Element	Field Name	Attribute Name	Attribute Value	MV4000 Code	MV4000 Type	Definition
Accident Number	ACCDNMBR	---	---	---	DIGITS(9)	Computer system generated number to uniquely identify an accident (format YYMMNNNNN).
Document Number	DOCTNMBR	---	---	---	ALPHA(10)	The preprinted number on a police crash report form.
Accident Date	ACCDDATE	---	---	---	DATE(8)	The calendar date on which the crash occurred (format YYYYMMDD).
Accident Time	ACCDTIME	---	---	---	TIME(4)	The time on which a crash occurred.
Accident Year	ACCDYEAR	---	---	---	DATE(4)	The year in which a crash occurred.
Accident Month	ACCDMTH	January, February, …	JAN, FEB, …	1 ... 12	NUMBER	The month in which a crash occurred.
Accident Day of Week	DAYNMBR	Sunday, Monday, …	SUN, MON, …	1 ... 7	NUMBER	The day of the week on which the crash occurred
Accident Hour	ACCDHOUR	---	---	---	TIME(2)	The hour in which a crash occurred.
Arrival Hour	ARHOUR	---	---	---	TIME(2)	The hour in which law enforcement arrived at the crash scene.
Arrival Minute	ARMIN	---	---	---	TIME(2)	The minutes past the hour in which law enforcement arrived at the crash scene.
Notified Date	NTFYDATE	---	---	---	DATE(4)	The date in which the enforcement agency was notified of the crash; listed in military time.
Notified Hour	NTFYHOUR	---	---	---	TIME(2)	The hour in which the enforcement agency was notified of the crash; listed in military time.
Notified Minute	NTFYMIN	---	---	---	TIME(2)	The minutes past the hour in which the enforcement agency was notified of the crash; listed in military time.
WisDOT Region	REGION	---	---	---	NUMBER	The WisDOT region associated with a crash record CNTYCODE.
County Name	COUNTY	---	---	---	TEXT(40)	The name of the county in which a crash occurred.
County Code	CNTYCODE	---	---	---	DIGITS(2)	A unique code for the county in which a crash occurred.
Municipality Name	MUNICIPALITY	---	---	---	TEXT(40)	The name of the municipality in which a crash occurred.
Municipality Type	MUNITYPE	City	C	C	CHAR(1)	The type of municipality in which a crash occurred (city, village, or town).
		Village	V	V		
		Town	T	T		
Municipality Code	MUNICODE	---	---	---	DIGITS(4)	A unique code for the municipality in which a crash occurred.
On Highway	ONHWY	---	---	---	TEXT(3)	The name of the highway on which the crash took place.
On Highway Direction	ONHWYDIR	---	---	---	CHAR(1)	The primary direction of travel of the ONHWY.
On Highway Type	ONHWYTYP	---	---	---	CHAR(1)	The type of highway on which a crash occurred (R=ramp, F=frontage, B=business).
On Highway Route Number	ONHWYRP	---	---	---	DIGIT(3)	Three character route number for ONHWY.
On Street	ONSTR	---	---	---	TEXT(40)	The local street name on which the crash took place.
Reference Point Distance	RPDIS	---	---	---	NUMBER(4,2)	The relative distance in miles in the positive direction of a crash from an STN reference point.
Reference Point Number	RPNMBR	---	---	---	TEXT(4)	The STN reference point (RP) number where a crash occurred.
Reference Point Type	RPTYPE	---	---	---	CHAR(1)	The STN reference point (RP) type where a crash occurred.
Structure Type	ATCODE	---	---	---	CHAR(1)	A code used to identify the type of Structure Number associated with a crash location (i.e., house #, utility #, fire #, railroad #, other #).
From/At Highway	ATHWY	---	---	---	TEXT(3)	Name of the intersecting or nearest highway on which the crash took place.
From/At Highway Direction	ATHWYDIR	---	---	---	CHAR(1)	The primary direction of travel of the intersecting highway which is used to identify the location of a crash occurred.
From/At Highway Type	ATHWYTYP	---	---	---	CHAR(1)	The type of intersecting highway which is used to identify the location of a crash (R=ramp, F=frontage, B=business).
Structure Number	ATNMBR	---	---	---	TEXT(12)	House, fire, railroad or other number associated with the crash location
At Street	ATSTR	---	---	---	TEXT(40)	Name of street which intersects with the street on which the crash took place.
Intersection Direction	INTDIR	---	---	---	CHAR(1)	Cardinal direction of the distance of the intersecting highway which is used to identify the location of the crash.
Intersection Distance	INTDIS	---	---	---	NUMBER	Intersection distance in hundredths of a mile from intersection location listed (1 = approx. 50 feet). If the crash occurred at the intersection, the INTDIR would be blank and INTDIS would be zero.
STN Roadway Link ID	LINKID	---	---	---	NUMBER	The STN roadway link ID for a crash location.
STN Link Offset - Miles	LKOFFSET	---	---	---	NUMBER(4,2)	The STN offset in miles relative to the start of a roadway link for a crash location, based on refernce point coiding.
Latitude - Decimal Degrees	LATDECDG	---	---	---	NUMBER(11,9)	The latitude expressed in decimal degrees where the first harmful event occurred, based on reference point coding.
Longitude - Decimal Degrees	LONDECDG	---	---	---	NUMBER(11,9)	The longitude expressed in decimal degrees where the first harmful event occurred.
Accident Severity	ACCDSVR	Blank	---	0	NUMBER(1)	Accident severity will list the worst level of the crash severity to life and property.
