
MPD Crash Data
Attributes (Updated) - Draft -
December 27th, 2017

Attribute Recommendations

- Entity - Crime

| <u>Asset Name</u> | <u>Actual Attributes</u> | <u>New Elements(MMUCC 5th) / Edit Checks Additional Elements(DDOT)</u> |
|-------------------|--|--|
| LightCondition | <ul style="list-style-type: none"> • Daylight • Dark - Lighted • Dark - Not Lighted • Dark Unknown Lighted • Dawn • Dusk • Unknown • Other | <p><u>Edit Checks</u></p> <ul style="list-style-type: none"> • If the crash occurred between 1800 and 0700 and months Nov to March, LightCondition should not = Daylight. • If the crash occurred between 0700 and 1500, and months Nov to March, LightCondition should not = any of the following: <ul style="list-style-type: none"> ○ Dawn ○ Dusk ○ Dark – Lighted ○ Dark – Not Lighted ○ Dark – Unknown Lighting |

- Entity - Crash

| <u>Asset Name</u> | <u>Actual Attributes</u> | <u>New Elements(MMUCC 5th) / Edit Checks</u> <u>Additional Elements(DDOT)</u> |
|-----------------------------------|---|---|
| SchoolBusRelated | <ul style="list-style-type: none"> • No • Yes, School Bus Directly Involved • Yes, School Bus Indirectly Involved | <p><u>Edit Checks</u></p> <ul style="list-style-type: none"> • If any involved vehicle has “SpecialFunction” = Bus – School (Public or Private) or Bus – Childcare/Daycare, then “SchoolBusRelated” must = Yes, School Bus Directly Involved. |
| JunctionSpecificLocation | <ul style="list-style-type: none"> • Non-Junction • Intersection • Intersection-Related • Entrance / Exit Ramp • Railway Grade Crossing • Crossover-Related • Driveway Access Related • Shared-Use Path or Trail • Acceleration / Deceleration Lane • Through Roadway • Other location not listed above within an interchange area (median, shoulder, and roadside) • Unknown | <p><u>Additional/Modification Elements:</u></p> <p><u>DDOT Elements</u></p> <ul style="list-style-type: none"> • Add- <ul style="list-style-type: none"> ○ Alley ○ Service Road ○ Mid-block ○ Not an Interchange Area • Replace - <ul style="list-style-type: none"> ○ “Intersection-Related” with “Intersection-Related (Within 100ft. of Intersection” <p><u>Edit Checks</u></p> <ul style="list-style-type: none"> • If “IntersectionType” does not = Not an Intersection, then “JunctionSpecificLocation” must = Intersection or Related. • If “IsJunctionInterchangeArea” = No, then “JunctionSpecificLocation” cannot = Through Roadway or Other location not listed above within an interchange area (median, shoulder, and roadside) |
| FirstHarmfulEventRelativeLocation | <ul style="list-style-type: none"> • Gore(Triangular Piece of land found where roads merge or split) • In Parking Lane, Zone, or Lot • Median • Off Roadway, Location Unknown | <p><u>Additional/Modification Elements:</u></p> <p><u>DDOT Elements</u></p> <ul style="list-style-type: none"> • Add - <ul style="list-style-type: none"> ○ Midblock crosswalk ○ Work zone |

| <u>Asset Name</u> | <u>Actual Attributes</u> | <u>New Elements(MMUCC 5th) / Edit Checks</u> <u>Additional Elements(DDOT)</u> |
|-------------------|---|---|
| | <ul style="list-style-type: none"> • On Roadway • Outside Right-of-way (trafficway) • Roadside • Separator • Shoulder • Unknown | <ul style="list-style-type: none"> ○ At on-ramp to freeway/highway ○ At off-ramp to freeway/highway ○ In crosswalk ○ In bike lane • Replace - <ul style="list-style-type: none"> ○ “Shoulder” with <ul style="list-style-type: none"> ▪ “On Shoulder Left Side” ▪ “On Shoulder Right Side” ○ “Separator” with “Separator/Traffic Island” |

