine <input type="checkbox"/> Cab Behind Engine <input type="checkbox"/> NA		Truck/Bus Type <input type="checkbox"/> Cab Over Engine <input type="checkbox"/> Cab Behind Engine <input type="checkbox"/> NA		Truck/Bus Type <input type="checkbox"/> Cab Over Engine <input type="checkbox"/> Cab Behind Engine <input type="checkbox"/> NA	
CIRCLE FIRST POINT OF IMPACT		CIRCLE FIRST POINT OF IMPACT		CIRCLE FIRST POINT OF IMPACT		CIRCLE FIRST POINT OF IMPACT	
FRONT  REAR		FRONT  REAR		FRONT  REAR		FRONT  REAR	
CIRCLE WORST POINT OF IMPACT		CIRCLE WORST POINT OF IMPACT		CIRCLE WORST POINT OF IMPACT		CIRCLE WORST POINT OF IMPACT	
FRONT  REAR		FRONT  REAR		FRONT  REAR		FRONT  REAR	
EJECTED THROUGH: <input type="checkbox"/> FRONT <input type="checkbox"/> SIDE <input type="checkbox"/> W/ Windshield <input type="checkbox"/> Door <input type="checkbox"/> NA		EJECTED THROUGH: <input type="checkbox"/> FRONT <input type="checkbox"/> SIDE <input type="checkbox"/> W/ Windshield <input type="checkbox"/> Door <input type="checkbox"/> NA		EJECTED THROUGH: <input type="checkbox"/> FRONT <input type="checkbox"/> SIDE <input type="checkbox"/> W/ Windshield <input type="checkbox"/> Door <input type="checkbox"/> NA		EJECTED THROUGH: <input type="checkbox"/> FRONT <input type="checkbox"/> SIDE <input type="checkbox"/> W/ Windshield <input type="checkbox"/> Door <input type="checkbox"/> NA	
INJURED WHILE WORKING (Check Vehicle's Log)		INJURED WHILE WORKING (Check Vehicle's Log)		INJURED WHILE WORKING (Check Vehicle's Log)		INJURED WHILE WORKING (Check Vehicle's Log)	
SHOULDER BELT USE (Y/N)		SHOULDER BELT USE (Y/N)		SHOULDER BELT USE (Y/N)		SHOULDER BELT USE (Y/N)	
SHOULDER BELT USE (Y/N)		SHOULDER BELT USE (Y/N)		SHOULDER BELT USE (Y/N)		SHOULDER BELT USE (Y/N)	
UNIT NO. 2 — <input type="checkbox"/> VEHICLE 2 <input type="checkbox"/> PEDESTRIAN <input type="checkbox"/> BIKE							
Vehicle Make/Model		Vehicle Make/Model		Vehicle Make/Model		Vehicle Make/Model	
Rollover <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown		Rollover <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown		Rollover <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown		Rollover <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown	
Jackknife <input type="checkbox"/> 1st Event <input type="checkbox"/> Subsequent <input type="checkbox"/> NO <input type="checkbox"/> NA		Jackknife <input type="checkbox"/> 1st Event <input type="checkbox"/> Subsequent <input type="checkbox"/> NO <input type="checkbox"/> NA		Jackknife <input type="checkbox"/> 1st Event <input type="checkbox"/> Subsequent <input type="checkbox"/> NO <input type="checkbox"/> NA		Jackknife <input type="checkbox"/> 1st Event <input type="checkbox"/> Subsequent <input type="checkbox"/> NO <input type="checkbox"/> NA	
Travel Speed (MPH)		Travel Speed (MPH)		Travel Speed (MPH)		Travel Speed (MPH)	
Towing a Trailer <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown		Towing a Trailer <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown		Towing a Trailer <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown		Towing a Trailer <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown	
Special Use <input type="checkbox"/> No <input type="checkbox"/> Tax <input type="checkbox"/> School Bus <input type="checkbox"/> Bus <input type="checkbox"/> Unknown		Special Use <input type="checkbox"/> No <input type="checkbox"/> Tax <input type="checkbox"/> School Bus <input type="checkbox"/> Bus <input type="checkbox"/> Unknown		Special Use <input type="checkbox"/> No <input type="checkbox"/> Tax <input type="checkbox"/> School Bus <input type="checkbox"/> Bus <input type="checkbox"/> Unknown		Special Use <input type="checkbox"/> No <input type="checkbox"/> Tax <input type="checkbox"/> School Bus <input type="checkbox"/> Bus <input type="checkbox"/> Unknown	
Military <input type="checkbox"/> Police <input type="checkbox"/> Ambulance <input type="checkbox"/> Firetruck		Military <input type="checkbox"/> Police <input type="checkbox"/> Ambulance <input type="checkbox"/> Firetruck		Military <input type="checkbox"/> Police <input type="checkbox"/> Ambulance <input type="checkbox"/> Firetruck		Military <input type="checkbox"/> Police <input type="checkbox"/> Ambulance <input type="checkbox"/> Firetruck	
Emergency Use <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown		Emergency Use <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown		Emergency Use <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown		Emergency Use <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown	
Avoidance Maneuver <input type="checkbox"/> Braking <input type="checkbox"/> Steering <input type="checkbox"/> Both <input type="checkbox"/> Other <input type="checkbox"/> None		Avoidance Maneuver <input type="checkbox"/> Braking <input type="checkbox"/> Steering <input type="checkbox"/> Both <input type="checkbox"/> Other <input type="checkbox"/> None		Avoidance Maneuver <input type="checkbox"/> Braking <input type="checkbox"/> Steering <input type="checkbox"/> Both <input type="checkbox"/> Other <input type="checkbox"/> None		Avoidance Maneuver <input type="checkbox"/> Braking <input type="checkbox"/> Steering <input type="checkbox"/> Both <input type="checkbox"/> Other <input type="checkbox"/> None	
Violations Charged <input type="checkbox"/> None <input type="checkbox"/> Alcohol/Drugs <input type="checkbox"/> Speed <input type="checkbox"/> Susp/Rev <input type="checkbox"/> Reckless <input type="checkbox"/> Other Move/Viol <input type="checkbox"/> Non Move/Viol <input type="checkbox"/> Viol-Type Unknown/Other <input type="checkbox"/> Unknown		Violations Charged <input type="checkbox"/> None <input type="checkbox"/> Alcohol/Drugs <input type="checkbox"/> Speed <input type="checkbox"/> Susp/Rev <input type="checkbox"/> Reckless <input type="checkbox"/> Other Move/Viol <input type="checkbox"/> Non Move/Viol <input type="checkbox"/> Viol-Type Unknown/Other <input type="checkbox"/> Unknown		Violations Charged <input type="checkbox"/> None <input type="checkbox"/> Alcohol/Drugs <input type="checkbox"/> Speed <input type="checkbox"/> Susp/Rev <input type="checkbox"/> Reckless <input type="checkbox"/> Other Move/Viol <input type="checkbox"/> Non Move/Viol <input type="checkbox"/> Viol-Type Unknown/Other <input type="checkbox"/> Unknown		Violations Charged <input type="checkbox"/> None <input type="checkbox"/> Alcohol/Drugs <input type="checkbox"/> Speed <input type="checkbox"/> Susp/Rev <input type="checkbox"/> Reckless <input type="checkbox"/> Other Move/Viol <input type="checkbox"/> Non Move/Viol <input type="checkbox"/> Viol-Type Unknown/Other <input type="checkbox"/> Unknown	
Truck/Bus Type <input type="checkbox"/> Cab Over Engine <input type="checkbox"/> Cab Behind Engine <input type="checkbox"/> NA		Truck/Bus Type <input type="checkbox"/> Cab Over Engine <input type="checkbox"/> Cab Behind Engine <input type="checkbox"/> NA		Truck/Bus Type <input type="checkbox"/> Cab Over Engine <input type="checkbox"/> Cab Behind Engine <input type="checkbox"/> NA		Truck/Bus Type <input type="checkbox"/> Cab Over Engine <input type="checkbox"/> Cab Behind Engine <input type="checkbox"/> NA	
CIRCLE FIRST POINT OF IMPACT		CIRCLE FIRST POINT OF IMPACT		CIRCLE FIRST POINT OF IMPACT		CIRCLE FIRST POINT OF IMPACT	
FRONT  REAR		FRONT  REAR		FRONT  REAR		FRONT  REAR	
CIRCLE WORST POINT OF IMPACT		CIRCLE WORST POINT OF IMPACT		CIRCLE WORST POINT OF IMPACT		CIRCLE WORST POINT OF IMPACT	
FRONT  REAR		FRONT  REAR		FRONT  REAR		FRONT  REAR	
EJECTED THROUGH: <input type="checkbox"/> FRONT <input type="checkbox"/> SIDE <input type="checkbox"/> W/ Windshield <input type="checkbox"/> Door <input type="checkbox"/> NA		EJECTED THROUGH: <input type="checkbox"/> FRONT <input type="checkbox"/> SIDE <input type="checkbox"/> W/ Windshield <input type="checkbox"/> Door <input type="checkbox"/> NA		EJECTED THROUGH: <input type="checkbox"/> FRONT <input type="checkbox"/> SIDE <input type="checkbox"/> W/ Windshield <input type="checkbox"/> Door <input type="checkbox"/> NA		EJECTED THROUGH: <input type="checkbox"/> FRONT <input type="checkbox"/> SIDE <input type="checkbox"/> W/ Windshield <input type="checkbox"/> Door <input type="checkbox"/> NA	
INJURED WHILE WORKING (Check Vehicle's Log)		INJURED WHILE WORKING (Check Vehicle's Log)		INJURED WHILE WORKING (Check Vehicle's Log)		INJURED WHILE WORKING (Check Vehicle's Log)	
SHOULDER BELT USE (Y/N)		SHOULDER BELT USE (Y/N)		SHOULDER BELT USE (Y/N)		SHOULDER BELT USE (Y/N)	
SHOULDER BELT USE (Y/N)		SHOULDER BELT USE (Y/N)		SHOULDER BELT USE (Y/N)		SHOULDER BELT USE (Y/N)	

APPENDIX B: DEFINITIONS

The technical definitions given in this appendix are drawn from:

Manual on Classification of Motor Vehicle Traffic Accidents, Sixth Edition [ANSI D-16-1996], approved October 28, 1996, by the American National Standards Institute, Inc. Published by National Safety Council, Itasca, IL., 1997. <http://www.nsc.orgmemhtsd.htm>

All states in the US conform to this standard, commonly called the "D-16 Manual." Its definitions can be complex and sometimes debatable. However, the D-16 Manual is an extremely beneficial and useful document. In its absence, it would be impossible to have any comparability among states, and safety research efforts would be seriously hindered.

Thus, these definitions are at the heart of the task of reporting traffic accidents. They are complex to read, but the D-16 Manual is the authority to which we turn when questions arise about what a traffic accident is, what a traffic fatality is, and so on.

The manual provides a list of characteristics of traffic accidents and then gives definitions of the terms used in the list.

The material from the D-16 manual is organized as follows:

1. Characteristics of motor vehicle traffic accidents
2. Terms related to highways and roads
 - a) Trafficway
 - b) Roadway
3. Terms related to vehicles:
 - a) In transport
 - b) Contact vehicle
 - c) Non-contact vehicle
4. Terms related to the accident
 - a) Harmful event
 - b) First harmful event
 - c) Cataclysm
 - d) Unstabilized situation
 - e) Stabilized situation
 - f) Deliberate intent
 - g) Legal intervention
5. Definition of school bus accident

6. Terms related to injury and damage
 - a) Damage
 - b) Injury
 - c) Incapacitating injury
 - d) Non-incapacitating injury
 - e) Possible injury

Following are excerpts from the D-16 manual.

1. CHARACTERISTICS OF A MOTOR VEHICLE ACCIDENT

Motor vehicle traffic accidents have a number of characteristics which distinguish them from other events such as non-accidents, aircraft or railway accidents and other motor vehicle accidents; cataclysms and nontraffic accidents. The questions below address all of the distinguishing characteristics of motor vehicle traffic accidents. If the answer to each of the questions below is "yes," the incident is a motor vehicle accident.

1. Did the incident include one or more occurrences of injury or damage?
2. Was there at least one occurrence of injury or damage which was not a direct result of a cataclysm?
3. Did the incident involve one or more motor vehicles?
4. Of the motor vehicles involved, was at least one in transport?
5. Was the incident an unstabilized situation?
6. Did the unstabilized situation originate on a trafficway or did injury or damage occur on a trafficway?
7. Is it true that neither an aircraft in transport nor a watercraft in transport was involved in the incident?