		Fatal	FAT	1		
		Injury	INJ	2		
		Property Damage	PD	3		
		Not Reportable	NR	4		
Injury Severity	INJSVR	Fatal Injury	K	K	CHAR(1)	Highest level injury severity for a crash, taken over all persons involved in a crash.
		Suspected Serious Injury	A	A		
		Suspected Minor Injury	B	B		
		Possible Injury	C	C		
		No Apparent Injury	O	O		
Total Fatalities	TOTFATL	---	---	---	NUMBER	Total number of persons killed in a crash.

Element	Field Name	Attribute Name	Attribute Value	MV4000 Code	MV4000 Type	Definition
Total Injuries	TOTINJ	---	---	---	NUMBER	Total number of persons injured in a crash.
Total Units	TOTUNIT	---	---	---	NUMBER	Total number of units involved in a crash.
Total Vehicles	TOTVEH	---	---	---	NUMBER	Total number of vehicles involved in a crash.
Accident Location	ACCDLOC	Blank		0	NUMBER(1)	The type of location at which a crash occurred.
		Intersection	I	1		
		Non-Intersection	N	2		
		Parking Lot	PL	3		
		Private Property	PP	4		
Accident Type	ACCDTYPE	Blank	---	0	NUMBER(2)	Description of type of crash based on the first harmful event.
		Motor Vehicle in Transport	---	1		
		Parked Motor Vehicle	PKVEH	2		
		Deer	DEER	3		
		Pedalcycle	BIKE	4		
		Pedestrian	PED	5		
		Train	TRAIN	6		
		Other Animal	OT ANL	7		
		Motor Veh Trans Other Rdwy	OT RDWY	8		
		Other Object-Not Fixed	OBNFX	9		
		Traffic Sign Post	TFSIGN	10		
		Traffic Signal	TF SIG	11		
		Utility Pole	UTPOLE	12		
		Lum Light Support	LTPOLE	13		
		Other Post	OT PST	14		
		Tree	TREE	15		
		Mailbox	MAILBOX	16		
		Guardrail Face	GR FAC	17		
		Guardrail End	GR END	18		
		Median Barrier	MED B	19		
		Bridge Parapet End	BRPAR	20		
		Bridge/Pier/Abutment	BRPIER	21		
		Impact Attenuator	ATTEN	22		
		Overhead Sign Post	O SIGN	23		
		Bridge Rail	BRRAIL	24		
		Culvert	CULVRT	25		
		Ditch	DITCH	26		
		Curb	CURB	27		
		Emabankment	EMBKMT	28		
		Fence	FENCE	29		
		Other Fixed Object	OTHFX	30		
		Unknown	UNKN	31		
		Overturned Vehicle	OVRTRN	32		
		Fire/Explosion	FIRE	33		
		Immersion	IMMER	34		
		Jackknife	JKNIF	35		
		Other Non-Collision	OTH NC	36		
Access Control	ACSCNTL	Blank	---	0	NUMBER(2)	The degree that access to abutting land is fully, partially, or not controlled by a public authority.
		No Control	NO	1		
		Full Control	FULL	2		
		Partial Control	PART	3		
Highway Class	HWYCLASS	Blank	BLNK	0	NUMBER(2)	A code which describes the type of road the crash took place on.
		City Street Urban	U CITY	1		
		City Street Rural	R CITY	2		
		Town Road Rural	R TOWN	4		
		County Trunk Urban	U CTH	5		
		County Trunk Rural	R CTH	6		
		State Highway Urban	U STH	7		
		State Highway Rural	R STH	8		
		Interstate Hwy Urban	U IH	9		
		Interstate Hwy Rural	R IH	10		

Element	Field Name	Attribute Name	Attribute Value	MV4000 Code	MV4000 Type	Definition
		Parking Lot	OTHR	11		
		Other	OTHR	12		
Light Condition	LGTCOND	Blank	---	0	NUMBER(2)	Light condition at time of crash. If blank the light condition is DAY.
		Daylight	---	1		
		Dark/Unlit	DARK	2		
		Dark/Lighted	LIGT	3		
		Dawn	DAWN	4		
		Dusk	DUSK	5		
		Unknown	UNKN	6		
Manner of Collision	MNRCOLL	Blank	BLNK	0	NUMBER(2)	Manner (first harmful event) in which participants collided in the crash.
		No Cill W/ Veh in Trans	NO	1		
		Rear End	REAR	2		
		Head On	HEAD	3		
		Rear to Rear	RTR	4		
		Angle	ANGL	5		
		Sideswipe/Same Dir	SSS	6		
		Sideswipe/Opposite Dir	SSOP	7		
		Unknown	UNKN	8		
		Other	OTHR	9		
Population Class	POPCLASS	Unknown	---	0	NUMBER(2)	A code used to describe the population class of the municipal area in which a crash occurred.
		2500-4999	2500-4999	1		
		5000-9999	5000-9999	2		
		10000-24999	10000-24999	3		
		25000-49999	25000-49999	4		
		50000-99999	50000-99999	5		
		100000-249999	100000-249999	6		
		250000-Over	250000-OVER	7		
		Incorp < 2500	INC LT 2500	8		
		Unknown Rural	---	9		
Relation to Roadway	RLTNRDWY	Blank	BLNK	0	NUMBER(2)	Location of first harmful event in relation to a roadway.
