

**North Carolina Department of Transportation
Traffic Engineering Accident Analysis System
Fiche, Intersection, and Strip Reports Code Index**

T - Type of Accident Codes

0 = UNKNOWN
1 = RAN OFF ROAD - RIGHT
2 = RAN OFF ROAD - LEFT
3 = RAN OFF ROAD - STRAIGHT
4 = JACKKNIFE
5 = OVERTURN/ROLLOVER
13 = OTHER NON-COLLISION
14 = PEDESTRIAN
15 = PEDALCYCLIST
16 = RR TRAIN, ENGINE
17 = ANIMAL
18 = MOVABLE OBJECT
19 = FIXED OBJECT
20 = PARKED MOTOR VEHICLE
21 = REAR END, SLOW OR STOP
22 = REAR END, TURN
23 = LEFT TURN, SAME ROADWAY
24 = LEFT TURN, DIFFERENT ROADWAYS
25 = RIGHT TURN, SAME ROADWAY
26 = RIGHT TURN, DIFFERENT ROADWAYS
27 = HEAD ON
28 = SIDESWIPE, SAME DIRECTION
29 = SIDESWIPE, OPPOSITE DIRECTION
30 = ANGLE
31 = BACKING UP
32 = OTHER COLLISION WITH VEHICLE

F - Road Feature Codes

0 = NO SPECIAL FEATURE
1 = BRIDGE
2 = BRIDGE APPROACH
3 = UNDERPASS
4 = DRIVEWAY, PUBLIC
5 = DRIVEWAY, PRIVATE
6 = ALLEY INTERSECTION
7 = FOUR-WAY INTERSECTION
8 = T-INTERSECTION
9 = Y-INTERSECTION
10 = TRAFFIC CIRCLE/ROUNDAABOUT
11 = FIVE-POINT, OR MORE
12 = RELATED TO INTERSECTION
13 = NON-INTERSECTION MEDIAN CROSSING
14 = END OR BEGINNING - DIVIDED HIGHWAY
15 = OFF RAMP ENTRY
16 = OFF RAMP PROPER
17 = OFF RAMP TERMINAL ON CROSSROAD
18 = MERGE LANE BETWEEN ON AND OFF RAMP
19 = ON RAMP ENTRY
20 = ON RAMP PROPER
21 = ON RAMP TERMINAL ON CROSSROAD
22 = RAILROAD CROSSING
23 = TUNNEL
24 = SHARED-USE PATHS OR TRAILS
25 = OTHER

R - Road Condition Codes

1 = DRY
2 = WET
3 = WATER (STANDING, MOVING)
4 = ICE
5 = SNOW
6 = SLUSH
7 = SAND, MUD, DIRT, GRAVEL
8 = FUEL, OIL
9 = OTHER
10 = UNKNOWN

L - Light Condition Codes

1 = DAYLIGHT
2 = DUSK
3 = DAWN
4 = DARK - LIGHTED ROADWAY
5 = DARK - ROADWAY NOT LIGHTED
6 = DARK - UNKNOWN LIGHTING
7 = OTHER
8 = UNKNOWN

W - Weather Condition Codes

1 = CLEAR
2 = CLOUDY
3 = RAIN
4 = SNOW
5 = FOG, SMOG, SMOKE
6 = SLEET, HAIL, FREEZING RAIN/DRIZZLE
7 = SEVERE CROSSWINDS
8 = BLOWING SAND, DIRT, SNOW
9 = OTHER

S - Accident Severity Codes

K = FATAL
A = A-LEVEL INJURY
B = B-LEVEL INJURY
C = C-LEVEL INJURY
O = PROPERTY DAMAGE ONLY

Ch - Road Character

1 = STRAIGHT, LEVEL
2 = STRAIGHT, HILLCREST
3 = STRAIGHT, GRADE
4 = STRAIGHT, BOTTOM (SAG)
5 = CURVE, LEVEL
6 = CURVE, HILLCREST
7 = CURVE, GRADE
8 = CURVE, BOTTOM (SAG)
9 = OTHER

Op - Traffic Control Operating

1 = YES
2 = NO
3 = UNKNOWN

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Veh Mnvr - Vehicle Maneuver Codes

1 = STOPPED IN TRAVEL LANE
2 = PARKED OUT OF TRAVEL LANES
3 = PARKED IN TRAVEL LANES
4 = GOING STRAIGHT AHEAD
5 = CHANGING LANES OR MERGING
6 = PASSING
7 = MAKING RIGHT TURN
8 = MAKING LEFT TURN
9 = MAKING U-TURN
10 = BACKING
11 = SLOWING OR STOPPING
12 = STARTING IN ROADWAY
13 = PARKING
14 = LEAVING PARKED POSITION
15 = AVOIDING OBJECT IN ROAD

Dv - Traffic Control Device

0 = NO CONTROL PRESENT
1 = STOP SIGN
2 = YIELD SIGN
3 = STOP AND GO SIGNAL
4 = FLASHING SIGNAL WITH STOP SIGN
5 = FLASHING SIGNAL WITHOUT STOP SIGN
6 = RR GATE AND FLASHER
7 = RR FLASHER
8 = RR CROSSBUCKS ONLY
9 = HUMAN CONTROL
10 = WARNING SIGN
11 = SCHOOL ZONE SIGNS
12 = FLASHING STOP AND GO SIGNAL
13 = DOUBLE YELLOW LINE, NO PASSING ZONE
14 = OTHER