- Entity - CrashEvents

| <u>Asset Name</u> | <u>Actual Attributes</u> | <u>New Elements(MMUCC 5th) / Edit Checks</u> |
|---------------------------|--|---|
| TrafficEventTypeSpecifics | <ul style="list-style-type: none"> • Animal • Bridge Overhead Structure • Bridge Pier or Support • Bridge Rail • Cable Barrier • Cargo/Equipment Loss or Shift • Commercial Vehicle • Concrete Traffic Barrier • Culvert • Curb • D.C. Property • Ditch • Embankment • Fatality • Fell/Jumped from Motor Vehicle • Fence • Fire/Explosion • Guardrail End • Guardrail Face • Hit and Run • Impact Attenuator / Crash Cushion • Injury • Jackknife • Mailbox • Motor Vehicle in transport • Other fixed object (wall, building, tunnel etc.) • Other Non-collision • Other Non-fixed object • Other post, pole or support • Other property damage • Other traffic barrier • Overturn / rollover • Parked motor vehicle • Pedal cycle • Pedestrian • Railway vehicle (train, engine) • Struck by falling, shifting cargo or anything set in motion by motor vehicle • Traffic sign support | <p><u>Additional Elements(DDOT)</u></p> <p><u>DDOT Elements</u></p> <ul style="list-style-type: none"> • Add - <ul style="list-style-type: none"> ▪ Ran Off Road ▪ Downhill Runaway ▪ Separation of units ▪ Cross Median / Centerline ▪ Equipment failure (tire, etc.) ▪ Collision Involving Other Movable Object ▪ Collision involving unknown movable object ▪ Collision involving moving motor vehicle ▪ Streetlight Fixtures ▪ Traffic light fixtures ▪ Attenuators ▪ Signal Boxes ▪ Control Boxes ▪ DDOT Camera Equipment ▪ Bollard ▪ MPD Camera Equipment ▪ Parking Meters ▪ Sidewalks ▪ Traffic Counting Devices ▪ Tunnel Ceiling ▪ Portable Variable Message Sign(VMS) ▪ Communication Cabinets |

| <u>Asset Name</u> | <u>Actual Attributes</u> | <u>New Elements(MMUCC 5th) / Edit Checks</u> |
|-------------------|---|--|
| | | <u>Additional Elements(DDOT)</u> |
| | <ul style="list-style-type: none"> • Tree (standing) • Unknown • Utility pole / light support • Work zone / maintenance equipment | |

- Entity - CrimeAttribute

| <u>Asset Name</u> | <u>Actual Attributes</u> | <u>New Elements(MMUCC 5th) / Edit Checks Additional Elements(DDOT)</u> |
|-------------------|---|---|
| Attribute | <p>ENVIRONMENTAL_ISSUES</p> <ul style="list-style-type: none"> • Animal(s) on the roadway • Glare • Visual obstruction(s) • Weather conditions • Other • None • Unknown | <p><u>Edit Checks</u></p> <ul style="list-style-type: none"> • If Environmental_Issues = Weather conditions, then the value of "Weather" cannot = "Clear" • If Environmental_Issues = None, then no other attributes can be selected. |
| | <p>FIELD_CONTACT_DISPOSITION</p> <ul style="list-style-type: none"> • Fine/Citation Issued • No Action • Notice of intent issued • Operator Arrested • Passengers arrested • Report taken • Search Conducted • Vehicle Impounded • Verbal warning • Weapon seized • Other | |
| | <p>ROAD_CONDITIONS</p> <ul style="list-style-type: none"> • Backup, due to prior crash • Backup, due to prior non-recurring incident • Backup, due to regular congestion • Debris • Non-highway work • Obstruction in road way • Road surface condition (wet, icy, snow, slush, etc.) • Rut, holes, bumps • Shoulders (none, low, soft, high) • Toll booth / plaza related • Traffic control device inoperative, missing or obscured • Work zone (construction / maintenance/ utility) • Worn, travel polished surface • Other • None • Unknown | <p><u>Additional/Modification Elements:</u></p> <p><u>Edit Checks</u></p> <ul style="list-style-type: none"> • If Road_Conditions = Traffic control device, then in Vehicle, Type of Traffic Control must not = No Controls. |
| | <p>SURFACE_CONDITIONS</p> <ul style="list-style-type: none"> • Dry • Ice / frost • Mud, dirt, gravel, | <p><u>DDOT Elements</u></p> <ul style="list-style-type: none"> • Add - • Steel Plate(s) |