		On Roadway	ON	1		
		Parking Lot or Priv Prop	PLOT	2		
		Shoulder	SHLD	3		
		Median	MED	4		
		Outside Shoulder-Left	LTSH	5		
		Outside Shoulder-Right	RTSH	6		
		Off Roadway-Loc Unknown	OFF	7		
		Gore	GORE	8		
		On Ramp	RAMP	9		
		Unknown	UNKN	10		
Road Surface Condition	ROADCOND	Blank	BLNK	0	NUMBER(2)	Surface condition of the road at the point of origin for the unit apparently most at fault. If blank theroad condition is DRY.
		Dry	---	1		
		Wet	WET	2		
		Snow/Slush	SNOW	3		
		Ice	ICE	4		
		Sand/Mud/Dirt/Oil	MUD	5		
		Other	OTHR	6		
		Unknown	UNKN	7		
Roadway Curvature	ROADHOR	Blank	---	0	NUMBER(2)	The horizontal road terrain at the point of impact. The options for this field are either straight or curve. The field will only be filled if curve C was indicated.
		Straight	---	1		
		Curve	C	2		
Roadway Grade	ROADVERT	Blank	---	0	NUMBER(2)	The vertical road terrain at the point of impact. The options for this field is either flat or hill. The field will only be filled in if hill H was indicated.
		Level/Flat	---	3		
		Hill	H	4		
Traffic Way	TRFCWAY	Blank	BLNK	0	NUMBER(2)	Text describing areas designed for motor vehicle operation.
		Not Physically Divided	ND	1		
		Div Hwy W/O Traffic Barrier	D/WO	2		
		Div Hwy With Traffic Barrier	D/B	3		
		One-Way Traffic	OW	4		

Element	Field Name	Attribute Name	Attribute Value	MV4000 Code	MV4000 Type	Definition
		Parking Lot Or Private Prop	OTHR	5		
Urban or Rural	URBCLASS	Other	OT	OT	CHAR(2)	Text which indentifies whether a crash occurred in an urban or rural location.
		Parking Lot	PL	PL		
		Rural	RU	RU		
		Unknown	UN	UN		
		Urban	UR	UR		
Urban / Rural Designation	URBRURAL	Rural Town	R TOWN	1	NUMBER(2)	Urban or rural designation for location where a crash occurred (1=RURAL-TOWN, 2=RURAL-LESS THAN 5000, 3=URBAN-LESS THAN 5000, 4=URBAN-GREATER THAN 5000).
		Rural < 5000	R LT 5000	2		
		Urban < 5000	U LT 5000	3		
		Urban > 5000	U GT 5000	4		
Weather Condition	WTHRCOND	Blank	BLNK	0	NUMBER(2)	A code which identifies the weather condition at the time of a crash.
		Clear	CLR	1		
		Cloudy	CLDY	2		
		Rain	RAIN	3		
		Snow	SNOW	4		
		Fog/Smog/Smoke	FOG	5		
		Sleet/Hail	SLET	6		
		Blowing Sand/Dirt/Snow	WIND	7		
		Severe Crosswinds	XWIND	8		
		Other	OTHR	9		
		Unknown	UNKN	10		
Alcohol Flag	ALCFLAG	---	---	---	CHAR(1)	Flag to indicate whether a driver, bicyclist or pedestrian was listed on the police report as drinking alcohol before the crash.
Automobile Flag	AUTOFLAG	---	---	---	CHAR(1)	Flag which indicates if a passenger car was involved in a crash.
Bike Flag	BIKEFLAG	---	---	---	CHAR(1)	Flag which indicates if a bicycle was involved in a crash.
School Bus Flag	BUSFLAG	---	---	---	CHAR(1)	Flag which indicates if a school bus was involved in a crash
Citation Flag	CITFLAG	---	---	---	CHAR(1)	Flag which indicates if a citation was issued in connection with a crash
CMV Flag	CMVFLAG	---	---	---	CHAR(1)	Flag which indicates if a commercial vehicle was involved in a crash
Construction Flag	CONSZONE	---	---	---	CHAR(1)	Indicates the crash resulted from an activity, behavior or traffic control related to a construction zone, but not necessarily within it.
Motorcycle Flag	CYCLFLAG	---	---	---	CHAR(1)	Flag which indicates if a motorcycle was involved in a crash
DeerFlag	DEERFLAG	---	---	---	CHAR(1)	Flag which indicates whether a crash involved a deer.
Drug Flag	DRUGFLAG	---	---	---	CHAR(1)	Flag which indicates whether a driver, bicyclist, or pedestrian was listed on the police report as using drugs before the crash.
Fire Flag	FIREFLAG	---	---	---	CHAR(1)	Flag indicating whether a crash involved a fire in a motor vehicle in transport.
Government Property	GOVTPROP	---	---	---	CHAR(1)	Flag indicating whether a crash involved damage to government property.
Hit an Run Flag	HITRUN	---	---	---	CHAR(1)	Flag which indicates whether a crash involved a hit and run vehicle
Injury Transport	INJTRNS	---	---	---	CHAR(1)	Indicator describing whether any injured persons were transported to a medical facility or not.
Large Truck Flag	LGTRKFLAG	---	---	---	CHAR(1)	Flag indicating whether a crash involved a large truck. Large trucks include straight (insert) trucks and truck tractors (not attached, semi attached, double bottom).
Material Spill	MATLSPIL	---	---	---	CHAR(1)	Indicates there was a material spilled at the time of the crash from a cargo carrying vehicle.
Moped Flag	MOPFLAG	---	---	---	CHAR(1)	Flag which indicates if a moped was involved in a crash
Pedestrian Flag	PEDFLAG	---	---	---	CHAR(1)	An indicator which describes whether a pedestrian was involved in a crash.