Alch/Drugs - Driver Alcohol/Drugs Suspected Status Codes

0 = NO
1 = YES - ALCOHOL, IMPAIRMENT SUSPECTED
2 = YES - ALCOHOL, NO IMPAIRMENT DETECTED
3 = YES - OTHER DRUGS, IMPAIRMENT SUSPECTED
4 = YES - OTHER DRUGS, NO IMPAIRMENT DETECTED
5 = YES - ALCOHOL AND OTHER DRUGS, IMPAIRMENT SUSPECTED
6 = YES - ALCOHOL AND OTHER DRUGS, NO IMPAIRMENT DETECTED
7 = UNKNOWN

Ped Actn - Pedestrian Action Codes

1 = ENTERING OR CROSSING SPECIFIED LOCATION
2 = WALKING, RIDING, RUNNING/JOGGING WITH TRAFFIC
3 = WALKING, RIDING, RUNNING/JOGGING AGAINST TRAFFIC
4 = WORKING
5 = PUSHING VEHICLE
6 = APPROACHING OR LEAVING VEHICLE
7 = PLAYING
8 = STANDING
9 = OTHER

Ci - Roadway Contributing Circumstances

0 = NONE (NO UNUSUAL CONDITIONS)
1 = ROAD SURFACE CONDITION
2 = DEBRIS
3 = RUT, HOLES, BUMPS
4 = WORK ZONE (CONSTRUCTION, MAINTENANCE, UTILITY)
5 = WORN TRAVEL-POLISHED SURFACE
6 = OBSTRUCTION IN ROADWAY
7 = TRAFFIC CONTROL DEVICE INOPERATIVE, NOT VISIBLE OR MISSING
8 = SHOULDERS LOW, SOFT OR HIGH
9 = NO SHOULDERS
10 = NON-HIGHWAY WORK
11 = OTHER
12 = UNKNOWN

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Obj Strk - Object Struck Codes

14 = PEDESTRIAN
15 = PEDALCYCLIST
17 = ANIMAL
18 = MOVABLE OBJECT
20 = PARKED MOTOR VEHICLE
33 = TREE
34 = UTILITY POLE
35 = LUMINAIRE POLE NON-BREAKAWAY
36 = LUMINAIRE POLE BREAKAWAY
37 = OFFICIAL HIGHWAY SIGN NON-BREAKAWAY
38 = OFFICIAL HIGHWAY SIGN BREAKAWAY
39 = OVERHEAD SIGN SUPPORT
40 = COMMERCIAL SIGN
41 = GUARDRAIL END ON SHOULDER
42 = GUARDRAIL FACE ON SHOULDER
43 = GUARDRAIL END IN MEDIAN
44 = GUARDRAIL FACE IN MEDIAN
45 = SHOULDER BARRIER END
46 = SHOULDER BARRIER FACE
47 = MEDIAN BARRIER END
48 = MEDIAN BARRIER FACE
49 = BRIDGE RAIL END
50 = BRIDGE RAIL FACE
51 = OVERHEAD PART UNDERPASS
52 = PIER ON SHOULDER OF UNDERPASS
53 = PIER IN MEDIAN OF UNDERPASS
54 = ABUTMENT OF UNDERPASS
55 = TRAFFIC ISLAND CURB OR MEDIAN
56 = CATCH BASIN OR CULVERT ON SHOULDER
57 = CATCH BASIN OR CULVERT ON MEDIAN
58 = DITCH
59 = EMBANKMENT
60 = MAILBOX
61 = FENCE OR FENCE POST
62 = CONSTRUCTION BARRIER
63 = CRASH CUSHION
64 = OTHER FIXED OBJECT

Unit # - Vehicle Style Codes

1 = PASSENGER CAR
2 = PICKUP
3 = LIGHT TRUCK (MINI-VAN, PANEL)
4 = SPORT UTILITY
5 = VAN
6 = COMMERCIAL BUS
7 = SCHOOL BUS
8 = ACTIVITY BUS
9 = OTHER BUS
10 = SINGLE UNIT TRUCK (2-AXLE, 6-TIRE)
11 = SINGLE UNIT TRUCK (3 OR MORE AXLES)
12 = TRUCK/TRAILER
13 = TRUCK/TRACTOR
14 = TRACTOR/SEMI-TRAILER
15 = TRACTOR/DOULBES
16 = UNKNOWN HEAVY TRUCK
17 = TAXICAB
18 = FARM EQUIPMENT
19 = FARM TRACTOR
20 = MOTORCYCLE
21 = MOPED
22 = MOTOR SCOOTER OR MOTOR BIKE
23 = PEDALCYCLE
24 = PEDESTRIAN
25 = MOTOR HOME/RECREATIONAL VEHICLE
26 = OTHER
27 = ALL TERRAIN VEHICLE (ATV)
28 = FIRETRUCK
29 = EMS VEHICLE, AMBULANCE, RESCUE SQUAD
30 = MILITARY
31 = POLICE
32 = UNKNOWN