2. TERMS RELATED TO HIGHWAYS AND ROADS

Trafficway (see the illustration on page 43)

A trafficway is any land way *open to the public as a matter of right or custom* for moving persons or property from one place to another. *Trafficway includes store parking lots.*

Roadway (see the illustration on page 43)

A roadway is that part of a trafficway designed, improved, and ordinarily used for motor vehicle travel or, where various classes of motor vehicles are segregated, that part of a trafficway used by a particular class. Separate roadways may be provided for northbound and southbound traffic or for trucks and automobiles. *Roadway excludes the shoulder.*

Note:

1. A vehicle parked on the shoulder (whether occupied or not) is not in the roadway and not considered "in transport," so if a bicyclist hits the vehicle it is *not* a traffic accident.
2. If a vehicle in the roadway is stopped at a stop sign and then hit by a bicyclist, even though the vehicle is stopped it is still "in transport" so the incident is an accident.
3. If a bicyclist hits an abandoned motor vehicle that is in the roadway and in the trafficway, it is an accident because the vehicle is in the roadway.

3. TERMS RELATED TO VEHICLES

In transport

The term "in transport" denotes the state or condition of a *transport vehicle* which is in motion or within the portion of a transport way ordinarily used by similar transport vehicles. When applied to motor vehicles, "in transport" means in motion or on a roadway. Inclusions: Motor vehicle in traffic on a highway, driverless motor vehicle in motion, motionless motor vehicle abandoned *on a roadway*, disabled motor vehicle *on a roadway*. In roadway lanes used for travel during rush hours and for parking during off-peak periods, a parked motor vehicle is in transport during periods when parking is forbidden.

Contact Vehicle

A contact vehicle is any road vehicle which comes in contact with one or more other road vehicles, non-motorists, or property in a collision accident, or which has a noncollision accident. A contact vehicle is directly involved in an accident.

Noncontact Vehicle

A noncontact vehicle is any vehicle other than a contact vehicle. A noncontact vehicle is *indirectly* involved in an accident.

Examples:

1. A vehicle changes lanes into the path of another vehicle (without making contact) causing an accident. The vehicle changing lanes is a noncontact vehicle.
2. A school bus is stopped on the roadway picking up or discharging pupils and one of the pupils is struck without the school bus being struck. The school bus is a noncontact vehicle.
3. A pedestrian darts into the roadway causing a motor vehicle to stop suddenly without striking the pedestrian. A following vehicle swerves to avoid the stopped vehicle and collides with a fixed object. The first vehicle is a noncontact vehicle.

A noncontact (or "phantom") road vehicle is *not counted as one of the road vehicles involved in an accident*. Noncontact vehicles may or may not be recorded on accident reports but should *not* be counted when classifying accidents by number of vehicles involved. Information about a noncontact vehicle may be recorded for legal purposes, but such vehicles are not counted for statistical purposes.

4. TERMS RELATED TO THE ACCIDENT

Harmful Event

A harmful event is an occurrence of *injury* or *damage*.

First Harmful Event

The first harmful event is the *first occurrence* in a traffic accident that *results in appreciable damage or injury*. It places the *time* and *location* of the collision. The location of the first harmful event *determines the trafficway classification* for the traffic accident. When the first harmful event does *not* occur on a trafficway, the traffic accident should be attributed to the class of trafficway on which the unstabilized situation originated. Example: A vehicle loses control on the roadway (unstabilized situation) and travels *outside* the trafficway and hits a tree.

Cataclysm

A cataclysm is an avalanche, cloudburst, cyclone, earthquake, flood, hurricane, landslide,

lightning, tidal wave, tornado, torrential rain, or volcanic eruption.

Example: While a vehicle is driving over a bridge, the bridge washes away due to flood waters. This is **not an accident**, but is a cataclysm.

Unstabilized Situation

An unstabilized situation is a set of events not under human control. It *originates when control is lost* and *terminates when control is regained*, or, in the absence of persons who are able to regain control, *when all persons and property are at rest*.

Exclusions: Sets of events which are the result of *deliberate intent* or *legal intervention*

Examples:

1. A pedestrian is struck by a motor vehicle in transport which leaves the scene. The pedestrian comes to rest in the roadway. Any subsequent injury resulting from contact with another motor vehicle in transport is part of a *new* unstabilized situation.
2. A pedestrian is struck by a motor vehicle and thrown into the path of another motor vehicle. The pedestrian is struck a second time before coming to rest. There is only one unstabilized situation.

Note: If thorough investigation fails to establish whether an accident scene is the result of one or more unstabilized situations, then it should be treated as a single unstabilized situation.

Stabilized Situation

This term designates the end of an event: that is, nothing further will occur insofar as the event itself is concerned. The stabilized situation may be brief, but it *separates the end of one event from the beginning of another event* caused by further action. Chain reaction accidents are considered single motor vehicle accidents, **unless** a stabilized situation can be established. If a stabilized situation can be established, you have more than one accident. Also, if subsequent injury or damage occurs after stabilization you will have to describe it accordingly.

Deliberate Intent

Deliberate intent is the classification given to the cause of an event which occurs when a *person acts deliberately* to cause the event *or deliberately refrains from prudent acts which would prevent occurrence of the event*.

Inclusions: Suicide, self-inflicted injury, homicide, *injury or damage purposely inflicted*

Exclusions: Injury or damage beyond that which was intended

Examples:

1. A driver intentionally kills or injures himself with a motor vehicle, by driving it against a fixed object or into a body of water, for example, the driver's death or injury is a result of deliberate intent.
2. A driver intentionally kills or injures another person with a motor vehicle, by running into a pedestrian, for example, the death or injury is a result of deliberate intent.
3. A driver intentionally causes damage with a motor vehicle, by ramming another vehicle, for example, the damage is a result of deliberate intent.

Legal Intervention

Legal intervention is a category of *deliberate intent* in which the *person* who acts or refrains from acting is a law-enforcing agent or other official.

Examples:

1. If a **lawbreaker** crashes **intentionally** or **unintentionally** into a road block set up by police to stop him, the crash is considered a result of *legal intervention*. If a driver other than the lawbreaker **crashes** into the road block, the crash is **not** considered to be a result of legal intervention.
2. If a police car is **intentionally** driven into another vehicle, the crash is considered to result from *legal intervention*. If a lawbreaker being pursued by the police loses control of his vehicle **and** crashes, the crash is **not** considered to result from *legal intervention* unless the police **intended** that the lawbreaker crash.
3. If during the **course** of the pursuit, the police vehicle strikes a road vehicle other than the subject of the pursuit, a non-motorist, or property, then that harmful event is **not** *legal intervention*.

i. DEFINITION OF SCHOOL BUS ACCIDENT

School Bus Accident

A school bus accident is (1) a motor vehicle accident in which a school bus, with or without a pupil on board, is involved directly as a contact vehicle, or (2) a motor vehicle accident or an other-road-vehicle accident in which a school bus, with or without a pupil on board, is involved indirectly as a noncontact vehicle.

Inclusions:

- A collision involving a motor vehicle in transport in which one or more school buses strike(s) or is (are) struck by another road vehicle (directly involved)
- A collision in which a child pedestrian is struck and injured by a motor vehicle while approaching or leaving a school bus that is stopped and has red lights flashing (School bus indirectly involved)
- A collision accident or noncollision accident involving a motor vehicle in transport passing a school bus which is stopped and has red lights flashing (The school bus is a noncontact vehicle, indirectly involved.)
- A collision accident in which a child pedestrian is struck and injured by a pedalcycle while approaching or leaving a school bus which is stopped and has red lights flashing (School bus indirectly involved)

Exclusions:

- A collision accident or non-collision accident involving a motor vehicle which is normally used as a school bus, but is carrying only senior citizens when the collision occurs

6. TERMS RELATED TO INJURY AND DAMAGE

Damage

Damage is **harm to property** that reduces the monetary value of that property.

Exclusions: **Harm** to snowbank unless, for example, additional **snow** removal costs are incurred because of the harm, mechanical failure during normal **operation**, such as tire blowout, broken fan belt, or broken axle. Note:

- If the vehicle that had mechanical failure becomes damaged because of the mechanical failure (ex. damaged fender from a tire blowout), an accident report is completed.
- If parts of the damaged vehicle hit another vehicle and cause damage, an accident report is completed.

Injury

An injury is **bodily harm to a person**. This excludes effects of diseases such as stroke, heart attack, diabetic coma, or epileptic seizure.

Incapacitating injury (Class "A" Accident)

An incapacitating injury is any injury, other than a **fatal injury**, which prevents the injured *person* from walking, driving or normally continuing the activities the person was capable of performing before the injury occurred.

Inclusions: Severe lacerations, broken or distorted limbs, skull or chest injuries, abdominal injuries, unconsciousness at or when taken from the accident scene, unable to leave the accident scene without assistance. Exclusions: momentary unconsciousness

Non-incapacitating evident injury (Class "B" Accident)

A non-incapacitating evident injury is any injury, other than a **fatal injury** or an incapacitating injury, which is **evident** to the observers at the scene of the accident in which the injury occurred.

Inclusions: lump on head, abrasions, bruises, minor lacerations

Exclusions: limping (the *injury cannot be seen*)

Possible Injury (Class "C" Accident)

A possible injury is any injury *reported or claimed* which is not a fatal injury, incapacitating injury or non-incapacitating evident injury.

Inclusions: momentary unconsciousness, claim of injuries not evident, limping, complaint of pain, nausea, hysteria

APPENDIX C: MINNESOTA COUNTY CODES

<u>Code</u>	<u>County</u>	<u>Code</u>	<u>County</u>	<u>Code</u>	<u>County</u>
1	Aitkin	31	Itasca	60	Polk
2	Anoka	32	Jackson	61	Pope
3	Becker	33	Kanabec	62	Ramsey
4	Beltrami	34	Kandiyohi	63	Red Lake
5	Benton	35	Kittson	64	Redwood
6	Big Stone	36	Koochiching	65	Renville
7	Blue Earth	37	Lac qui Parle	66	Rice
8	Brown	38	Lake	67	Rock
9	Carlton	39	Lake of the	68	Roseau
10	Carver		Woods	69	St. Louis
11	Cass	40	Le Sueur	70	Scott
12	Chippewa	41	Lincoln	71	Sherburne
13	Chisago	42	Lyon	72	Sibley
14	Clay	43	McLeod	73	Stearns
15	Clearwater	44	Mahnomen	74	Steele
16	Cook	45	Marshall	75	Stevens
17	Cottonwood	46	Martin	76	Swift
18	Crow Wing	47	Meeker	77	Todd
19	Dakota	48	Mille Lacs	78	Traverse
20	Dodge	49	Morrison	79	Wabasha
21	Douglas	50	Mower	80	Wadena
22	Faribault	51	Murray	81	Waseca
23	Fillmore	52	Nicollet	82	Washington
24	Freeborn	53	Nobles	83	Watonwan
25	Goodhue	54	Norman	84	Wilkin
26	Grant	55	Olmsted	85	Winona
27	Hennepin	56	Otter Tail	86	Wright
28	Houston	57	Pennington	87	Yellow Medicine
29	Hubbard	58	Pine		
30	Isanti	59	Pipestone		

APPENDIX D: CITY CODES

CODE CITY

0005 ADA
0010 ADAMS
0015 ADRIAN
0020 AFTON
0025 AITKIN
0030 AKELEY
0035 ALBANY
0040 ALBERTA
0045 ALBERT LEA
0050 ALBERTVILLE
0055 ALDEN
0060 ALDRICH
0065 ALEXANDRIA
0070 ALPHA
0075 ALTURA
0080 ALVARADO
0085 AMBOY
0088 ANDOVER
0090 ANNANDALE
0095 ANOKA
0100 APPLETON
0102 APPLE VALLEY
0105 ARCO
0110 ARDEN HILLS
0115 ARGYLE
0120 ARLINGTON
0125 ASHBY
0130 ASKOV
0135 ATWATER
0140 AUDUBON
0145 AURORA
0150 AUSTIN
0155 AVOCA
0160 AVON
0165 BABBITT
0170 BACKUS
0175 BADGER
0180 BAGLEY
0185 BALATON
0195 BARNESVILLE
0200 BARNUM
0205 BARRETT
0210 BARRY
0215 BATTLE LAKE
0220 BAUDETTE
0225 BAXTER
0230 BAYPORT
0235 BEARDSLEY
0240 BEAVER BAY
0245 BEAVER CREEK
0250 BECKER
0255 BEJOU
0260 BELGRADE
0265 BELLECHESTER
0270 BELLE PLAINE
0275 BELLINGHAM
0280 BELTRAMI
0285 BELVIEW
0290 BEMIDJI