Speed Flag	SPEEDFLAG	---	---	---	CHAR(1)	Flag indicating that at least one driver involved in the crash received a citation for speeding or was listed on the crash report as "exceeding speed limit" or "speed too fast/conditions
Train Flag	TRAINFLAG	---	---	---	CHAR(1)	Flag indicating whether a train was involved in a crash.
Truck Flag	TRKFLAG	---	---	---	CHAR(1)	Flag which indicates if a truck was involved in a crash.
Trailer Towed	TRLRFLAG	---	---	---	CHAR(1)	Flag which indicates if a vehicle unit was towing a trailer
Trailer Flag	TRLRPNTR	---	---	---	CHAR(1)	Flag which indicates if a trailer was invoved in a crash.
Enforcement Agency Number	AGCYNMBR	---	---	---	TEXT(9)	The identifiation number of the reporting law enforcement agency for a crash.
Enforcement Agency Name	ENFNAME	---	---	---	TEXT(40)	The name of the reporting law enforcement agency for a crash.
Enforcement Agency Type	ENFTYPE	Unknown	UNKN	0	NUMBER(2)	The type of law enforcement agency that reported the crash.
		State Patrol	ST PAT	1		
		County Traffic	CO TRF	2		
		County Sheriff	CO SHF	3		
		City Police	C POL	4		
		Village Police	V POL	5		
		Town Police	T POL	6		
		Other	OTHR	7		

Element	Field Name	Attribute Name	Attribute Value	MV4000 Code	MV4000 Type	Definition
Enforcement Agency Jurisdiction	JRSDTN	---	---	---	TEXT(80)	Text describing the location of the reporting law enforcement agency.
Extract File Year	FILEYEAR	---	---	---	DATE(4)	The finalization year of the extract file containing a given crash record.
Restricted Flag	JUVCITFLAG	---	---	---	CHAR(1)	Flag indicating whether a crash report has restricted information.
RP Coding Flag	RPFLAG	---	---	---	CHAR(1)	Flag indicating whether a crash was coded to a highway reference point.
Number of A Injuries	TOTAL_A	---	---	---	NUMBER	Total number of “A” injuries in a crash, as given by the police crash report. See INJSVR for a description of the KABCO injury severity levels.
Number of B Injuries	TOTAL_B	---	---	---	NUMBER	Total number of “B” injuries in a crash, as given by the police crash report. See INJSVR for a description of the KABCO injury severity levels.
Number of C Injuries	TOTAL_C	---	---	---	NUMBER	Total number of “C” injuries in a crash, as given by the police crash report. See INJSVR for a description of the KABCO injury severity levels.
Tribal Area Flag	AIANFLAG	---	---	---	CHAR(1)	Indicates whether a crash occurred within a tribal land, derived from spatial analysis with respect to US Census AIAN boundary files.
Tribal Area Code	AIANCODE	---	---	---	NUMBER(4)	The code value for the tribal area in which a crash occurred, derived from spatial analysis with respect to US Census AIAN boundary files.
Tribal Area Name	AIANNAME	---	---	---	TEXT(40)	The name of the tribal area in which a crash occurred, derived from spatial analysis with respect to US Census AIAN boundary files.

Element	Field Name	Attribute Name	Attribute Value	MV4000 Code	MV4000 Type	Definition
Addident Number	ACCDNMBR	---	---	---	DIGITS(9)	Computer system generated number to uniquely identify an accident (format YYMMNNNNN).
Document Number	DOCTNMBR	---	---	---	ALPHA(10)	The preprinted number on a police crash report form.
Accident Date	ACCDDATE	---	---	---	DATE(8)	Calendar date on which the crash occurred.
Unit Number	UNITNMBR	---	---	---	NUMBER(2)	Relative number of a unit at the time of a crash.
Unit Type	UNITTYPE	Blank	---	0	NUMBER(1)	A classification system identifying the type of unit in a crash (auto, truck, etc.).
		Automobile	AUTO	1		
		Truck	TRUCK	2		
		Motorcycle	CYCLE	3		
		Bus	BUS	4		
		Equipment	EQUIP	5		
		Bicycle	BIKE	6		
		Pedestrian	PED	7		
Total Occupants	TOTOCUP	---	---	---	NUMBER	Total number of occupants of a vehicle at the time of a crash.
Unit Total Fatalities	UNITFATL	---	---	---	NUMBER	Unit total number of persons killed in a crash.
Unit Total Injuries	UNITINJ	---	---	---	NUMBER	Unit total number of persons injured in a crash.
Unit Total Citations	UNITCIT	---	---	---	NUMBER	Total number of citations issued by unit in a crash.
Vehicle Type	VEHTYPE	Blank	BLNK	0	NUMBER(2)	The type of vehicle that was involved in a crash.