| <u>Asset Name</u> | <u>Actual Attributes</u> | <u>New Elements(MMUCC 5th) / Edit Checks Additional Elements(DDOT)</u> |
|-------------------|---|---|
| | <ul style="list-style-type: none"> • Oil • Sand • Slush • Snow • Water (standing, moving) • Wet • Other • Unknown | <p style="text-align: center;"><u>Edit Checks</u></p> <ul style="list-style-type: none"> • If the crash occurred during May to September, the value of Surface Condition should not = any of the following Ice/Frost, Slush, or Snow. |
| | <p style="text-align: center;">WEATHER</p> <ul style="list-style-type: none"> • Blowing Snow • Freezing Rain Or Freezing Drizzle • Blowing Sand, Soil, Dirt • Sleet Or Hail • Mist • Severe Crosswinds • Cloudy • Fog, Smog, Smoke • Other • Snow • Unknown • Rain • Clear | <p style="text-align: center;"><u>Edit Checks</u></p> <ul style="list-style-type: none"> • If the value of Weather Freezing Rain or Freezing Drizzle (or) Rain (or) Sleet or Hail (or) Snow, then Surface_Condition cannot = Dry. • If Clear is selected, a second occurrence of this element should not be selected. |

- Entity - Person

| Asset Name | Actual Attributes | New Elements(MMUCC 5 th) / Edit Checks Additional Elements(DDOT) |
|----------------------|---|---|
| ActionPriorToCrash | <ul style="list-style-type: none"> • Adjacent to Roadway (ex: Shoulder, Median) • Crossing Roadway • Going to or from School (K-12) • In Roadway - Other (Working, Playing, etc.) • Waiting to Cross Roadway • Walking/Cycling Along Roadway Against Traffic (In or Adjacent to Travel Lane) • Walking/Cycling Along Roadway With Traffic (In or Adjacent to Travel Lane) • Walking/Cycling on Sidewalk • Working in Traffic way (Incident Response) • None • Other • Unknown | <p><u>DDOT Elements:</u></p> <ul style="list-style-type: none"> • Add - <ul style="list-style-type: none"> ○ With signal ○ Against signal ○ Midblock - No Crosswalk |
| LocationAtCrash | <ul style="list-style-type: none"> • Bicycle Lane • Driveway Access • Intersection - Marked Crosswalk • Intersection - Unmarked Crosswalk • Intersection - Other • Median/Crossing Island • Midblock - Marked Crosswalk • Non-traffic way Area • Shared-use Path or Trail • Shoulder/roadside • Sidewalk • Travel Lane - Other Location • Other • Unknown | <p><u>DDOT Elements:</u></p> <ul style="list-style-type: none"> • Add - <ul style="list-style-type: none"> ○ Bicycle Box ○ Alleyway ○ Alley in service road ○ Parking lane |
| DrivingLicenseStatus | <ul style="list-style-type: none"> • Administrative Disqualification (cdl Only) • Cancelled • Current/Valid • Denied • Expired • Fraudulent • Left State • Not Applicable / Unlicensed • Revoked • Suspended • Test Required • Unknown | <p><u>DDOT Elements:</u></p> <ul style="list-style-type: none"> • Add - <ul style="list-style-type: none"> ○ Learner's Permit ○ Provisional License <p>(Check with DMV about the naming convention)</p> |