CODE CITY

0295 BENA
0300 BENSON
0310 BERTHA
0315 BETHEL
0320 BIGELOW
0325 BIG FALLS
0330 BIGFORK
0335 BIG LAKE
0340 BINGHAM LAKE
0345 BIRCHWOOD VILLAGE
0350 BIRD ISLAND
0355 BISCAY
0360 BIWABIK
0365 BLACKDUCK
0370 BLAINE
0375 BLOMKEST
0380 BLOOMING PRAIRIE
0385 BLOOMINGTON
0390 BLUE EARTH
0395 BLUFFTON
0400 BOCK
0405 BORUP
0410 BOVEY
0415 BOWLUS
0420 BOYD
0425 BOY RIVER
0430 BRAHAM
0435 BRAINERD
0440 BRANDON
0445 BRECKENRIDGE
0447 BREEZY POINT
0450 BREWSTER
0455 BRICELYN
0460 BROOKLYN CENTER
0465 BROOKLYN PARK
0470 BROOK PARK
0475 BROOKS
0480 BROOKSTON
0485 BROOTEN
0490 BROWERVILLE
0495 BROWNSDALE
0500 BROWNS VALLEY
0505 BROWNSVILLE
0510 BROWNTON
0515 BRUNO
0520 BUCKMAN
0525 BUFFALO
0530 BUFFALO LAKE
0535 BUHL
0537 BURNSVILLE
0540 BURTRUM
0545 BUTTERFIELD
0550 BYRON
0555 CALEDONIA
0560 CALLAWAY
0565 CALUMET
0570 CAMBRIDGE
0575 CAMPBELL
0580 CANBY

CODE CITY

0585 CANNON FALLS
0590 CANTON
0595 CARLOS
0600 CARLTON
0601 CARVER
0605 CASS LAKE
0610 CEDAR MILLS
0615 CENTER CITY
0620 CENTERVILLE
0625 CEYLON
0630 CHAMPLIN
0635 CHANDLER
0640 CHANHASSEN
0645 CHASKA
0650 CHATFIELD
0655 CHICKAMAW BEACH
0660 CHISAGO CITY
0665 CHISHOLM
0670 CHOKIO
0675 CIRCLE PINES
0680 CLARA CITY
0685 CLAREMONT
0690 CLARISSA
0695 CLARKFIELD
0700 CLARKS GROVE
0705 CLEARBROOK
0710 CLEAR LAKE
0715 CLEARWATER
0720 CLEMENTS
0725 CLEVELAND
0730 CLIMAX
0735 CLINTON
0740 CLITHERALL
0745 CLONTARF
0750 CLOQUET
0755 COATES
0760 COBDEN
0765 COHASSET
0770 COKATO
0775 COLD SPRING
0780 COLERAINE
0785 COLOGNE
0790 COLUMBIA HEIGHTS
0795 COMFREY
0800 COMSTOCK
0805 CONGER
0810 COOK
0820 COON RAPIDS
0825 CORCORAN
0830 CORRELL
0835 COSMOS
0837 COTTAGE GROVE
0840 COTTONWOOD
0845 COURTLAND
0850 CROMWELL
0855 CROOKSTON
0860 CROSBY
0865 CROSS LAKE
0870 CRYSTAL

CODE CITY

0875 CURRIE
 0880 CUYUNA
 0885 CYRUS
 0890 DAKOTA
 0895 DALTON
 0900 DANUBE
 0905 DANVERS
 0910 DARFUR
 0915 DARWIN
 0920 DASSEL
 0925 DAWSON
 0930 DAYTON
 0930 DAYTON
 0935 DEEPHAVEN
 0940 DEER CREEK
 0945 DEER RIVER
 0950 DEERWOOD
 0955 DE GRAFF
 0960 DELANO
 0965 DELAVAN
 0970 DELHI
 0975 DELLWOOD
 0980 DENHAM
 0985 DENNISON
 0990 DENT
 0995 DETROIT LAKES
 1000 DEXTER
 1005 DILWORTH
 1010 DODGE CENTER
 1015 DONALDSON
 1020 DONNELLY
 1025 DORAN
 1030 DOVER
 1035 DOVRA
 1040 DULUTH
 1045 DUMONT
 1050 DUNDAS
 1055 DUNDEE
 1060 DUNNELL
 1063 EAGAN
 1065 EAGLE BEND
 1070 EAGLE LAKE
 1072 EAST BETHEL
 1075 EAST GRAND FORKS
 1080 EAST GULL LAKE
 1085 EASTON
 1090 ECHO
 1094 EDEN PRAIRIE
 1095 EDEN VALLEY
 1100 EDGERTON
 1105 EDINA
 1110 EFFIE
 1115 EITZEN
 1120 ELBA
 1125 ELBOW LAKE
 1130 ELGIN
 1135 ELIZABETH
 1140 ELKO
 1145 ELK RIVER
 1150 ELKTON
 1155 ELLENDALE
 1160 ELLSWORTH
 1165 ELMDALE
 1170 ELMORE
 1175 ELROSA
 1180 ELY

CODE CITY

1185 ELYSIAN
 1190 EMILY
 1195 EMMONS
 1200 ERHARD
 1205 ERSKINE
 1210 EVAN
 1215 EVANSVILLE
 1216 EVAN
 1220 EVELETH
 1225 EXCELSIOR
 1230 EYOTA
 1235 FAIRFAX
 1240 FAIRMONT
 1245 FALCON HEIGHTS
 1250 FARIBAULT
 1255 FARMINGTON
 1260 FARWELL
 1265 FEDERAL DAM
 1270 FELTON
 1275 FERGUS FALLS
 1280 FERTILE
 1285 FIFTY LAKES
 1290 FINLAYSON
 1295 FISHER
 1300 FLENSBURG
 1305 FLOODWOOD
 1310 FLORENCE
 1315 FOLEY
 1320 FORADA
 1325 FOREST LAKE
 1330 FORESTON
 1335 FORT RIPLEY
 1340 FOSSTON
 1345 FOUNTAIN
 1350 FOXHOME
 1355 FRANKLIN
 (RENNVILLE COUNTY)
 1360 FRANKLIN
 (ST. LOUIS COUNTY)
 1370 FRAZEE
 1375 FREEBORN
 1380 FREEPORT
 1385 FRIDLEY
 1390 FROST
 1395 FULDA
 1400 FUNKLEY
 1405 GARFIELD
 1410 GARRISON
 1415 GARVIN
 1420 GARY
 1425 GAYLORD
 1430 GEM LAKE
 1435 GENEVA
 1440 GENOLA
 1445 GEORGETOWN
 1450 GHENT
 1455 GIBBON
 1460 GILBERT
 1465 GILMAN
 1470 GLENCOE
 1475 GLENNVILLE
 1480 GLENWOOD
 1485 GLYNDON
 1495 GOLDEN VALLEY
 1500 GONVICK
 1505 GOODHUE

CODE CITY

1510 GOODRIDGE
 1515 GOOD THUNDER
 1520 GOODVIEW
 1525 GRACEVILLE
 1530 GRANADA
 1535 GRAND MARAIS
 1540 GRAND MEADOW
 1545 GRAND RAPIDS
 1550 GRANITE FALLS
 1553 GRANT
 1555 GRASSTON
 1560 GREENBUSH
 1565 GREENFIELD
 1570 GREEN ISLE
 1575 GREENWALD
 1580 GREENWOOD
 1585 GREY EAGLE
 1590 GROVE CITY
 1595 GRYGLA
 1600 GULLY
 1605 HACKENSACK
 1610 HADLEY
 1615 HALLOCK
 1620 HALMA
 1625 HALSTAD
 1630 HAMBURG
 1633 HAM LAKE
 1635 HAMMOND
 1640 HAMPTON
 1645 HANCOCK
 1650 HANLEY FALLS
 1655 HANOVER
 1660 HANSKA
 1665 HARDING
 1670 HARDWICK
 1675 HARMONY
 1680 HARRIS
 1685 HARTLAND
 1686 HASTINGS
 1690 HATFIELD
 1695 HAWLEY
 1700 HAYFIELD
 1705 HAYWARD
 1710 HAZEL RUN
 1715 HECTOR
 1720 HEIDELBERG
 1725 HENDERSON
 1730 HENDRICKS
 1735 HENDRUM
 1740 HENNING
 1745 HENRIETTE
 1750 HERMAN
 1752 HERMANTOWN
 1755 HERON LAKE
 1760 HEWITT
 1765 HIBBING
 1770 HILL CITY
 1775 HILLMAN
 1780 HILLS
 1785 HILLTOP
 1790 HINCKLEY
 1795 HITTERDAL
 1800 HOFFMAN
 1805 HOKAH
 1810 HOLDINGFORD
 1818 HOLLAND

CODE CITY

1820 HOLLANDALE
 1825 HOLLOWAY
 1830 HOLT
 1835 HOPKINS
 1840 HOUSTON
 1845 HOWARD LAKE
 1850 HOYT LAKES
 1855 HUGO
 1860 HUMBOLDT
 1865 HUTCHINSON
 1870 IHLEN
 1875 INDEPENDENCE
 1880 INTERNATIONAL FALLS
 1886 INVER GROVE HEIGHTS
 1890 IONA
 1895 IRON JUNCTION
 1900 IRONTON
 1905 ISANTI
 1915 ISLAND VIEW
 1920 ISLE
 1925 IVANHOE
 1930 JACKSON
 1935 JANESVILLE
 1940 JASPER
 1945 JEFFERS
 1950 JENKINS
 1955 JOHNSON
 1960 JORDAN
 1965 KANDIYOHI
 1970 KARLSTAD
 1975 KASOTA
 1980 KASSON
 1985 KEEWATIN
 1990 KELLIHER
 1995 KELLOGG
 2005 KENNEDY
 2010 KENNETH
 2015 KENSINGTON
 2020 KENT
 2025 KENYON
 2030 KERKHOVEN
 2035 KERRICK
 2040 KETTLE RIVER
 2045 KIESTER
 2050 KILKENNY
 2055 KIMBALL
 2060 KINBRAE
 2063 KINGSTON
 2065 KINNEY
 2070 LA CRESCENT
 2075 LAFAYETTE
 2085 LAKE BENTON
 2090 LAKE BRONSON
 2091 LAKE CITY
 2095 LAKE CRYSTAL
 2100 LAKE ELMO
 2105 LAKEFIELD
 2115 LAKE HENRY
 2120 LAKELAND
 2125 LAKELAND SHORES
 2130 LAKE LILLIAN
 2135 LAKE PARK
 2138 LAKE ST CROIX BEACH
 2140 LAKE SHORE
 2150 LAKEVILLE
 2155 LAKE WILSON

CODE CITY

2160 LAMBERTON
 2165 LANCASTER
 2170 LANDFALL
 2175 LANESBORO
 2180 LAPORTE
 2185 LA PRAIRIE
 2190 LA SALLE
 2195 LASTRUP
 2200 LAUDERDALE
 2205 LE CENTER
 2210 LENGBY
 2215 LEONARD
 2220 LEONIDAS
 2225 LE ROY
 2230 LESTER PRAIRIE
 2235 LE SUEUR
 2240 LEWISTON
 2245 LEWISVILLE
 2250 LEXINGTON
 2255 LILYDALE
 2260 LINDSTROM
 2265 LINO LAKES
 2270 LISMORE
 2275 LITCHFIELD
 2280 LITTLE CANADA
 2285 LITTLE FALLS
 2290 LITTLE FORK
 2295 LONG BEACH
 2300 LONG LAKE
 2305 LONG PRAIRIE
 2310 LONGVILLE
 2315 LONSDALE
 2320 LORETTO
 2325 LOUISBURG
 2330 LOWRY
 2335 LUCAN
 2340 LUVERNE
 2345 LYLE
 2350 LYND
 2353 MABEL
 2355 MC GRATH
 2360 MC GREGOR
 2365 MC INTOSH
 2370 MC KINLEY
 2380 MADEIRA
 2385 MADISON
 2390 MADISON LAKE
 2395 MAGNOLIA
 2400 MAHNOMEN
 2405 MAHTOMEDI
 2410 MANCHESTER
 2415 MANHATTAN BEACH
 2420 MANKATO
 2425 MANTORVILLE
 2430 MAPLE GROVE
 2435 MAPLE LAKE
 2440 MAPLE PLAIN
 2445 MAPLETON
 2450 MAPLEVIEW
 2455 MAPLEWOOD
 2460 MARBLE
 2465 MARIETTA
 2470 MARINE ON ST CROIX
 2475 MARSHALL
 2480 MAYER
 2485 MAYNARD

CODE CITY

2490 MAZEPPA
 2495 MEADOWLANDS
 2500 MEDFORD
 2505 MEDICINE LAKE
 2510 MEDINA
 2515 MEIRE GROVE
 2520 MELROSE
 2525 MENAUGA
 2532 MENDOTA
 2535 MENDOTA HEIGHTS
 2540 MENTOR
 2545 MIDDLE RIVER
 2550 MIESVILLE
 2555 MILACA
 2560 MILAN
 2565 MILLERVILLE
 2570 MILLVILLE
 2575 MILROY
 2580 MILTONA
 2585 MINNEAPOLIS
 2590 MINNEISKA
 2595 MINNEOTA
 2600 MINNESOTA CITY
 2605 MINNESOTA LAKE
 2610 MINNETONKA
 2612 MINNETONKA BEACH
 2617 MINNETRISTA
 2620 MIZPAH
 2625 MONTEVIDEO
 2630 MONTGOMERY
 2635 MONTICELLO
 2640 MONTROSE
 2645 MOORHEAD
 2650 MOOSE LAKE
 2655 MORA
 2660 MORGAN
 2670 MORRIS
 2675 MORRISTOWN
 2680 MORTON
 2685 MOTLEY
 2690 MOUND
 2695 MOUNDS VIEW
 2700 MOUNTAIN IRON
 2705 MOUNTAIN LAKE
 2710 MURDOCK
 2715 MYRTLE
 2720 NASHUA
 2725 NASHWAUK
 2730 NASSAU
 2735 NELSON
 2740 NERSTRAND
 2745 NEVIS
 2750 NEW AUBURN
 2755 NEW BRIGHTON
 2760 NEWFOLDEN
 2765 NEW GERMANY
 2770 NEW HOPE
 2775 NEW LONDON
 2780 NEW MARKET
 2785 NEW MUNICH
 2790 NEWPORT
 2795 NEW PRAGUE
 2800 NEW RICHLAND
 2805 NEW TRIER
 2810 NEW ULM
 2815 NEW YORK MILLS