		Passenger Car	CAR	1		
		Police On Emergency	EM POL	2		
		Utility Truck	TRK UT	3		
		Straight Truck (Insert Truck)	TRK ST	4		
		Truck Tractor (Not Attached)	TRK NA	5		
		Truck Tractor (Semi Attached)	TRK SA	6		
		Truck Tractor (Double Attached)	TRK DB	7		
		Motor Home	HOME	8		
		Ambulance On Emergency	EM AMB	9		
		Fire Truck on Emergency	EM FIRE	10		
		Motorcycle	CYCLE	11		
		Moped	MOPED	12		
		School Bus	SBS	13		
		Pupil Transport - School Bus	SBS	14		
		Passenger Bus	BUS	15		
		Farm Tractor/Self Propelled	FARM	16		
		Other Working Machine	OTHR	17		
		Railway Train	TRAIN	18		
		Snow Plow	PLOW	19		
		Snowmobile/ATV	ATV	20		
		Miscellaneous	MISC	21		
		Bicycle	BIKE	22		
		Pedestrian	PED	23		
		Fire Fighter on Emergency	EM FIRE	24		
		Horse Drawn	HRSDRWN	25		
Vehicle Damage	VEHDMG	Blank	BLNK	0	NUMBER(2)	The extent of vehicle damage
		Very Minor	V MNR	1		
		Minor	MNR	2		
		Moderate	MOD	3		
		Severe	SVR	4		
		Very Severe	V SVR	5		
		Unknown	UNKN	6		
		None	NONE	88		
Vehicle Towed Flag	TOWDFLAG	---	---	---	CHAR(1)	An indicator describing whether a vehicle was towed due to damage.
Traffic Controls	TRFCCNTL	Blank	BLNK	0	NUMBER(2)	The traffic controls in effect at the time of a crash
		No Contrl	NONE	1		
		Traffic Signal Operating	TS OP	2		
		Traffic Signal Flashing	TS FL	3		
		Stop Sign	SS	4		

Element	Field Name	Attribute Name	Attribute Value	MV4000 Code	MV4000 Type	Definition
		Stop Sign With Flasher	SS FL	5		
		Warning Sign	WS	6		
		Warn Sign with Flasher	WS FL	7		
		Yield Sign	YIELD	8		
		Traffic Control Person	TC PR	9		
		RR Xxing Signal	RRSIG	10		
		Other	OTHR	11		
Travel Direction	TRVLDIR	---	---	---	CHAR(1)	The direction of travel of a unit prior to the crash (based on primary road direction).
Posted Speed	POSTSPD	---	---	---	NUMBER	Posted speed for a vehicle unit at the location where a crash occurred.
Most Harmful Event	MOSTHARM	Same as Accident Type (ACCDTYPE)			NUMBER(2)	Text describing the event causing the greatest injury or damage for each unit.
License Plate State	PLATESOI	---	---	---	CHAR(2)	The state issuing the vehicle license plate.
License Plate Type	PLTTYPE	AMATEUR RADIO	AMA	AMA	CHAR(3)	The vehicle license plate type.
		ANTIQUE	ANT	ANT		
		APPORTIONED VEHICLE	APO	APO		
		APPORTIONED TRAILER	APT	APT		
		ABC ANNUAL TRUCK	ATK	ATK		
		ANNUAL TRAILER	ATL	ATL		
		AUTO	AUT	AUT		
		BX-BUS	BBX	BBX		
		SCHOOL BUS	BSB	BSB		
		INSERT BUS	BUS	BUS		
		COLLECTOR - SPECIAL	CLS	CLS		
		CAMPING TRAILER	CMP	CMP		
		COLLECTOR VEHICLE	COL	COL		
		CIVILIAN GROUP	CVG	CVG		
		MOTORCYCLE	CYC	CYC		
		DEMONSTRATOR	DEM	DEM		
		DRIVER ED. VEHICLE	DEV	DEV		
		DISABLED PERSON	DIS	DIS		
		DEALER	DLR	DLR		
		DUAL PURPOSE FARM	DPF	DPF		
		DUAL PURPOSE VEHICLE	DPV	DPV		
		DISTRIBUTOR	DST	DST		
		FINANCE COMPANY	FNC	FNC		
		FARM - REGULAR	FRM	FRM		
		FARM TRAILER	FTL	FTL		
		GOVERNMENT	GOV	GOV		
		HIGHER EDUCATION GROUP	HEG	HEG		
		FARM - HEAVY	HFM	HFM		
		HOBBYIST	HOB	HOB		
		INSERT TRAILER	ITL	ITL		
		IN-TRANSIT (TEMP.)	ITP	ITP		
		LAC DU FLAMBEAU	LDF	LDF		
		MOBILE HOME	MBH	MBH		
		MEDAL OF HONOR	MDH	MDH		
		MENOMINEE NATION	MEN	MEN		
		MANUFACTURER	MFG	MFG		
		MILITARY GROUP	MLG	MLG		
		MUNICIPAL-CYCLE	MNC	MNC		
		MUNICIPAL-OFFICIAL	MNO	MNO		
		MOPED	MPD	MPD		
		MOTOR HOME	MTM	MTM		
		MUNICIPAL - GENERAL	MUN	MUN		
		SPECIAL DESIGN VEHICLE	SDV	SDV		
		STATE OWNED VEHICLE	SOV	SOV		
		SPECIAL X	SPX	SPX		

Element	Field Name	Attribute Name	Attribute Value	MV4000 Code	MV4000 Type	Definition
		SPECIAL MOBILE EQUIP Z	SPZ	SPZ		
		SEMITRAILER	STL	STL		
		SPECIAL MOBILE EQUIP UX	SUX	SUX		
		TEMPORARY OPERATION	TEM	TEM		
		TRANSFER TRAILER	TFT	TFT		
		TRACTOR	TOR	TOR		
		INSERT TRUCK	TRK	TRK		
		TRAILER	TRL	TRL		
		IN TRANSIT TRANSPORTER	TST	TST		
		DISABLED VETERAN	VET	VET		
		NATIONAL GUARD	WNG	WNG		
		WISCONSIN STATE PATROL	WSP	WSP		
		EX-POW	XPW	XPW		
Vehicle Make	MAKEABBR	---	---	---	TEXT(4)	The distinctive (coded) name applied to a group of motor vehicles by a manufacturer.