| | | <u>New Elements(MMUCC 5th) / Edit Checks</u> <u>Additional Elements(DDOT)</u> |
|-------------------|---|--|
| Asset Name | Actual Attributes | |
| NonMotoristType | <ul style="list-style-type: none"> • Bicyclist • Occupant of a non-motor vehicle transportation device • Other Cyclist • Pedestrian • Other Pedestrian (wheelchair, Person in a building, skater, Pedestrian Conveyance) • Unknown type of Non-Motorist | <p style="text-align: center;"><u>DDOT Elements:</u></p> <ul style="list-style-type: none"> • Add - <ul style="list-style-type: none"> ○ Segway ○ Skater ○ eBike |
| HospitalTreatedAt | - | <p style="text-align: center;"><u>DDOT Elements</u></p> <ul style="list-style-type: none"> • Add - <ul style="list-style-type: none"> ○ Children's National Medical Center. ○ George Washington University Hospital. ○ Howard University Hospital. ○ MedStar Georgetown University Hospital. ○ MedStar National Rehabilitation Hospital. ○ MedStar Washington Hospital Center. ○ Providence Hospital. ○ Psychiatric Institute of Washington. ○ Sibley Memorial Hospital. ○ St. Elizabeth's Hospital. ○ United Medical Center. ○ PG General. |

Entity - Vehicle

| <u>Asset Name</u> | <u>Actual Attributes</u> | <u>New Elements(MMUCC 5th) / Edit Checks</u> <u>Additional Elements(DDOT)</u> |
|--------------------------|--|---|
| CategoryType | <ul style="list-style-type: none"> • Aircraft • Atv (all-Terrain Vehicle) • Bus • Cargo Van • Construction/industrial Equipment • Drugs/Narcotics • Farm Equipment • Firearms • Large/heavy Truck • Moped/scooter • Motor Cycle • Motorhome/camper/rv (recreational Vehicle) • Other Small/light Truck • Passenger Car/automobile • Passenger Van • Pickup Truck • SUV (sport utility vehicle) • Trailer • Watercraft/boat • Other Vehicle | <p><u>Additional/Modification Elements:</u></p> <p><u>DDOT Elements</u></p> <ul style="list-style-type: none"> • Add - <ul style="list-style-type: none"> ○ Street Car ○ Golf Cart ○ (9-15) Passenger Van ○ Mini Bus • Replace - <ul style="list-style-type: none"> ○ “Motor Cycle” with <ul style="list-style-type: none"> ▪ “2-Wheeled Motorcycle” ▪ “3-Wheeled Motorcycle” |
| ClassNumber | <ul style="list-style-type: none"> • 01 • 02 • 03 • 04 • 05 • 06 • 08 • 09 • 97 | <p><i>Data contains irregularities with sometimes the codes being - 1, 2 instead of 01, 02, etc. Please correct the codes to represent as 01, 02, 03 etc.</i></p> |
| GrossWeight | <ul style="list-style-type: none"> • 10,000 lbs or less • 10,001 - 26,000 lbs • More than 26,000 lbs • Not Applicable • Unknown | <p><u>DDOT Elements</u></p> <ul style="list-style-type: none"> • Replace “More than 26,000 lbs” with - <ul style="list-style-type: none"> ▪ 26,001 - 50,000 lbs • Add - <ul style="list-style-type: none"> ▪ 50,001 - 80,000 lbs ▪ More than 80,000 lbs |
| RoadwayAlignment | <ul style="list-style-type: none"> • Curve Left • Curve Right • Straight | <p><u>DDOT Elements</u></p> <ul style="list-style-type: none"> • Add <ul style="list-style-type: none"> ○ Underpass |
| TrafficControlDeviceType | <ul style="list-style-type: none"> • All-way Flasher (red on cross street) • All-way Flasher (yellow on main, red on all legs) • All-way Stop Signs | <p><u>Additional/Modification Elements:</u></p> <p><u>DDOT Elements</u></p> <ul style="list-style-type: none"> • Add |