CODE CITY

2820 NICOLLET
 2825 NIELSVILLE
 2830 NIMROD
 2835 NISSWA
 2840 NORCROSS
 2845 NORTH BRANCH
 2850 NORTHFIELD
 2855 NORTH MANKATO
 2860 NORTH OAKS
 2865 NORTHOME
 2875 NORTHROP
 2880 NORTH ST PAUL
 2885 NORWOOD YOUNG AMERICA
 2888 OAKDALE
 2889 OAK GROVE
 2890 OAK PARK HEIGHTS
 2895 ODESSA
 2900 ODIN
 2905 OGFMA
 2910 OGILVIE
 2915 OKABENA
 2920 OKLEE
 2925 OLIVIA
 2930 ONAMIA
 2935 ORMSBY
 2940 ORONO
 2942 ORONOCO
 2945 ORR
 2950 ORTONVILLE
 2955 OSAKIS
 2955 OSAKIS
 2960 OSLO
 2965 OSSEO
 2970 OSTRANDER
 2972 OTSEGO
 2975 OTTERTAIL
 2980 OWATONNA
 2985 PALISADE
 2990 PARKERS PRAIRIE
 2995 PARK RAPIDS
 3000 PAYNESVILLE
 3005 PEASE
 3015 PELICAN RAPIDS
 3020 PEMBERTON
 3025 PENNOCK
 3030 PEQUOT LAKES
 3035 PERHAM
 3040 PERLEY
 3045 PETERSON
 3050 PIERZ
 3055 PILLAGER
 3060 PINE CITY
 3065 PINE ISLAND
 3070 PINE RIVER
 3075 PINE SPRINGS
 3080 PIPESTONE
 3085 PLAINVIEW
 3090 PLATO
 3095 PLEASANT LAKE
 3100 PLUMMER
 3105 PLYMOUTH
 3110 PORTER
 3115 PRESTON
 3120 PRINCETON
 3125 PRINSBURG
 3130 PRIOR LAKE

CODE CITY

3135 PROCTOR
 3140 QUAMBA
 3145 RACINE
 3148 RAMSEY
 3150 RANDALL
 3155 RANDOLPH
 3160 RANIER
 3165 RAYMOND
 3170 RED LAKE FALLS
 3175 RED WING
 3180 REDWOOD FALLS
 3185 REGAL
 3190 REMER
 3195 RENVILLE
 3200 REVERE
 3205 RICE
 3210 RICHFIELD
 3215 RICHMOND
 3220 RICHVILLE
 3225 RIVERTON
 3230 ROBBINSDALE
 3235 ROCHESTER
 3237 ROCK CREEK
 3240 ROCKFORD
 3240 ROCKFORD
 3245 ROCKVILLE
 3250 ROGERS
 3255 ROLLINGSTONE
 3260 RONNEBY
 3265 ROOSEVELT
 3270 ROSCOE
 3275 ROSEAU
 3280 ROSE CREEK
 3285 ROSEMOUNT
 3290 ROSEVILLE
 3295 ROTHSAY
 3300 ROUND LAKE
 3305 ROYALTON
 3310 RUSH CITY
 3315 RUSHFORD CITY
 3320 RUSHFORD VILLAGE
 3325 RUSHMORE
 3330 RUSSELL
 3335 RUTHTON
 3340 RUTLEDGE
 3345 SABIN
 3350 SACRED HEART
 3360 ST ANTHONY
 (HENNEPIN COUNTY)
 3362 ST ANTHONY
 (STEARNS COUNTY)
 3365 ST BONIFACIUS
 3370 ST CHARLES
 3375 ST CLAIR
 3380 ST CLOUD
 3380 ST CLOUD
 3382 ST FRANCIS
 3385 ST HILAIRE
 3390 ST JAMES
 3395 ST JOSEPH
 3400 ST LEO
 3405 ST LOUIS PARK
 3410 ST MARTIN
 3415 ST MARYS POINT
 3420 ST MICHAEL
 3425 ST PAUL

CODE CITY

3430 ST PAUL PARK
 3435 ST PETER
 3440 ST ROSA
 3445 ST STEPHEN
 3450 ST VINCENT
 3455 SANBORN
 3460 SANDSTONE
 3465 SARGEANT
 3470 SARTELL
 3470 SARTELL
 3475 SAUK CENTRE
 3480 SAUK RAPIDS
 3485 SAVAGE
 3490 SCANLON
 3495 SEAFORTH
 3500 SEBEKA
 3505 SEDAN
 3510 SHAFER
 3515 SHAKOPEE
 3520 SHELLY
 3525 SHERBURN
 3530 SHEVLIN
 3535 SHOREVIEW
 3540 SHOREWOOD
 3545 SILVER BAY
 3550 SILVER LAKE
 3555 SKYLINE
 3560 SLAYTON
 3565 SLEEPY EYE
 3570 SOBIESKI
 3575 SOLWAY
 3585 SOUTH HAVEN
 3595 SOUTH ST PAUL
 3600 SPICER
 3605 SPRINGFIELD
 3610 SPRING GROVE
 3615 SPRING HILL
 3620 SPRING LAKE PARK
 3625 SPRING PARK
 3630 SPRING VALLEY
 3635 SQUAW LAKE
 3640 STACY
 3645 STAPLES
 3650 STARBUCK
 3655 STEEN
 3660 STEPHEN
 3665 STEWART
 3670 STEWARTVILLE
 3675 STILLWATER
 3685 STOCKTON
 3690 STORDEN
 3695 STRANDQUIST
 3700 STRATHCONA
 3705 STURGEON LAKE
 3710 SUNBURG
 3715 SUNFISH LAKE
 3720 SWANVILLE
 3725 TACONITE
 3730 TAMARACK
 3735 TAOPI
 3740 TAUNTON
 3745 TAYLORS FALLS
 3750 TENNEY
 3755 TENSTRIKE
 3760 THIEF RIVER FALLS
 3765 THOMSON

CODE CITY

3770 TINTAH
3775 TONKA BAY
3780 TOWER
3785 TRACY
3790 TRAIL
3795 TRIMONT
3800 TROMMALD
3805 TROSKY
3810 TRUMAN
3815 TURTLE RIVER
3820 TWIN LAKES
3825 TWIN VALLEY
3830 TWO HARBORS
3835 TYLER
3840 ULEN
3845 UNDERWOOD
3850 UPSALA
3855 URBANK
3860 UTICA
3865 VADNAIS HEIGHTS
3870 VERGAS
3875 VERMILLION
3880 VERNDALE
3885 VERNON CENTER
3890 VESTA
3895 VICTORIA
3900 VIKING
3905 VILLARD
3910 VINING
3915 VIRGINIA
3920 WABASHA

CODE CITY

3925 WABASSO
3930 WACONIA
3935 WADENA
3940 WAHKON
3945 WAITE PARK
3950 WALDORF
3955 WALKER
3960 WALNUT GROVE
3965 WALTERS
3970 WALTHAM
3975 WANAMINGO
3980 WANDA
3985 WARBA
3990 WARREN
3995 WARROAD
4000 WASECA
4005 WATERTOWN
4010 WATERVILLE
4015 WATKINS
4020 WATSON
4025 WAUBUN
4030 WAVERLY
4035 WAYZATA
4040 WELCOME
4045 WELLS
4050 WENDELL
4055 WESTBROOK
4060 WEST CONCORD
4065 WESTPORT
4070 WEST ST PAUL
4075 WEST UNION

CODE CITY

4080 WHALAN
4085 WHEATON
4090 WHITE BEAR LAKE
4095 WILDER
4100 WILLERNIE
4105 WILLIAMS
4110 WILLMAR
4115 WILLOW RIVER
4120 WILMONT
4125 WILTON
4130 WINDOM
4135 WINGER
4140 WINNEBAGO
4145 WINONA
4150 WINSTED
4155 WINTHROP
4160 WINTON
4165 WOLF LAKE
4170 WOLVERTON
4173 WOODBURY
4175 WOOD LAKE
4180 WOODLAND
4185 WOODSTOCK
4190 WORTHINGTON
4195 WRENSHALL
4200 WRIGHT
4205 WYKOFF
4210 WYOMING
4220 ZEMPLE
4222 ZIMMERMAN
4225 ZUMBRO FALLS
4230 ZUMBROTA

APPENDIX E: TOWNSHIP CODES

<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>	<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>	<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>	<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>
AITKIN COUNTY (1)	BECKER COUNTY (3)	022 MAPLE RIDGE	086 T-150 R-35
001 AITKIN	001 ATLANTA	023 MINNIE	087 T-150 R-34
002 BALL BLUFF	002 AUDUBON	024 MOOSE LAKE	088 T-150 R-33
003 BALSAM	003 BURLINGTON	025 NEBISH	BENTON COUNTY (5)
004 BEAVER	004 CALLAWAY	026 NORTHERN	001 ALBERTA
005 CLARK	005 CARSONVILLE	027 OBRIEN	002 GILMANTON
006 CORNISH	006 CORMORANT	028 PORT HOPE	003 GLENDORADO
007 FARM ISLAND	007 CUBA	029 QUIRING	004 GRAHAM
008 FLEMING	008 DETROIT	030 ROOSEVELT	005 GRANITE LEDGE
009 GLEN	009 ERIE	031 SHOOKS	006 LANGOLA
010 HAUGEN	010 EVERGREEN	032 SHOTLEY	007 MAYHEW LAKE
011 HAZELTON	012 GREEN VALLEY	033 SPRUCE GROVE	008 MAYWOOD
012 HILL LAKE	013 HAMDEN	034 STEENERSON	009 MINDEN
013 IDUN	014 HEIGHT OF LAND	035 SUGAR BUSH	010 ST GEORGE
014 JEVNE	015 HOLMESVILLE	036 SUMMIT	011 SAUK RAPIDS
015 KIMBERLY	016 LAKE EUNICE	037 TEN LAKE	012 WATAB
016 LAKESIDE	017 LAKE PARK	038 TURTLE LAKE	BIG STONE COUNTY (6)
017 LEE	018 LAKE VIEW	039 TURTLE RIVER	001 AKRON
018 LIBBY	019 MAPLE GROVE	040 WOODROW	002 ALMOND
019 LOGAN	020 OSAGE	043 WASKISH	003 ARTICHOKE
020 MC GREGOR	021 PINE POINT	044 T-146 R-30	004 BIG STONE
021 MACVILLE	022 RICEVILLE	045 TAYLOR	005 BROWNS VALLEY
022 MALMO	023 RICHWOOD	046 T-158 R-38	006 FOSTER
023 MORRISON	024 ROUND LAKE	047 T-158 R-37	007 GRACEVILLE
024 NORDLAND	025 RUNEBERG	048 T-158 R-36	008 MALTA
025 PLINY	026 SAVANNAH	049 T-157 R-38	009 MOONSHINE
026 RICE RIVER	027 SHELL LAKE	050 T-157 R-37	010 ODESSA
027 SALO	028 SILVER LEAF	051 T-157 R-36	011 ORTONVILLE
028 SEAVEY	029 SPRING CREEK	052 T-156 R-35	012 OTREY
029 SHAMROCK	030 SPRUCE GROVE	053 T-156 R-34	013 PRIOR
030 SPALDING	031 SUGAR BUSH	054 T-156 R-33	014 TOQUA
031 SPENCER	032 TOAD LAKE	055 T-156 R-32	BLUE EARTH COUNTY (7)
032 TURNER	033 TWO INLETS	056 T-156 R-31	001 BEAUFORD
033 VERDON	034 WALWORTH	057 T-156 R-30	002 BUTTERNUT
034 WAGNER	035 WHITE EARTH	058 T-155 R-35	VALLEY
035 WAUKENABO	036 WOLF LAKE	059 T-155 R-34	003 CAMBRIA
036 WEALTHWOOD	037 FOREST	060 T-155 R-33	004 CERESCO
037 WHITE PINE	038 EAGLE VIEW	061 T-155 R-32	005 DANVILLE
038 WILLIAMS	BELTRAMI COUNTY (4)	062 T-155 R-31	006 DECORIA
039 WORKMAN	001 ALASKA	063 T-154 R-38	007 GARDEN CITY
040 T-44 R-22	002 BATTLE	064 T-154 R-37	008 JAMESTOWN
041 MILLWARD	003 BEMIDJI	065 T-154 R-36	009 JUDSON
042 T-45 R-24	004 BENVILLE	066 T-154 R-35	010 LE RAY
043 T-47 R-24	005 BIRCH	067 T-154 R-34	011 LIME
044 T-48 R-27	006 BUZZLE	068 T-154 R-33	012 LINCOLN
045 T-49 R-27	007 CORMANT	070 T-153 R-38	013 LYRA
046 T-50 R-27	008 DURAND	071 T-153 R-37	014 MC PHERSON
047 T-51 R-27	009 ECKLES	072 T-153 R-36	015 MANKATO
048 T-52 R-27	010 FROHN	073 T-153 R-35	016 MAPLETON
049 T-52 R-25	011 GRANT VALLEY	074 T-153 R-34	017 MEDO
050 T-52 R-24	012 HAGALI	075 T-153 R-33	018 PLEASANT MOUND
051 T-51 R-25	013 HAMRE	076 T-153 R-32	019 RAPIDAN
052 T-50 R-25	014 HINES	077 T-153 R-30	020 SHELBY
053 T-50 R-26	015 HORNET	078 T-151 R-32	021 SOUTH BEND
054 T-52 R-22	016 JONES	079 T-152 R-32	022 STERLING
055 T-51 R-22	017 KELLIHER	080 T-152 R-33	023 VERNON CENTER
ANOKA COUNTY (2)	018 LAMMERS	081 T-152 R-34	BROWN COUNTY (8)
002 BURNS	019 LANGOR	083 T-151 R-33	001 ALBIN
003 COLUMBUS	020 LEE	084 T-151 R-34	002 BASHAW
006 LINWOOD	021 LIBERTY	085 T-151 R-35	003 BURNSTOWN