Vehicle Model Year	MODLYEAR	---	---	---	YEAR(4)	The year which is assigned to a motor vehicle by the manufacturer.
Vehicle Color	COLORNAM	---	---	---	CHAR(3)	The color of the vehicle.
Policy Holder Type	INSSTA	Incomplete	---	0	NUMBER(2)	The organizational type of the policy holder.
		Insured	INS	1		
		Govt Owned Veh	GOV	2		
		Not Insured	N INS	3		
		Not Required	N REQ	4		
Trailer Flag	TRLRFLAG	---	---	---	CHAR(1)	An indicator which describes whether a vehicle unit was towing a trailer or not.
Trailer Type	TRLRTYPE	Equipment	EQMT	EQMT	TEXT	Description of the trailer type which was towed by a vehicle involved in a crash (used only when the unit towing flag is set to "Y")
		Semi-Trailer	SEM	SEM		
		Truck	TRUK	TRUK		
		Full Trailer	TRLR	TRLR		
		Mobile Home	MBHM	MBHM		
		Recreational	RECR	RECR		
		Utility Trailer	UTIL	UTIL		
		Automobile	AUTO	AUTO		
		Bus	BUS	BUS		

Element	Field Name	Attribute Name	Attribute Value	MV4000 Code	MV4000 Type	Definition
Accident Number	ACCDNMBR	---	---	---	DIGITS(9)	Computer system generated number to uniquely identify an accident (format YYMMNNNNN).
Document Number	DOCTNMBR	---	---	---	ALPHA(10)	The preprinted number on a police crash report form.
Accident Date	ACCDDATE	---	---	---	DATE(8)	Calendar date on which the crash occurred.
Unit Number	UNITNMBR	---	---	---	NUMBER(2)	Relative number of a unit at the time of a crash.
Occupant Number	OCCPNMBR	---	---	---	NUMBER(2)	Relative number of an occupant in a unit at the time of a crash.
Role	ROLE	Driver	DR	DR	CHAR(2)	Identifies the role of the occupant: driver, passenger, pedestrian, motorcyclist, bicyclist or moped user.
		Vehicle Passenger	PA	PA		
		Pedestrian	PD	PD		
		Motorcyclist	MO	MO		
		Moped User	MP	MP		
		Bicyclist	BI	BI		
Age	AGE	---	---	---	NUMBER	The age of a customer at the time of the crash, generated from birthdate (AGE=0 if birthdate unknown).
Sex	SEX	Female	F	F	CHAR(1)	The sex of a customer involved in a crash.
		Male	M	M		
		Not Reported	N	N		
On Duty Crash	ONDUTY	Police	P	P	CHAR(1)	An indicator that describes whether the driver of the vehicle was operating as a police officer ('P'), fireman ('F'), EMT ('E') or winter highway maintenance ('H').
		EMT First Responder	E	E		
		Fire Fighter	F	F		
		Winter Hwy Maintenance	H	H		
Driver Flag	DRVRFLAG	---	---	---	BOOLEAN	Flag indicating whether a person was a driver at the time of a crash.
Pedestrian Flag	PEDFLAG	---	---	---	BOOLEAN	Flag indicating whether a person was a pedestrian at the time of a crash.
Injury Severity	INJSVR	Fatal Injury	K	K	CHAR(1)	Text describing the most severe injury to a driver, bicyclist or pedestrian involved in a crash.
		Suspected Serious Injury	A	A		
		Suspected Minor Injury	B	B		
		Possible Injury	C	C		
		No Apparent Injury	O	O		
Safety Equipment	SFTYEQP	BLANK	---	0	NUMBER(2)	A code used to identify what type of safety equipment, if any, was used by the occupants in a crash.
		Shoulder & Lap Belt	SH/LP	1		
		Lap Belt Only	LAP	2		
		Shoulder Belt Only	SHLD	3		
		Child Safety Seat	CHILD	4		
		Helmet	HLMT	5		
		Helmet & Eye Protection	HT/EY	6		
		No Helmet / Eye Protection Only	EYE	7		
		Not Applicable - Non-Motorist	NA	8		
		Restraint Use Unknown	UNKN	9		
		None Used - Vehicle Occupant	NONE	88		
Airbag Deployment	ARBGDPLT	Blank		0	NUMBER(2)	Text describing the level of airbag deployment in the crash.
		Deployed	DP	1		
		Non Deployed	NON DP	2		
		Not Applicable	NA	3		
		Unknown	UNKN	4		
Trapped/Extricated	TRAPEXTR	Blank	---	0	NUMBER(2)	Indicates the person's level of entrapment or extrication. "Trapped/Not Extricated" indicates the person died in the vehicle.
		Not Applicable	NA	1		
		Not Trapped	NO	2		
		Trapped/Extricated	TR EX	3		
		Trapped/Not Extricated	TR NO	4		
		Unknown	UNKN	5		
Medical Transport	INJTRNS	---	---	---	CHAR(1)	An indicator describing whether an injured crash customer was transported to a medical facitliy or not.
Ejected	EJECT	Blank		0	NUMBER(2)	Indicates the extent to which the person was ejected from the interior of the motor vehicle as a result of the crash. This excludes motorcycles.