| <u>Asset Name</u> | <u>Actual Attributes</u> | <u>New Elements(MMUCC 5th) / Edit Checks</u> <u>Additional Elements(DDOT)</u> |
|-------------------|---|--|
| | <ul style="list-style-type: none"> • Flashing Traffic Control Signal • No Controls • Person (including flagger, law enforcement, crossing guard) • Restricted Turn • School Zone Sign/Device • Signals Fully Actuated (multi-phase) • Signals Fully Actuated (two-phase) • Signals Pre-timed(multi-phase) • Signals Pre-timed(two-phase) • Signals Semi-Actuated(multi-phase) • Signals Semi-Actuated(two-phase) • Stop Signs On Cross Street Only • Yield Signs On Cross Street Only • No Controls • Unknown • Other | <ul style="list-style-type: none"> ○ Ped Pylon ○ Pedestrian (Only) \ HAWK Signal ○ Pedestrian (Amber) flashers ○ Flashing School Zone Signal ○ School Zone • Replace <ul style="list-style-type: none"> ○ Signals Fully Actuated (multi-phase) ○ Signals Fully Actuated (two-phase) ○ Signals Pre-timed(multi-phase) ○ Signals Semi-Actuated(multi-phase) ○ Signals Semi-Actuated(two-phase) - <i>With "Traffic Control Signal"</i> |
| VehicleAction | <ul style="list-style-type: none"> • Backing • Changing Lanes • Entering Traffic Lane • Leaving Traffic Lane • Making U-turn • Movements Essentially Straight Ahead • Negotiating a curve • Overtaking/passing • Parked • Slowing • Stopped in traffic • Turning Left • Turning Right • Other • Unknown | <p style="text-align: center;"><u>DDOT Elements</u></p> <ul style="list-style-type: none"> • Add <ul style="list-style-type: none"> ○ Exiting Alleyway ○ Entering Alleyway |
| SpecialFunction | <ul style="list-style-type: none"> • Ambulance • Fire Truck • Military • Non-transport emergency service vehicle • Police • Taxi | <p style="text-align: center;"><u>Additional/Modification Elements:</u></p> <p style="text-align: center;"><u>DDOT Elements</u></p> <ul style="list-style-type: none"> • Add <ul style="list-style-type: none"> ○ Roadway Maintenance ○ Snow removal |

| <u>Asset Name</u> | <u>Actual Attributes</u> | <u>New Elements(MMUCC 5th) / Edit Checks</u> <u>Additional Elements(DDOT)</u> |
|--|---|--|
| | <ul style="list-style-type: none"> • Vehicle used as other bus • Vehicle used as school bus • Unknown • None | <ul style="list-style-type: none"> ○ Mail Carrier ○ Public Utility ○ Safety Service Patrols (Incident Response) ○ Other Incident Response ○ Rental Truck (Over 10,000 lbs.) ○ Towing - Incident Response ○ Truck Acting as crash attenuator ○ Electronic ride-sharing (Uber, lyft, etc.) |
| <p style="text-align: center;">BusUse</p> | <ul style="list-style-type: none"> • Charter/to • Intercity • Not a Bus • School • Shuttle • Transit/co • Other • Unknown | <p><u>Additional/Modification Elements:</u></p> <p><u>DDOT Elements</u></p> <ul style="list-style-type: none"> • Add <ul style="list-style-type: none"> ○ Childcare/Daycare |

- Entity - PersonInjury

| <u>Asset Name</u> | <u>Actual Attributes</u> | <u>New Elements(MMUCC 5th) / Edit Checks Additional Elements(DDOT)</u> |
|-------------------|--|--|
| InjuryType | <ul style="list-style-type: none"> • Abrasions • Apparent Broken Bones • Apparent Minor Injury • Bleeding • Bruises • Concussion • Discomfort • Fatal • Gunshot (non-fatal) • Loss of Teeth • Minor Cuts • Other Major Injury • Pain • Possible Internal Injury • Severe Laceration • Swelling • Unconsciousness • Unknown • None | <p><u>DDOT Elements</u></p> <p><u>Replace:</u></p> <ul style="list-style-type: none"> • “Apparent Broken Bones” with ‘Broken or distorted extremity (arm or leg)’ • “Severe Laceration” with ‘Severe Laceration (exposure of underlying tissue, muscle, or organs resulting in significant loss of blood)’ • “Unconsciousness” with ‘Unconsciousness (<u>when taken from crash scene</u>)’ • “Minor Cuts” with ‘Minor Cuts/laceration’ • “None” with ‘No apparent injuries’ <p><u>Delete:</u></p> <ul style="list-style-type: none"> • Other Major Injury (* Manual mapping of the existing records [after 08/23/2015] to the replaced attributes) <p><u>Include the following items:</u></p> <ul style="list-style-type: none"> • Suspected serious skull, chest or abdominal injury • Crush Injuries • Significant burns (second and third degree burns over 10% or more of the body) • Paralysis • <u>Momentary loss of consciousness</u> |