<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>	<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>	<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>	<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>
004 COTTONWOOD	016 HIRAM	001 AMADOR	024 T-152 R-38
005 EDEN	017 HOME BROOK	002 CHISAGO LAKE	025 T-152 R-37
006 HOME	018 KEGO	003 FISH LAKE	026 T-152 R-36
007 LAKE HANSKA	019 LEECH LAKE	004 FRANCONIA	027 T-151 R-38
008 LEAVENWORTH	020 LIMA	005 LENT	028 T-151 R-37
009 LINDEN	021 LOON LAKE	006 NESSEL	029 T-151 R-36
010 MILFORD	022 MCKINLEY	007 RUSHSEBA	030 T-150 R-37
011 MULLIGAN	023 MAPLE	008 SHAFER	031 T-150 R-36
012 NORTH STAR	024 MAY	009 SUNRISE	COOK COUNTY (16)
013 PRAIRIEVILLE	025 MEADOW BROOK	010 WYOMING	001 SCHROEDER
014 SIGEL	026 MOOSE LAKE	CLAY COUNTY (14)	002 TOFTE
015 STARK	027 PIKE BAY	001 ALLIANCE	003 LUTSEN
016 STATELY	028 PINE LAKE	002 BARNESVILLE	008 T-60 R-2
CARLTON COUNTY (9)	029 PINE RIVER	003 CROMWELL	012 T-61 R-2
001 ATKINSON	030 PONTO LAKE	004 EGLON	013 T-61 R-1
002 AUTOMBA	031 POPLAR	005 ELKTON	014 T-61 R-1E
003 BARNUM	032 POWERS	006 ELMWOOD	018 T-62 R-2
004 BESEMAN	033 REMER	007 FELTON	019 T-62 R-1
005 BLACKHOOF	034 ROGERS	008 FLOWING	020 T-62 R-1E
006 HOLYOKE	035 SALEM	009 GEORGETOWN	021 T-62 R-2E
007 KALEVALA	036 SHINGO BEE	010 GLYNDON	022 T-62 R-3E
009 LAKEVIEW	037 SLATER	011 GOOSE PRAIRIE	023 T-62 R-4E
010 MAHTOWA	038 SMOKY HOLLOW	012 HAGEN	024 T-62 R-5E
011 MOOSE LAKE	039 SYLVAN	013 HAWLEY	028 T-63 R-2
012 SILVER	040 THUNDER LAKE	014 HIGHLAND GROVE	029 T-63 R-1
013 SILVER BROOK	041 TORREY	015 HOLY CROSS	030 T-63 R-1E
014 SKELTON	042 TRELIPE	016 HUMBOLDT	031 T-63 R-2E
015 SPLIT ROCK	043 TURTLE LAKE	017 KEENE	032 T-63 R-3E
016 THOMSON	044 WABEDO	018 KRAGNES	033 T-63 R-4E
017 TWIN LAKES	045 WAHNENA	019 KURTZ	034 T-63 R-5E
018 WRENSHALL	046 WALDEN	020 MOLAND	035 T-63 R-6E
026 T-46 R-17	047 WILKINSON	021 MOORHEAD	036 T-64 R-5
027 T-49 R-20	048 WILSON	022 MORKEN	037 T-64 R-4
028 T-49 R-19	049 WOODROW	023 OAKPORT	038 T-64 R-3
029 PERCH LAKE	050 T-143 R-30	024 PARKE	039 T-64 R-2
030 T-48 R-20	051 PENINSULA	025 RIVERTON	040 T-64 R-1
031 T-48 R-19	054 T-144 R-28	026 SKREE	041 T-64 R-1E
032 T-48 R-18	055 T-144 R-27	027 SPRING PRAIRIE	042 T-64 R-2E
CARVER COUNTY (10)	056 T-144 R-26	028 TANSEM	043 T-64 R-3E
001 BENTON	057 T-145 R-30	029 ULEN	044 T-64 R-4E
002 CAMDEN	058 T-145 R-29	030 VIDING	045 T-64 R-5E
004 CHASKA	059 T-145 R-28	CLEARWATER COUNTY	046 T-64 R-6E
005 DAHLGREN	060 T-145 R-27	(15)	047 T-64 R-7E
006 HANCOCK	062 T-146 R-29	001 BEAR CREEK	048 T-65 R-5
007 HOLLYWOOD	064 T-146 R-27	002 CLOVER	049 T-65 R-4
008 LAKETOWN	066 T-142 R-25	003 COPLEY	050 T-65 R-3
009 SAN FRANCISCO	067 INGUADONA	004 DUDLEY	051 T-65 R-2
010 WACONIA	068 EAST GULL LAKE	005 EDDY	052 T-65 R-1
011 WATERTOWN	CHIPPEWA COUNTY (12)	006 FALK	053 T-65 R-1E
012 YOUNG AMERICA	001 BIG BEND	007 GREENWOOD	054 T-65 R-2E
CASS COUNTY (11)	002 CRATE	008 HANGAARD	055 T-65 R-3E
001 ANSEL	003 GRACE	009 HOLST	056 T-66 R-5
002 BARCLAY	004 GRANITE FALLS	010 ITASCA	057 T-66 R-4
003 BECKER	005 HAVELock	011 LA PRAIRIE	058 T-67 R-4
004 BEULAH	006 KRAGERO	012 LEON	059 T-61 R-2E
005 BIRCH LAKE	007 LEENTHROP	013 MINERVA	060 T-61 R-3E
006 BLIND LAKE	008 LONE TREE	014 MOOSE CREEK	061 T-58 R-4
007 BOY LAKE	009 LOURISTON	015 NORA	COTTONWOOD COUNTY
008 BOY RIVER	010 MANDT	016 PINE LAKE	(17)
009 BULL MOOSE	011 RHEIDERLAND	017 POPPLE	001 AMBOY
010 BUNGO	012 ROSEWOOD	018 RICE	002 AMO
011 BYRON	013 SPARTA	019 SHELVIN	003 ANN
012 CROOKED LAKE	014 STONEHAM	020 SINCLAIR	004 CARSON
013 DEERFIELD	015 TUNSBURG	021 WINSOR	005 DALE
014 FAIRVIEW	016 WOODS	022 T-143 R-36	006 DELTON
015 GOULD	CHISAGO COUNTY (13)	023 T-143 R-37	007 GERMANTOWN

COUNTY (CODE)
CODE TOWNSHIP

008 GREAT BEND
009 HIGHWATER
010 LAKESIDE
011 MIDWAY
012 MOUNTAIN LAKE
013 ROSE HILL
014 SELMA
015 SOUTHBROOK
016 SPRINGFIELD
017 STORDEN
018 WESTBROOK
CROW WING COUNTY (18)
001 BAY LAKE
002 CENTER
003 CROW WING
004 DAGGETT BROOK
005 T-136 R-25
006 DEERWOOD
007 FAIRFIELD
008 FORT RIPLEY
009 GAIL LAKE
010 GARRISON
011 IDEAL
012 IRONDALE
013 JENKINS
014 LAKE EDWARDS
015 LITTE PINE
016 LONG LAKE
017 MAPLE GROVE
018 MISSION
019 NOKAY LAKE
020 OAK LAWN
021 PELICAN
022 PERRY LAKE
023 PLATTE LAKE
024 RABBIT LAKE
025 ROOSEVELT
026 ROSS LAKE
027 ST MATHIAS
028 SIBLEY
029 TIMOTHY
030 WOLFORD
031 T-134 R-29
032 T-134 R-28
DAKOTA COUNTY (19)
001 CASTLE ROCK
002 DOUGLAS
004 EMPIRE
005 EUREKA
006 GREENVALE
007 HAMPTON
008 MARSHAN
009 NININGER
010 RANDOLPH
011 RAVENNA
012 SCIOTA
013 VERMILLION
014 WATERFORD
DODGE COUNTY (20)
001 ASHLAND
002 CANISTEO
003 CLAREMONT
004 CONCORD
005 ELLINGTON
006 HAYFIELD
007 MANTORVILLE

008 MILTON

COUNTY (CODE)
CODE TOWNSHIP

009 RIPLEY
010 VERNON
011 WASIOJA
012 WESTFIELD
DOUGLAS COUNTY (21)
001 ALEXANDRIA
002 BELLE RIVER
003 BRANDON
004 CARLOS
005 EVANSVILLE
006 HOLMES CITY
007 HUDSON
008 IDA
009 LA GRAND
010 LAKE MARY
011 LEAF VALLEY
012 LUND
013 MILLERVILLE
014 MILTONA
015 MOE
016 ORANGE
017 OSAKIS
018 SOLEM
019 SPRUCE HILL
020 URNESS
FARIBAULT COUNTY (22)
001 BARBER
002 BLUE EARTH CITY
003 BRUSH CREEK
004 CLARK
005 DELAVAN
006 DUNBAR
007 ELMORE
008 EMERALD
009 FOSTER
010 JO DAVIESS
011 KESTER
012 LURA
013 MINNESOTA LAKE
014 PILOT GROVE
015 PRESCOTT
016 ROME
017 SEELY
018 VERONA
019 WALNUT LAKE
020 WINNEBAGO CITY
FILLMORE COUNTY (23)
001 AMHERST
002 ARENDAHL
003 BEAVER
004 BLOOMFIELD
005 BRISTOL
006 CANTON
007 CARIMONA
008 CARROLTON
009 CHATFIELD
010 FILLMORE
011 FORESTVILLE
012 HARMONY
013 HOLT
014 JORDAN
015 NEWBURG
016 NORWAY
017 PILOT MOUND
018 PREBLE

COUNTY (CODE)
CODE TOWNSHIP

019 PRESTON
020 SPRING VALLEY
021 SUMNER
022 YORK
023 FOUNTAIN
FREEBORN COUNTY (24)
001 ALBERT LEA
002 ALDEN
003 BANCROFT
004 BATH
005 CARLSTON
006 FREEBORN
007 FREEMAN
008 GENEVA
009 HARTLAND
010 HAYWARD
011 LONDON
012 MANCHESTER
013 MANSFIELD
014 MOSCOW
015 NEWRY
016 NUNDA
017 OAKLAND
018 PICKEREL LAKE
019 RICELAND
020 SHELL ROCK
GOODHUE COUNTY (25)
001 BELLE CREEK
002 BELVIDERE
003 CANNON FALLS
004 CHERRY GROVE
005 FEATHERSTONE
006 FLORENCE
007 GOODHUE
008 HAY CREEK
009 HOLDEN
010 KENYON
011 LEON
012 MINNEOLA
013 PINE ISLAND
014 ROSCOE
015 STANTON
016 VASA
017 WANAMINGO
018 WARSAW
019 WELCH
020 ZUMBROTA
021 WACOUTA
022 CENTRAL POINT
GRANT COUNTY (26)
001 DELAWARE
002 ELBOW LAKE
003 ELK LAKE
004 ERDAHL
005 GORTON
006 LAND
007 LAWRENCE
008 LIEN
009 LOGAN
010 MACSVILLE
011 NORTH OTTAWA
012 PELICAN LAKE
013 POMME DE TERRE
014 ROSEVILLE
015 SANFORD
016 STONY BROOK