		Not Applicable	NA	1		
		NOT EJECTED	NO	2		

Element	Field Name	Attribute Name	Attribute Value	MV4000 Code	MV4000 Type	Definition
		TOTALLY EJECTED	TOTAL	3		
		PARTIALLY EJECTED	PARTL	4		
		UNKNOWN	UNKN	5		
Seat Location	SEATLOC	Front Seat-Left Side (Motorcycle/Bicycle Driver)	FT LT	1	NUMBER(2)	The number which identifies the seating position of an occupant in a crash.
		Front Seat-Middle	FT MID	2		
		Front Seat-Right Side	FT RT	3		
		Second Seat-Left Side (Motorcycle/Bicycle Passenger)	2ND LT	4		
		Second Seat-Middle	2ND MID	5		
		Second Seat-Right Side	2ND RT	6		
		Third Row-Left Side (Sidecar: Motorcycle Passenger)	3RD LT	7		
		Third Row-Middle	3RD MID	8		
		Third Row-Right Side	3RD RT	9		
		Sleeper Section of Cab (Truck)	SLEEP	10		
		Passenger in Other Enclosed Passenger or Cargo Area (Non-Trailing Unit, including Buses)	O ENCL	11		
		Passenger in Unenclosed Passenger or Cargo Area (Non-Trailing Unit)	UNENCL	12		
		Trailing Unit	T UNIT	13		
		Riding on Vehicle Exterior (Non-Trailing Unit	RIDE EXT	14		
		Pedestrian (Nonoccupant)	PED	15		
		Unknown	UNKN	16		
Driver Action	DRVRDOIN	BLANK	BLNK	0	NUMBER(2)	A code which identifies what a driver of unit was doing at the time of the crash.
		GOING STRAIGHT	GO STR	1		
		LEFT TURN	LT TRN	2		
		RIGHT TURN	RT TRN	3		
		SLOW/STOPPING	SL/ST	4		
		STOP IN TRAFFIC	STOPED	5		
		LEGALLY PARKED	LG PARK	6		
		VIOL NO PASS ZONE	NPASZN	7		
		ILLEGALLY PARKED	IL PARK	8		
		PARK MANEUVER	PARKNG	9		
		BACKING	BACKING	10		
		CHANGING LANES	CHG LN	11		
		OVERTAKE LEFT	OVT LT	12		
		OVERTAKE RIGHT	OVT RT	13		
		U TURN	UTURN	14		
		TURN ON RED	RTOR	15		
		MERGING	MERGING	16		
		NEGOTIATING CURVE	NEGCRV	17		
		OTHER	OTHER	18		
Driver Factors	DRVRPC[6]	Blank	---	0	NUMBER(2)	Code which decribes the possible contributing circumstances of a driver involved in a crash.
		Exceed Speed Limit	SPD	1		
		Too Fast for Conditions	TFC	2		
		Failure to Yield	FTY	3		
		Inattentive Driving	ID	4		
		Following Too Close	FTC	5		
		Improper Turn	IT	6		
		Left of Center	LOC	7		
		Disregard Traffic Control	DTC	8		

Element	Field Name	Attribute Name	Attribute Value	MV4000 Code	MV4000 Type	Definition
		Improper Overtake	IO	9		
		Unsafe Backing	UB	10		
		Failure to Keep Vehicle Under Control	FVC	11		
		Driver Condition	DC	12		
		Physically Disabled	DIS	13		
		Other	OTHR	14		
		Not Applicable	---	77		
Highway Factors	HWYPC[6]	Blank	---	0	NUMBER(2)	Code which decribes the possible contributing circumstance for the highway on which a crash occurr
		Snow/Ice/Wet	SIW	1		
		Narrow Shoulder	NSH	2		
		Low Shoulder	LSH	3		
		Soft Shoulder	SSH	4		
		Loose Gravel	LG	5		
		Rought Pavement	RP	6		
		Debris Prior to Crash	PDB	7		
		Other Debris	ODB	8		
		Sign Obscured/Missed	SGN	9		
		Narrow Bridge	NB	10		
		Construction Zone	CZ	11		
		Visibility Obscured	VIZ	12		
		Other	OTHR	13		
		Not Applicable	---	77		
Vehicle Factors	VEHPC[6]	Blank	---	0	NUMBER(2)	Vehicle factor which has been reported as a possible contributing circumstance to a crash.
		Brake	BRK	1		
		Tires	TIRE	2		
		Steering	STR	3		
		Turn Signals	SIG	4		
		Head Lamps	HLMP	5		
		Stop Lamps	SLMP	6		
		Tail Lamps	TLMP	7		
		Disabled Prior to Crash	DSMP	8		
		Other Disabled	DSBO	9		
		Mirrors	MRR	10		
		Suspension	SSP	11		
		Other	OTHR	12		
		Not Applicable	---	77		
Alcohol / Drugs Present	ALDGPRSN	Blank		0	NUMBER(2)	Text describing the presence of alcohol or other drugs.
		No Alc/Drugs Present	NO	5		
		Alcohol Present	AP	6		
		Drugs Present	DP	7		
		Alc & Drugs Present	ADP	8		
		Unkown	UNKN	9		
Alcohol Factors	ALCFCTR	Blank		0	NUMBER(2)	Indicates whether an alcohol test was administered.
		Test Given	T GIV	1		
		Test Not Given	T NG	10		
		Test Refused	T REF	11		
		Tested/Alc Unknwn	T/AUN	12		
		Tested/No Alc Rptd	T/ANR	13		
Drug Factors	DRUGFCTR	Blank		0	NUMBER(2)	Indicates whether a test was performed to determine the presence of drugs at the time of the crash.