- Entity - PersonAttribute

| <u>Asset Name</u> | <u>Actual Attributes</u> | <u>New Elements(MMUCC 5th) / Edit Checks Additional Elements(DDOT)</u> |
|-------------------|--|---|
| AttributeType | <ul style="list-style-type: none"> • ACTIONS_AT_CRASH • BEHAVIORAL_CHARACTERISTIC • CLOTHING_TYPE • DRIVER_DISTRACTIONS • DUI_ATTITUDE • DUI_BALANCE • DUI_BREATHE • DUI_EYES • DUI_FACE • DUI_PERSONAL_CONTACT • INFORMATION_PROVIDED_TO_VICTIM • MOOD • NONMOTORIST_ACTIONS_AT_CRASH • NONMOTORIST_SAFETY_EQUIPMENT • PERSON_CONDITION | <ul style="list-style-type: none"> • |
| Attribute | <p style="text-align: center;">ACTIONS_AT_CRASH</p> <ul style="list-style-type: none"> • Disregarded other road markings • Disregarded other traffic sign • Drove too fast for conditions • Exceeded post speed limit • Failed to keep in proper lane • Failed to yield right of way • Followed too closely • Improper backing • Improper passing • Improper turn • No contributing action • Operated motor vehicle in erratic, reckless, careless, negligent, or aggressive manner • Other contributing action • Over-correcting/over steering • Ran off roadway • Ran red light • Ran stop sign • Swerved or avoided due to wind, slippery surface, motor vehicle, object, non-motorist in roadway etc. <p style="text-align: center;">CLOTHING_TYPE</p> <ul style="list-style-type: none"> • Footwear • Hat/headwear • Jacket/coat/sweater • Jewelry/piercing • Pants/dress/skirt • Shirt/blouse • Other | <p style="text-align: center;"><u><i>DDOT Elements</i></u></p> <p style="text-align: center;"><i>ACTIONS_AT_CRASH</i></p> <ul style="list-style-type: none"> • <i>Replace - “Failed to yield right of way” - with -</i> <ul style="list-style-type: none"> ▪ <i>Failed to yield right of way vehicle</i> ▪ <i>Failed to yield right of way Pedestrian</i> ▪ <i>Failed to yield right of way Bicyclist</i> • <i>Add</i> <ul style="list-style-type: none"> ▪ <i>Flashing / Directional light</i> ▪ <i>Violated no right turn on red restriction</i> ▪ <i>Wrong way / side of street</i> ▪ <i>Failed to set parking brakes</i> ▪ <i>Open door to traffic</i> ▪ <i>Open door to bike</i> ▪ <i>Driver vision obstructed</i> ▪ <i>Improper starting</i> ▪ <i>Road Defects</i> ▪ <i>Driver Inattention</i> ▪ <i>Unknown</i> <p style="text-align: center;"><i>CLOTHING_TYPE</i></p> <ul style="list-style-type: none"> • <i>Add -</i> <ul style="list-style-type: none"> ▪ <i>Not visible (dark clothing, no lighting etc)</i> |