COUNTY (CODE)
CODE TOWNSHIP

HENNEPIN COUNTY (27)
001 HASSAN
HOUSTON COUNTY (28)
001 BLACK HAMMER
002 BROWNSVILLE
003 CALEDONIA
004 CROOKED CREEK
005 HOKAH
006 HOUSTON
007 JEFFERSON
008 LA CRESCENT
009 MAYVILLE
010 MONEY CREEK
011 MOUND PRAIRIE
012 SHELDON
013 SPRING GROVE
014 UNION
015 WILMINGTON
016 WINNEBAGO
017 YUCATAN
HUBBARD COUNTY (29)
001 AKELEY
002 ARAGO
003 BADOURA
004 CLOVER
005 CROW WING LAKE
006 FARDEN
007 FERN
008 GUTHRIE
009 HART LAKE
010 HELGA
011 HENDRICKSON
012 HENRIETTA
013 HUBBARD
014 LAKE ALICE
015 LAKE GEORGE
016 LAKE HATTIE
017 LAKEPORT
018 MANTRAP
019 NEVIS
020 ROCKWOOD
021 SCHOOLCRAFT
022 STRAIGHT RIVER
023 THORPE
024 TODD
025 WHITE OAK
026 CLAY
027 STEAMBOAT
RIVER
033 LAKE EMMA
ISANTI COUNTY (30)
001 ATHENS
002 BRADFORD
003 CAMBRIDGE
004 DALBO
005 ISANTI
006 MAPLE RIDGE
007 NORTH BRANCH
008 OXFORD
009 SPENCER BROOK
010 SPRINGVALE
011 STANCHFIELD
012 STANFORD
013 WYANETT
ITASCA COUNTY (31)
001 ALVWOOD

<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>	<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>	<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>	<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>
002 ARBO	069 T-146 R-26	019 NORWAY LAKE	028 T-156 R-28
003 ARDENHURST	070 T-147 R-29	020 ROSELAND	029 T-156 R-27
004 BALSAM	071 T-147 R-28	021 ROSEVILLE	030 T-156 R-26
006 BEARVILLE	072 T-147 R-27	022 ST JOHNS	031 T-156 R-25
007 BIG FORK	073 T-147 R-26	023 WHITEFIELD	032 T-157 R-29
008 BLACKBERRY	074 T-62 R-27	024 WILLMAR	033 T-157 R-28
009 BOWSTRING	075 T-62 R-25	KITTSOON COUNTY (35)	
010 CARPENTER	076 T-62 R-26	001 ARVESON	034 T-157 R-27
011 DEER RIVER	077 T-144 R-26	002 CANNON	035 T-157 R-26
012 FEELEY	078 T-143 R-25	003 CARIBOU	036 T-157 R-25
013 GOOD HOPE	JACKSON COUNTY (32)		037 T-158 R-29
014 GOODLAND	001 ALBA	004 CLOW	038 T-158 R-28
015 GRAND RAPIDS	002 BELMONT	005 DAVIS	039 T-158 R-27
016 GRATTAN	003 CHRISTIANIA	006 DEERWOOD	040 T-158 R-26
017 GREENWAY	004 DELAFIELD	007 GRANVILLE	041 T-158 R-25
018 HARRIS	005 DES MOINES	008 HALLOCK	042 T-159 R-29
019 IRON RANGE	006 ENTERPRISE	009 HAMPDEN	043 T-159 R-28
020 KINGHURST	007 EWINGTON	010 HAZELTON	044 T-159 R-27
021 LAKE JESSIE	008 HERON LAKE	011 HILL	045 T-159 R-26
022 LAWRENCE	009 HUNTER	012 JUPITER	046 T-159 R-25
023 LONE PINE	010 KIMBALL	013 MCKINLEY	047 T-160 R-29
024 MARCELL	011 LA CROSSE	014 NORTH RED RIVER	048 T-160 R-28
025 MAX	012 MIDDLETOWN	015 NORWAY	049 T-160 R-27
026 MOOSE PARK	013 MINNEOTA	016 PELAN	050 T-160 R-26
027 MORSE	014 PETERSBURG	017 PERCY	051 T-160 R-25
028 NASHWAUK	015 ROST	018 POPPELTON	052 T-63 R-27
029 NORE	016 ROUND LAKE	019 RICHARDVILLE	053 T-63 R-26
030 OTENEAGEN	017 SIOUX VALLEY	020 ST JOSEPH	054 T-63 R-25
031 POMROY	018 WEIMER	021 ST VINCENT	055 T-63 R-24
032 SAGO	019 W HERON LAKE	022 SKANE	056 T-63 R-23
033 SAND LAKE	020 WISCONSIN	023 SPRING BROOK	057 T-63 R-22
034 SPANG	KANABEC COUNTY (33)		058 T-64 R-27
035 STOKES	001 ANN LAKE	024 SVEA	059 T-64 R-26
036 THIRD RIVER	002 ARTHUR	025 TEGNER	060 T-64 R-25
037 TROUT LAKE	003 BRUNSWICK	026 TEIEN	061 T-64 R-24
038 WABANA	004 COMFORT	027 THOMPSON	062 T-64 R-23
039 WAWINA	005 FORD	028 T-162 R-45	063 T-64 R-22
040 WIRT	006 GRASS LAKE	029 T-161 R-45	064 T-65 R-27
041 LIBERTY	007 HAY BROOK	KOOCHICHING COUNTY (36)	
042 SPLIT HAND	008 HILLMAN	001 T-66 R-24	065 T-65 R-26
043 T-53 R-25	009 KANABEC	002 T-151 R-29	066 T-65 R-25
044 T-55 R-23	010 KNIFE LAKE	003 T-151 R-28	067 T-65 R-24
045 T-54 R-26	011 KROSCHER	004 T-151 R-27	068 T-65 R-23
046 T-54 R-27	012 PEACE	005 T-151 R-26	069 T-65 R-22
047 T-55 R-27	013 POMROY	006 T-151 R-25	070 T-66 R-27
048 T-56 R-27	014 SOUTH FORK	007 T-152 R-29	071 T-66 R-26
049 T-56 R-26	015 WHITED	008 T-152 R-28	072 T-66 R-25
050 T-57 R-26	KANDIYOHI COUNTY (34)		073 T-66 R-22
051 T-58 R-26	001 ARCTANDER	009 T-152 R-27	074 T-67 R-27
052 T-58 R-27	002 BURBANK	010 T-152 R-26	075 T-67 R-26
053 T-58 R-22	003 COLFAX	011 T-152 R-25	076 T-67 R-25
054 T-58 R-23	004 DOVRE	012 T-153 R-29	077 T-67 R-24
055 T-59 R-25	005 EAST LAKE LILLIAN	013 T-153 R-28	078 T-67 R-23
056 T-59 R-24	006 EDWARDS	014 T-153 R-27	079 T-67 R-22
057 T-59 R-23	007 FAHLUN	015 T-153 R-26	080 T-68 R-27
058 T-59 R-22	008 GENNESSEE	016 T-153 R-25	081 T-68 R-26
059 T-60 R-23	009 GREEN LAKE	017 T-154 R-29	082 T-68 R-25
060 T-60 R-24	010 HARRISON	018 T-154 R-28	083 T-68 R-24
061 T-60 R-25	011 HOLLAND	019 T-154 R-27	084 T-68 R-23
062 T-61 R-25	012 IRVING	020 T-154 R-26	085 T-68 R-22
063 T-61 R-24	013 KANDIYOHI	021 T-154 R-25	086 T-69 R-27
064 T-61 R-23	014 LAKE ANDREW	022 T-155 R-29	087 T-69 R-26
065 T-145 R-26	015 LAKE ELIZABETH	023 T-155 R-28	088 T-69 R-25
066 T-146 R-29	016 LAKE LILLIAN	024 T-155 R-27	089 T-69 R-24
067 T-146 R-28	017 MAMRE	025 T-155 R-26	090 T-69 R-23
068 T-146 R-27	018 NEW LONDON	026 T-155 R-25	091 T-69 R-22
		027 T-156 R-29	092 T-70 R-27
			093 T-70 R-26

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094 T-70 R-25	013 T-159 R-36	003 COON CREEK	016 EXCEL
095 T-70 R-24	014 T-159 R-35	004 CUSTER	017 FOLDAHL
096 T-70 R-23	015 T-159 R-34	005 FINSVOLD	018 FORK
097 T-70 R-22	016 T-159 R-33	006 FAIRVIEW	019 GRAND PLAIN
098 T-71 R-24	017 T-159 R-32	007 GRANDVIEW	020 HOLT
099 T-71 R-23	018 T-159 R-31	008 ISLAND LAKE	021 HUNTLY
100 T-71 R-22	019 T-159 R-30	009 LAKE MARSHAL	022 LINCOLN
101 T-66 R-23	020 T-160 R-36	010 LUCAS	023 LINSELL
LAC QUI PARLE COUNTY	021 T-160 R-35	011 LYNX	024 MC CREA
(37)	022 T-160 R-34	012 LYONS	025 MARSH GROVE
001 AGASSIZ	023 T-160 R-33	013 MONROE	026 MIDDLE RIVER
002 ARENA	024 T-160 R-32	014 NORDLAND	027 MOOSE RIVER
003 AUGUSTA	025 T-160 R-31	015 ROCK LAKE	028 MOYLAN
004 BAXTER	026 T-160 R-30	016 SHELburne	029 NELSON PARK
005 CAMP RELEASE	027 T-161 R-34	017 SODUS	030 NEW FOLDEN
006 CERRO GORDO	028 T-161 R-33	018 STANLEY	031 NEW MAINE
007 FREELAND	029 T-161 R-32	019 VALLERS	032 NEW SOLUM
008 GARFIELD	030 T-161 R-31	020 WESTERHEIM	033 OAK PARK
009 HAMLIN	031 T-162 R-34	MCLEOD COUNTY (43)	034 PARKER
010 HANTHO	032 T-162 R-33	001 ACOMA	035 ROLLIS
011 LAC QUI PARLE	033 T-162 R-32	002 BERGEN	036 SINNOTT
012 LAKE SHORE	034 T-163 R-34	003 COLLINS	037 SPRUCE VALLEY
013 MADISON	035 T-163 R-33	004 GLENCOE	038 TAMARAC
014 MANFRED	036 T-166 R-35	005 HALE	039 THIEF LAKE
015 MAXWELL	037 T-166 R-34	006 HASSAN VALLEY	040 VALLEY
016 MEHURIN	038 T-166 R-33	007 HELEN	041 VEGA
017 PERRY	039 T-167 R-35	008 HUTCHINSON	042 VELDT
018 PROVIDENCE	040 T-167 R-34	009 LYNN	043 VIKING
019 RIVERSIDE	041 T-167 R-34	010 PENN	044 WANGER
020 TEN MILE LAKE	042 T-168 R-35	011 RICH VALLEY	045 WARRENTON
021 WALTER	043 T-168 R-34	012 ROUND GROVE	046 WEST VALLEY
022 YELLOW BANK	044 T-168 R-33	013 SUMTER	047 WHITEFORD
LAKE COUNTY (38)	LE SUEUR COUNTY (40)	014 WINSTED	048 WRIGHT
001 BEAVER BAY	001 CLEVELAND	MAHNOMEN COUNTY (44)	049 T-156 R-41
002 CRYSTAL BAY	002 CORDOVA	001 BEAULIEU	MARTIN COUNTY (46)
003 FALL LAKE	003 DERRYNANE	002 BL JOU	001 CEDAR
004 SILVER CREEK	004 ELYSIAN	003 CHIEF	002 CENTER CREEK
005 T-52 R-11	005 KASOTA	004 CLOVER	003 EAST CHAIN
006 T-53 R-11	006 KILKENNY	005 GREGORY	004 ELM CREEK
007 T-54 R-11	007 LANESBURGH	006 HEIER	005 FAIRMONT
008 T-55 R-11	008 LEXINGTON	007 ISLAND LAKE	006 FOX LAKE
009 T-56 R-11	009 MONTGOMERY	008 LA GARDE	007 FRASER
010 T-57 R-11	010 OTTAWA	009 LAKE GROVE	008 GALENA
011 T-57 R-6	011 SHARON	010 MARSH CREEK	009 JAY
012 T-58 R-11	012 TYRONE	011 OAKLAND	010 LAKE BELT
015 T-58 R-6	013 WASHINGTON	012 PEMBINA	011 LAKE FREMONT
016 T-59 R-11	014 WATERVILLE	013 POPPLE GROVE	012 MANYASKA
019 T-59 R-6	LINCOLN COUNTY (41)	014 ROSEDALE	013 NASHVILLE
023 T-60 R-6	001 ALTA VISTA	015 TWIN LAKES	014 PLEASANT PRAIRIE
027 T-61 R-6	002 ASH LAKE	016 T-143 R-39	015 ROLLING GREEN
031 T-62 R-6	003 DIAMOND LAKE	MARSHALL COUNTY (45)	016 RUTLAND
032 STONY RIVER	004 DRAMMEN	001 AGDER	017 SILVER LAKE
LAKE OF THE WOODS	005 HANSONVILLE	002 ALMA	018 TENHASSEN
COUNTY (39)	006 HENDRICKS	003 AUGSBURG	019 WAVERLY
001 T-157 R-35	007 HOPE	004 BIG WOODS	020 WESTFORD
002 T-157 R-34	008 LAKE BENTON	005 BLOOMER	MEEKER COUNTY (45)
003 T-157 R-33	009 LAKE STAY	006 BOXVILLE	001 ACTON
004 T-157 R-32	010 LIMESTONE	007 CEDAR	002 CEDAR MILLS
005 T-157 R-31	011 MARBLE	008 COMO	003 COLLINWOOD
006 T-157 R-30	012 MARSHFIELD	009 COMSTOCK	004 COSMOS
007 T-158 R-35	013 ROYAL	010 DONNELLY	005 DANIELSON
008 T-158 R-34	014 SHAKATKAN	011 EAGLE POINT	006 DARWIN
009 T-158 R-33	015 VERDI	012 EAST PARK	007 DASSEL
010 T-158 R-32	LYON COUNTY (42)	013 EAST VALLEY	008 ELLSWORTH
011 T-158 R-31	001 AMIRET	014 ECKVOLL	009 FOREST CITY
012 T-158 R-30	002 CLIFTON	015 ESPELIE	010 FOREST PRAIRIE