		Test Not Given	T NG	14		
		Test Refused	T REF	15		
		Tested/Drugs Unknwn	T/DUN	16		
		Tested/No Drugs Rptd	T/DNR	17		
		Drugs Reported	DR	18		

Element	Field Name	Attribute Name	Attribute Value	MV4000 Code	MV4000 Type	Definition
Driver / Pedestrian Condition	DRVPDFTR	Blank		0	NUMBER(2)	Codes which describe factors concerning a driver or pedestrian involved in a crash.
		Appeared Normal	NORM	1		
		Reduced Alertness	RDC ALRT	2		
		Ability Impaired	ABL IMP	3		
		Not Observed	NO OBS	4		
Driver License Status	DRVRSTA	None		0	NUMBER(2)	A number which identifies the status of a driver involved in a crash.
		DRVR LIC NOT REQD	N REQ	80		
		DRVR HAS NO LIC	N LIC	82		
		DRVR REV OR SUS	RV/SU	83		
		DRVR UNIDENTIFIED	DU	84		
Pedestrian Action	PEDACTN	BLANK		0	NUMBER(2)	Code describing the pedestrian action in a crash.
		WALKING NOT FACING TRAFFIC	NF TRFC	1		
		DISREGARDED SIGNAL	DISREG	2		
		DARTING INTO ROAD	SUDDEN	3		
		DARK CLOTHING	DK CLTH	4		
		WALKING FACING TRAFFIC	FC TRFC	5		
Pedestrian Location at Time of Crash	PEDLOC	BLANK		0	NUMBER(2)	A code which describes the location of the pedestrian at the time of a crash.
		IN CROSSWALK	IN XWLK	1		
		IN ROADWAY	IN RDWY	2		
		NOT IN ROADWAY	NON RDWY	3		
		ON SIDEWALK	SDWLK	4		
Operating as Classified-Endorse	O[H,N,P,S,T,F]	---	---	---	CHAR(1)	Indicates any endorsements to the driver license, both commercial and non-commercial.
Operating as Classified-Class	OLICTYPE	---	---	---	CHAR(1)	The class of license the driver needed at the time of the crash based on vehicle driven. (COMMERCIAL = 'A'. 'B', OR 'C') (NON-COMMERCIAL ='D', 'M')
Statute Number	STATNM[2]	---	---	---	TEXT	The state statute number corresponding to the citation issued at a crash.

Element	Field Name	Attribute Name	Attribute Value	MV4000 Code	MV4000 Type	Definition
Accident Number	ACCDNMBR	---	---	---	DIGITS(9)	Computer system generated number to uniquely identify an accident (format YYMMNNNNN).
Document Number	DOCTNMBR	---	---	---	ALPHA(10)	The preprinted number on an MV4000 accident report form.
Accident Date	ACCDDATE	---	---	---	DATE(8)	Caleder date on which the accident occurred (format YYYYMMDD).
Unit Number	UNITNMBR	---	---	---	NUMBER(2)	Relative number of a unit at the time of an accident.
Fixed Object Type	OBJCODE	Other Object - Not Fixed	BLANK	0	NUMBER(2)	The code identifying what type of fixed object was struck.
		Traffic Sign Post	SIN PST	10		
		Traffic Signal	TR SIG	11		
		Utility Pole	UT PL	12		
		Lum Light Support	LTPOLE	13		
		Other Post, Pole or Support	OT PST	14		
		Tree	TREE	15		
		Mailbox	MAILBOX	16		
		Guardrail Face	GR FAC	17		
		Guardrail End	GR END	18		
		Median Barrier	MED B	19		
		Bridge Parapet End	BRPAR	20		
		Bridge/Pier/Abut	BRPIER	21		
		Impact Attenuator	ATTEN	22		
		Overhead Sign Post	OH SIN	23		
		Bridge Rail	BRRAIL	24		
		Culvert	CULVRT	25		
		Ditch	DITCH	26		
		Curb	CURB	27		
		Embankment	EMBKMT	28		
		Fence	FENCE	29		
		Other Fixed Object	OTH FX	30		
		Unknown	UNKN	31		
Government Owner Type	GOVTTYPE	Non-Governement	NON	0	NUMBER(2)	Code which identifies the type of government whose property was struck as a fixed object. Not available after 2016.
		Federal/State	F/S	1		
		County/Municipal	C/M	2		

FORMAT	DEFINITION	EXAMPLES	RELEVANT STANDARD
NUMBER(P,S)	Floating point data type with total number of digits P (precision) and number of digits to the right of the decimal point S (scale).	99.99, 9.99, 0.00	
NUMBER(P)	Integer data type with precision (total number of digits) P.	9999, 99, 9, 0	
DIGITS(N)	Fixed length string of digits including leading zeros of length N.	9999, 0999, 0099, 0009, 0000	
ALPHA(N)	Fixed length string of letters or digits of length N.	US01	
BOOLEAN	A data type representing the logical values for true/yes and false/no.	TRUE, FALSE	
CHAR(N)	Fixed length character string of length N.	US	
TEXT(N)	Variable length character string of maximun length N.	Hello, world!	
DATE(8)	YYYYMMDD or 99999999 for UNKNOWN, 88888888 for NA		ANSI D20.1, Adopted by MMUCC
TIME(4)	HH24MM or 9999 for UNKNOWN, 8888 for NA		ANSI D20.1, Adopted by MMUCC
YEAR(4)	YYYY or 9999 for UNKNOWN, 8888 for NA		ANSI D20.1, Adopted by MMUCC