| <u>Asset Name</u> | <u>Actual Attributes</u> | <u>New Elements(MMUCC 5th) / Edit Checks Additional Elements(DDOT)</u> |
|-------------------|--|---|
| | <p style="text-align: center;">DRIVER_DISTRACTIONS</p> <ul style="list-style-type: none"> • External Distraction (outside the vehicle) • Not distracted • Other electronic device (navigation device, etc.) • Other inside the vehicle • Phone • Unknown <p style="text-align: center;">DUI_ATTITUDE</p> <ul style="list-style-type: none"> • Belligerent • Cocky/sarcastic • Combative • Cooperative • Excited • Indifferent • Insulting • Jovial • Polite • Profanity • Silent • Sleepy • Talkative • Other <p style="text-align: center;">DUI_BALANCE</p> <ul style="list-style-type: none"> • Falling • Needs assistance • Normal • Sits down • Staggering • Supports against object • Swaying • Unsteady • Wide stance • Other <p style="text-align: center;">DUI_BREATHE</p> <ul style="list-style-type: none"> • Alcohol - Faint • Alcohol - Moderate • Alcohol - None • Alcohol - Overwhelming • Alcohol - Strong • Breath mint / cover odor • Marijuana • Other odor (paint, chemicals, etc.) <p style="text-align: center;">DUI_EYES</p> <ul style="list-style-type: none"> • Artificial eye | <p style="text-align: center;"><i>DRIVER_DISTRACTIONS</i></p> <ul style="list-style-type: none"> • <i>Add -</i> <ul style="list-style-type: none"> ▪ <i>Personal grooming</i> ▪ <i>Interacting with pets</i> ▪ <i>Reading</i> ▪ <i>Writing</i> ▪ <i>Eating</i> ▪ <i>Manually operating electronic communication device (texting, typing, dialing)</i> ▪ <i>Talking on hands-free electronic device</i> ▪ <i>Talking on hand-held electronic device</i> ▪ <i>Other activity, electronic device</i> ▪ <i>Passenger</i> |

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|-------------------|---|---|
| | <ul style="list-style-type: none"> • Blank stare • Blind • Bloodshot • Constricted • Dilated • Marked reddening • Normal • Watery / glassy • Other <p style="text-align: center;">DUI_FACE</p> <ul style="list-style-type: none"> • Bloated • Flushed • Normal • Pale • Sweating • Other <p style="text-align: center;">DUI_PERSONAL_CONTACT</p> <ul style="list-style-type: none"> • Changes answers • Difficulty exiting vehicle • Difficulty with mv controls • Fumbling with DI or registration • Leaning on vehicle or other object • Odor or alcoholic beverage • Provides incorrect information • Repeated questions or comments • Slow to respond to officer • Slurred speed • Swaying or unsteady balance problems • Unusual actions <p style="text-align: center;">MOOD</p> <ul style="list-style-type: none"> • Afraid • Angry • Antagonistic • Apologetic • Calm • Carefree • Cocky • Confused • Crying • Excited • Fearful • Hilarious • Hysterical • Indifferent • Insulting • Irrational | |

| <u>Asset Name</u> | <u>Actual Attributes</u> | <u>New Elements(MMUCC 5th) / Edit Checks Additional Elements(DDOT)</u> |
|-------------------|--|---|
| | <ul style="list-style-type: none"> • Loud • Nervous • Polite • Profanity • Sad • Talkative • Threatening • Uncooperative • Upset/emotional • Other: explain <p>NONMOTORIST_ACTIONS_AT_CRASH</p> <ul style="list-style-type: none"> • Dart/dash • Disabled vehicle related (working on, pushing, leaving/approaching) • Entering/exiting Parked/standing vehicle • Failure to obey traffic signs, signals, or officer • Failure to yield right of way • Improper passing • Improper turn/merge • In roadway improperly (standing, lying, working, playing) • Inattentive (talking, eating, etc.) • No improper action • Not visible (dark clothing, no lighting, etc.) • Unknown • Wrong-way riding or walking • Other <p>NONMOTORIST_SAFETY_EQUIPMENT</p> <ul style="list-style-type: none"> • Helmet • Lighting • Protective pads used (elbows, knees, shins, etc.) • Reflective clothing (jacket, backpack, etc.) • Unknown • Not applicable • None • Other <p>PERSON_CONDITION</p> <ul style="list-style-type: none"> • Apparently normal • Asleep or fatigued • Emotional (depressed, angry, disturbed, etc.) • Ill (sick), fainted | |

| <u>Asset Name</u> | <u>Actual Attributes</u> | <u>New Elements(MMUCC 5th) / Edit Checks Additional Elements(DDOT)</u> |
|-------------------|---|---|
| | <ul style="list-style-type: none"> • Physically impaired • Under the influence of medications / drugs / alcohol • Unknown • Other | |