<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>	<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>	<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>	<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>
011 GREENLEAF	008 LANSING	018 WESTSIDE	019 EASTERN
012 HARVEY	009 LE ROY	019 WILMONT	020 EDNA
013 KINGSTON	010 LODI	020 WORTHINGTON	021 EFFINGTON
014 LITCHFIELD	011 LYLE	NORMAN COUNTY (54)	022 ELIZABETH
015 MANANNAH	012 MARSHALL	001 ANTHONY	023 ELMO
016 SWEDE GROVE	013 NEVADA	002 BEAR PARK	024 ERHARDS GROVE
017 UNION GROVE	014 PLEASANT VALLEY	003 FLOM	025 EVERTS
MILLE LACS COUNTY (48)	015 RACINE	004 FOSSUM	026 FERGUS FALLS
001 BOGUS BROOK	016 RED ROCK	005 GOOD HOPE	027 FOLDEN
002 BORGHOLM	017 SARGEANT	006 GREEN MEADOW	028 FRIBERG
003 BRADBURY	018 UDOLPHO	007 HALSTAD	029 GIRARD
004 DAILEY	019 WALTHAM	008 HEGNE	030 GORMAN
005 EAST SIDE	020 WINDOM	009 HENDRUM	031 HENNING
006 GREENRUSH	MURRAY COUNTY (51)	010 HOME LAKE	032 HOBART
007 HAYLAND	001 BELFAST	011 LAKE IDA	033 HOMESTEAD
008 ISLE HARBOR	002 BONDIN	012 LEE	034 INMAN
009 KATHIO	003 CAMERON	013 LOCKHART	035 LEAF LAKE
010 LEWIS	004 CHANARAMBIE	014 McDONALDSVILLE	036 LEAF MOUNTAIN
011 MILACA	005 DES MOINES RIVER	015 MARY	037 LIDA
012 MILO	006 DORVAY	016 PLEASANT VIEW	038 MAINE
013 MUDGETT	007 ELLSBOROUGH	017 ROCKWELL	039 MAPLEWOOD
014 ONAMIA	008 FENTON	018 SHELLY	040 NEWTON
015 PAGE	009 HOLLY	019 SPRING CREEK	041 NIDAROS
016 PRINCETON	010 IONA	020 STRAND	042 NORWEGIAN
017 SOUTH HARBOR	011 LAKE SARAH	021 SUNDAL	GROVE
MORRISON COUNTY (49)	012 LEEDS	022 WAUKON	043 OAK VALLEY
001 AGRAM	013 LIME LAKE	023 WILD RICE	044 ORWELL
002 BELLE PRAIRIE	014 LOWVILLE	024 WINCHESTER	045 OSCAR
003 BELLEVUE	015 MASON	OLMSTED COUNTY (55)	046 OTTER TAIL
004 BUCKMAN	016 MOULTON	001 CASCADE	047 OTTO
005 BUH	017 MURRAY	002 DOVER	048 PADDOCK
006 CLOUGH	018 SHETEK	003 ELMIRA	049 PARKERS PRAIRIE
007 CULDRUM	019 SKANDIA	004 EYOTA	050 PELICAN
008 DARLING	020 SLAYTON	005 FARMINGTON	051 PERHAM
009 ELMDALE	NICOLLET COUNTY (52)	006 HAVERHILL	052 PINE LAKE
010 GRANITE	001 BELGRADE	007 HIGH FOREST	053 RUSH LAKE
011 GREEN PRAIRIE	002 BERNADOTTE	008 KALMAR	054 ST OLAF
012 HILLMAN	003 BRIGHTON	009 MARION	055 SCAMBLER
013 LAKIN	004 COURTLAND	010 NEW HAVEN	056 STAR LAKE
014 LEIGH	005 GRANBY	011 ORION	057 SVERDRUP
015 LITTLE FALLS	006 LAFAYETTE	012 ORONOCO	058 TORDENSKJOLD
016 MORRILL	007 LAKE PRAIRIE	013 PLEASANT GROVE	059 TRONDHEIM
017 MOTLEY	008 NEW SWEDEN	014 QUINCY	060 TUMULI
018 MOUNT MORRIS	009 NICOLLET	015 ROCHESTER	061 WESTERN
019 PARKER	010 OSHAWA	016 ROCK DELL	062 WOODSIDE
020 PIERZ	011 RIDGELY	017 SALEM	PENNINGTON COUNTY (57)
021 PIKE CREEK	012 TRAVERSE	018 VIOLA	001 BLACK RIVER
022 PLATTE	013 WEST NEWTON	OTTER TAIL COUNTY (56)	002 BRAY
023 PULASKI	NOBLES COUNTY (53)	001 AASTAD	003 CLOVER LEAF
024 RAIL PRAIRIE	001 BIGELOW	002 AMOR	004 DEER PARK
025 RICHARDSON	002 BLOOM	003 AURDAL	005 GOODRIDGE
026 RIPLEY	003 DEWALD	004 BLOWERS	006 HICKORY
027 ROSING	004 ELK	005 BLUFFTON	007 HIGH LANDING
028 SCANDIA VALLEY	005 GRAHAM LAKES	006 BUSE	008 KRATKA
029 SWAN RIVER	006 GRAND PRAIRIE	007 BUTLER	009 MAYFIELD
030 SWANVILLE	007 HERSEY	008 CANDOR	010 NORDEN
031 TWO RIVERS	008 INDIAN LAKE	009 CARLISLE	011 NORTH
032 CUSHING	009 LARKIN	010 CLITHERALL	012 NUMEDAL
MOWER COUNTY (50)	010 LEOTA	011 COMPTON	013 POLK CENTRE
001 ADAMS	011 LISMORE	012 CORLISS	014 REINER
002 AUSTIN	012 LITTLE ROCK	013 DANE PRAIRIE	015 RIVER FALLS
003 BENNINGTON	013 LORAIN	014 DEAD LAKE	016 ROCKSBURY
004 CLAYTON	014 OLNEY	015 DEER CREEK	017 SANDERS
005 DEXTER	015 RANSOM	016 DORA	018 SILVERTON
006 FRANKFORD	016 SEWARD	017 DUNN	019 SMILEY
007 GRAND MEADOW	017 SUMMIT LAKE	018 EAGLE LAKE	020 STAR

COUNTY (CODE)
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021 WYANDOTTE
PINE COUNTY (58)
001 ARLONE
002 ARNA
003 BARRY
004 BIRCH CREEK
005 BREMEN
006 BROOK PARK
007 BRUNO
008 CHENGWATANA
009 CLOVER
010 CROSBY
011 DANFORTH
012 DELL GROVE
013 FINLAYSON
014 FLEMING
015 HINCKLEY
016 KERRICK
017 KETTLE RIVER
018 MISSION CREEK
019 MUNCH
020 NEW DOSEY
021 NICKERSON
022 NORMAN
023 OGEMA
024 PARK
025 PARTRIDGE
026 PINE CITY
027 PINE LAKE
028 POKEGAMA
029 ROYALTON
030 SANDSTONE
031 STURGEON LAKE
032 WILMA
033 WINDEMERE
PIPESTONE COUNTY (59)
001 AETNA
002 ALTONA
003 BURKE
004 EDEN
005 ELMER
006 FOUNTAIN PRAIRIE
007 GRANGE
008 GRAY
009 OSBORNE
010 ROCK
011 SWEET
012 TROY
POLK COUNTY (60)
001 ANDOVER
002 ANGUS
003 BADGER
004 BELGIUM
005 BRANDSVOLD
006 BRANDT
007 BRISLET
008 BYGLAND
009 CHESTER
010 COLUMBIA
011 CROOKSTON
012 EDEN
013 FISHER
014 EUCLID
015 FAIRFAX
016 FANNY
017 FARLEY

COUNTY (CODE)
CODE TOWNSHIP

018 FISHER
019 GARDEN
020 GARFIELD
021 GENTILLY
022 GODFREY
023 GRAND FORKS
024 GROVE PARK
025 GULLY
026 HAMMOND
027 HELGELAND
028 HIGDEM
029 HILL RIVER
030 HUBBARD
031 HUNTSVILLE
032 JOHNSON
033 KERTSONVILLE
034 KEYSTONE
035 KING
036 KNUTE
037 LESSOR
038 LIBERTY
039 LOWELL
040 NESBIT
041 NORTHLAND
042 ONSTAD
043 PARNELL
044 QUEEN
045 REIS
046 RHINEHART
047 ROOME
048 ROSEBUD
049 RUSSIA
050 SANDSVILLE
051 SCANDIA
052 SLETTEN
053 SULLIVAN
054 TABOR
055 TILDEN
056 TYNSID
057 VINELAND
058 WINGER
059 WOODSIDE
POPE COUNTY (61)
001 BANGOR
002 BARSNESS
003 BEN WADE
004 BLUE MOUNDS
005 CHIPPEWA FALLS
006 GILCHRIST
007 GLENWOOD
008 GROVE LAKE
009 HOFF
010 LAKE JOHANNA
011 LANGHEI
012 LEVEN
013 MINNEWASKA
014 NEW PRAIRIE
015 NORA
016 RENO
017 ROLLING FORKS
018 WALDEN
019 WESTPORT
020 WHITE BEAR LAKE
RAMSEY COUNTY (62)
001 WHITE BEAR
RED LAKE COUNTY (63)

COUNTY (CODE)
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001 BROWNS CREEK
002 EMARDVILLE
003 EQUALITY
004 GARNES
005 GERVAIS
006 LAKE PLEASANT
007 LAMBERT
008 LOUISVILLE
009 POPLAR RIVER
010 RED LAKE FALLS
011 RIVER
012 TERREBONNE
013 WYLIE
REDWOOD COUNTY (64)
001 BROOKVILLE
002 CHARLESTOWN
003 DELHI
004 GALES
005 GRANITE ROCK
006 HONNER
007 JOHNSONVILLE
008 KINTIRE
009 LAMBERTON
010 MORGAN
011 NEW AVON
012 NORTH HERO
013 PAXTON
014 REDWOOD FALLS
015 SHERIDAN
016 SHERMAN
017 SPRINGDALE
018 SUNDOWN
019 SWEDES FOREST
020 THREE LAKES
021 UNDERWOOD
022 VAIL
023 VESTA
024 WATERBURY
025 WESTLINE
026 WILLOW LAKE
RENVILLE COUNTY (65)
001 BANDON
002 BEAVER FALLS
003 BIRCH COOLEY
004 BIRD ISLAND
005 BOON LAKE
006 BROOKFIELD
007 CAIRO
008 CAMP
009 CROOKS
010 EMMET
011 ERICSON
012 FLORA
013 HAWK CREEK
014 HECTOR
015 HENRYVILLE
016 KINGMAN
017 MARTINSBURG
018 MELVILLE
019 NORFOLK
020 OSCEOLA
021 PALMYRA
022 PRESTON LAKE
023 SACRED HEART
024 TROY
025 WANG

COUNTY (CODE)
CODE TOWNSHIP

026 WELLINGTON
027 WINFIELD
RICE COUNTY (66)
001 BRIDGEWATER
002 CANNON CITY
003 ERIN
004 FOREST
005 MORRISTOWN
006 NORTHFIELD
007 RICHLAND
008 SHIELDSVILLE
009 WALCOTT
010 WARSAW
011 WEBSTER
012 WELLS
013 WHEATLAND
014 WHEELING
ROCK COUNTY (67)
001 BATTLE PLAIN
002 BEAVER CREEK
003 CLINTON
004 DENVER
005 KANARANZI
006 LUVERNE
007 MAGNOLIA
008 MARTIN
009 MOUND
010 ROSE DELL
011 SPRINGWATER
012 VIENNA
ROSEAU COUNTY (68)
001 BARNETT
002 BARTO
003 BEAVER
004 T-163 R-44
005 CEDARBEND
006 DEER
007 DEWEY
008 DIETER
009 ENSTROM
010 FALUN
011 GOLDEN VALLEY
012 GRIMSTAD
013 HEREIM
014 HUSS
015 JADIS
016 LAONA
017 LIND
018 MALUNG
019 MICKINOCK
020 MOOSE
021 MORANVILLE
022 NERESON
023 PALMVILLE
024 POHLITZ
025 POLONIA
026 POPLAR GROVE
027 REINE
028 ROSS
029 SKAGEN
030 SOLER
031 SPRUCE
032 STAFFORD
033 STOKES
034 T-163 R-40
035 T-163 R-39

<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>	<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>	<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>	<u>COUNTY (CODE)</u> <u>CODE TOWNSHIP</u>
036 T-163 R-38	053 NORTHLAND	122 T-63 R-14	008 GREEN ISLE
037 LAKE	054 OWENS	123 T-64 R-14	009 HENDERSON
039 T-162 R-44	055 PIKE	124 T-65 R-14	010 JESSENLAND
040 T-163 R-43	056 PORTAGE	125 T-66 R-14	011 KELSO
041 T-159 R-37	057 PRAIRIE LAKE	126 T-67 R-14	012 MOLTKE
042 T-160 R-37	058 RICE LAKE	127 T-68 R-14	013 NEW AUBURN
043 T-161 R-37	059 SANDY	128 T-63 R-15	014 SEVERANCE
044 T-161 R-36	060 SOLWAY	129 T-64 R-15	015 SIBLEY
045 T-161 R-35	061 STONEY BROOK	130 T-65 R-15	016 TRANSIT
046 T-164 R-38	063 STURGEON	131 T-66 R-15	017 WASHINGTON LAKE
047 T-164 R-39	064 TOIVOLA	132 T-67 R-15	STEARNS COUNTY (73)
048 T-164 R-40	065 VAN BUREN	133 T-68 R-15	001 ALBANY
049 T-164 R-43	066 VERMILION LAKE	134 T-67 R-21	002 ASHLEY
050 T-164 R-44	067 WAASA	135 T-68 R-21	003 AVON
ST LOUIS COUNTY (69)	068 WHITE	136 T-69 R-21	004 BROCKWAY
001 ALANGO	069 WILLOW VALLEY	137 T-70 R-21	005 COLLEGEVILLE
002 ALBORN	070 WUORI	138 T-71 R-21	006 CROW LAKE
003 ALDEN	071 NORTH STAR	139 T-66 R-20	007 CROW RIVER
004 ANGORA	072 PEQUAYWAN	140 T-67 R-20	008 EDEN LAKE
005 ARROWHEAD	073 PAYNE	141 T-68 R-20	009 FAIRHAVEN
006 AULT	074 T-52 R-21	142 T-69 R-20	010 FARMING
007 BALKAN	075 T-59 R-16	143 T-70 R-20	011 GETTY
008 BASSETT	076 T-55 R-21	144 T-71 R-21	012 GROVE
009 BEATTY	077 T-55 R-14	145 T-67 R-19	013 HOLDING
010 BIWABIK	078 T-56 R-17	146 T-68 R-19	014 KRAIN
011 BREITUNG	079 T-61 R-17	147 T-69 R-19	015 LAKE GEORGE
012 BREVATOR	080 T-59 R-21	148 T-70 R-19	016 LAKE HENRY
013 CANOSIA	081 T-55 R-15	149 T-67 R-18	017 LE SAUK
014 CEDAR VALLEY	082 T-56 R-14	150 T-68 R-18	018 LUXEMBURG
015 CHERRY	083 T-57 R-16	151 T-69 R-18	019 LYNDEN
016 CLINTON	084 T-56 R-16	152 T-67 R-17	020 MAINE PRAIRIE
017 COLVIN	085 T-57 R-14	153 T-68 R-17	021 MELROSE
018 COTTON	086 T-58 R-14	154 T-69 R-17	022 MILLWOOD
019 CULVER	087 T-61 R-14	155 T-63 R-19	023 MUNSON
020 DULUTH	088 T-61 R-13	156 T-70 R-18	024 NORTH FORK
021 ELLSBERG	089 T-61 R-12	SCOTT COUNTY (70)	025 OAK
022 ELMER	090 T-54 R-15	001 BELLE PLAINE	026 PAYNESVILLE
023 EMBARRASS	091 T-54 R-14	002 BLAKELY	027 RAYMOND
024 FAIRBANKS	092 T-54 R-13	003 CEDAR LAKE	028 ROCKVILLE
025 FAYAL	093 T-53 R-16	004 CREDIT RIVER	029 ST AUGUSTA
026 FIELD	094 T-53 R-15	005 HELENA	030 ST CLOUD
027 FINE LAKES	095 T-60 R-20	006 JACKSON	031 ST JOSEPH
028 FLOODWOOD	096 T-60 R-19	007 LOUISVILLE	032 ST MARTIN
029 FREDENBERG	097 T-60 R-18	008 NEW MARKET	033 ST WENDEL
030 FRENCH	098 T-59 R-18	009 ST LAWRENCE	034 SAUK CENTRE
031 GNESEN	099 T-62 R-21	010 SAND CREEK	035 SPRING HILL
032 GRAND LAKE	100 T-63 R-21	011 SPRING LAKE	036 WAKEFIELD
033 GREAT SCOTT	101 T-64 R-21	SHERBURNE COUNTY (71)	037 ZION
034 HALDEN	102 T-65 R-21	001 BALDWIN	STEELE COUNTY (74)
035 GREENWOOD	103 T-66 R-21	002 BECKER	001 AURORA
036 INDUSTRIAL	104 T-62 R-17	003 BIG LAKE	002 BERLIN
037 KELSEY	105 T-63 R-17	004 BLUE HILL	003 BLOOMING PRAIRIE
038 KUGLER	106 T-64 R-17	005 CLEAR LAKE	004 CLINTON FALLS
039 LAKEWOOD	107 T-66 R-20	007 HAVEN	005 DEERFIELD
040 LAVELL	110 T-64 R-16	008 LIVONIA	006 HAVANA
041 LEIDING	111 T-65 R-16	009 ORROCK	007 LEMOND
042 LINDEN GROVE	112 T-66 R-16	010 PALMER	008 MEDFORD
043 MCDAVITT	113 T-67 R-16	011 SANTIAGO	009 MERIDEN
044 MEADOWLANDS	114 T-64 R-12	SIBLEY COUNTY (72)	010 MERTON
045 MIDWAY	115 T-65 R-12	001 ALFSBORG	011 OWATONNA
047 MORCOM	116 T-66 R-12	002 ARLINGTON	012 SOMERSET
048 MORSE	117 T-64 R-13	003 BISMARCK	013 SUMMIT
049 NESS	118 T-65 R-13	004 CORNISH	STEVENS COUNTY (75)
050 NEW	119 T-66 R-13	005 DRYDEN	001 BAKER
INDEPENDENCE	120 T-67 R-13	006 FAXON	002 DARNEN
052 NORMANNA	121 T-68 R-13	007 GRAFTON	003 DONNELLY

COUNTY (CODE)
CODE TOWNSHIP

004 ELDORADO
005 EVERGLADE
006 FRAMNAS
007 HODGES
008 HORTON
009 MOORE
010 MORRIS
011 PEPPER TON
012 RENDSVILLE
013 SCOTT
014 STEVENS
015 SWAN LAKE
016 SYNNE
SWIFT COUNTY (76)
001 APPLETON
002 BENSON
003 CAMP LAKE
004 CASHEL
005 CLONTARF
006 DUBLIN
007 EDISON
008 FAIRFIELD
009 HAYES
010 HEGBERT
011 KERKHOVEN
012 KILDARE
013 MARYSLAND
014 MOYER
015 PILLSBURY
016 SHIBLE
017 SIX MILE GROVE
018 SWENODA
019 TARA
020 TORNING
021 WEST BANK
TODD COUNTY (77)
001 BARTLETT
002 BERTHA
003 BIRCHDALE
004 BRUCE
005 BURLEENE
006 BURMHAMVILLE
007 EAGLE VALLEY
008 FAWN LAKE
009 GERMANIA
010 GORDON
011 GREY EAGLE
012 HARTFORD
013 IONA
014 KANDOTA
015 LESLIE
016 LITTLE ELK
017 LITTLE SAUK
018 LONG PRAIRIE
019 MORAN
020 REYNOLDS
021 ROUND PRAIRIE
022 STAPLES
023 STOWE PRAIRIE
024 TURTLE CREEK
025 VILLARD

COUNTY (CODE)
CODE TOWNSHIP

026 WARD
027 WEST UNION
028 WYKEHAM
TRAVERSE COUNTY (78)
001 ARTHUR
002 CLIFTON
003 CROKE
004 DOLLYMOUNT
005 FOLSOM
006 LAKE VALLEY
007 LEONARDSVILLE
008 MONSON
009 PARNELL
010 REDPATH
011 TARA
012 TAYLOR
013 TINTAH
014 WALLS
015 WINDSOR
WABASHA COUNTY (79)
001 CHESTER
002 ELGIN
003 GILLFORD
004 GLASGOW
005 GREENFIELD
006 HIGHLAND
007 HYDE PARK
008 LAKE
009 MAZEPPA
010 MINNEISKA
011 MOUNT PLEASANT
012 OAKWOOD
013 PEPIN
014 PLAINVIEW
015 WATOPA
016 WEST ALBANY
017 ZUMBRO
WADENA COUNTY (80)
001 ALDRICH
002 BLUEBERRY
003 BULLARD
004 HUNTERS VILE
005 LEAF RIVER
006 LYONS
007 MEADOW
008 NORTH GERMANY
009 ORTON
010 RED EYE
011 ROCKWOOD
012 SHELL RIVER
013 THOMASTOWN
014 WADENA
015 WING RIVER
WASECA COUNTY (81)
001 ALTON
002 BLOOMING GROVE
003 BYRON
004 FREEDOM
005 IOSCO
006 JANESVILLE
007 NEW RICHLAND

COUNTY (CODE)
CODE TOWNSHIP

008 OTISCO
009 ST MARY
010 VIVIAN
011 WILTON
012 WOODVILLE
WASHINGTON COUNTY (82)
001 BAYTOWN
002 DENMARK
003 FOREST LAKE
005 GREY CLOUD
ISLAND
007 MAY
008 NEW SCANDIA
010 STILLWATER
011 WEST LAKELAND
WATONWAN COUNTY (83)
001 ADRIAN
002 ANTRIM
003 BUTTERFIELD
004 FIELDON
005 LONG LAKE
006 MADELIA
007 NELSON
008 ODIN
009 RIVERDALE
010 ROSENDALE
011 ST JAMES
012 SOUTH BRANCH
WILKIN COUNTY (84)
001 AKRON
002 ANDREA
003 ATHERTON
004 BRADFORD
005 BRANDRUP
006 BRECKENRIDGE
007 CAMPBELL
008 CHAMPION
009 CONNELLY
010 DEERHORN
011 FOXHOME
012 MC CAULEYVILLE
013 MANSTON
014 MEADOWS
015 MITCHELL
016 NILSEN
017 NORDICK
018 PRAIRIE VIEW
019 ROBERTS
020 SUNNYSIDE
021 TANBERG
022 WOLVERTON
WINONA COUNTY (85)
001 DRESBACH
002 ELBA
003 FREMONT
004 HART
005 HILLSDALE
006 HOMER
007 MOUNT VERNON
008 NEW HARTFORD

COUNTY (CODE)
CODE TOWNSHIP

009 NORTON
010 PLEASANT HILL
011 RICHMOND
012 ROLLING STONE
013 ST CHARLES
014 SARATOGA
015 UTICA
016 WARREN
017 WHITEWATER
018 WILSON
019 WINONA
020 WISCOY
WRIGHT COUNTY (86)
001 ALBION
002 BUFFALO
003 CHATHAM
004 CLEARWATER
005 COKATO
006 CORINNA
007 FRANKFORT
008 FRANKLIN
009 FRENCH LAKE
010 MAPLE LAKE
011 MARYSVILLE
012 MIDDLEVILLE
013 MONTICELLO
015 ROCKFORD
016 SILVER CREEK
017 SOUTH SIDE
018 STOCKHOLM
019 VICTOR
020 WOODLAND
YELLOW MEDICINE COUNTY (87)
001 BURTON
002 ECHO
003 FLORIDA
004 FORTIER
005 FRIENDSHIP
006 HAMMER
007 HAZEL RUN
008 LISBON
009 MINNESOTA FALLS
010 NORMAN
011 NORMANIA
012 OMRO
013 OSHKOSH
014 POSEN
015 SANDNES
016 SIOUX AGENCY
017 STONY RUN
018 SWEDE PRAIRIE
019 TYRO
020 WERGELAND
021 WOOD LAKE



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St. Paul, Minnesota**

January 2003