

Appendix B2
List of Values Data Definitions

Domain	Field	Term	Definition
General	Category	Afloat	Any DoD accident involving on board, or as the result of the operation of, a DoD vessel. This also includes DoD diving or swimmer operations. This term includes accidents occurring while dockside, and accidents occurring up to the high water mark during amphibious or inshore warfare training operations. It applies also to all injuries to DoD personnel occurring on board, whether or not job-related. This term does not include accidents that are reportable under other major categories prescribed in this Instruction, such as Aviation, Maritime, Ground, Motor Vehicle, Weapons and Space, nor to injuries to assigned personnel that occur away from the vessel, whether or not job-related. Accidents occurring on board that result from shipyard, repair facility, or private contractor operations are not Afloat accidents. They are categorized as Maritime accidents. See Maritime Category definition.
	Category	Maritime	Maritime category mishaps are those occurring on DoD vessels that result from shipyard, repair facility, or private contractor operations, as defined by reference 29 CFR Part 1915, Occupational Safety and Health Standards for Shipyard Employment.
	Category	Aviation	Aviation mishaps (i.e., Flight, Flight-Related, Ground Operation and UAV mishaps) are further characterized based upon the sequence of events leading to the certainty and severity of the mishap. Aviation Mishap Types are associated with the preponderance of damage or injuries, and are often the precipitating or resultant event. Detailed information on Aviation Mishap Types is found at enclosure 8, Table for Determining Aviation Mishap Types.
	Category	Ground	DoD mishaps that occur on land or at DoD shore installations or activities, involve DoD operations, and do not meet the criteria of the other mishap categories listed in paragraph E2.1.1

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	Category	Motor Vehicle	A DoD Mishap involving the operation of a motorized land vehicle by DoD personnel. A DoD Mishap involving the operation of a DoD-owned motorized land vehicle by non-DoD personnel while operationally controlled by a DoD Component. Motor Vehicle Mishaps include collisions with other vehicles, objects, terrain features, animals or pedestrians; personal injury or property damage due to cargo shifting in a moving vehicle; personal injury occurring within, or falling or jumping from a moving vehicle; towing or pushing mishaps. This category does not include ground/shore mishaps such as injuries occurring while loading or unloading, mounting or dismounting a non-moving vehicle; cargo damaged by weather; damage to a parked DoD vehicle, unless caused by an operating DoD vehicle. Damage to a DoD vehicle caused by objects thrown or propelled into it by weather or natural phenomena, or by fire when no collision occurred; or, damage to a DoD vehicle when it is being handled as a commodity or cargo and not operating under its own power. Motor vehicle mishaps will be categorized as ground/shore if GMV or GVO and off-duty if PMV
	Category	Space	An accident involving space systems and/or unique space support equipment.
	Category	Weapons	An accident involving Chemical Agents, Guided Missiles, Directed Energy or Explosives

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	Subcategory	Aircraft flight	An accident in which there is intent for flight and damage to the aircraft (not including Unmanned Aerial Vehicles (UAVs)). Explosives, chemical agent, or missile events that cause damage to an aircraft with intent for flight are categorized as Flight Accidents to avoid dual reporting. (Enclosure 5 applies to Flight Accidents involving Explosives and Chemical Agents.)
	Subcategory	Aircraft flight-related	An accident in which there is intent for flight and no reportable damage to the aircraft itself, but the accident involves fatality, reportable injury, or reportable property damage. A missile or UAV that is launched from an aircraft, departs without damaging the aircraft, and is subsequently involved in a DoD Accident is reportable as a Guided Missile Accident or UAV Accident, respectively.
	Subcategory	Aircraft Ground Operations	An accident in which there is no intent for flight and which results in damage to an aircraft, death or injury. This subcategory applies to aircraft both on land and onboard ship. Damage to an aircraft, when it is being handled as a commodity or cargo, is not reportable as an aircraft accident.
	Subcategory	Unmanned Aerial Vehicle	An accident in which an unmanned weight-carrying devices supported in flight by buoyancy or dynamic action and are owned or leased by the DoD Components, to include aerostat balloons that are, as follows: Operated and exclusively controlled or directed by a DoD Component. Furnished by the Government or on bailment to a non-DoD organization for modification, maintenance, repair, test, contract training, or experimental project for a DoD Component, when the Government has assumed ground and flight risk. Under test by a DoD Component. (This includes UAVs furnished by a contractor or another Government Agency when operated by a DoD crew in official status and a DD Form 250, "Material Inspection and Receiving Report," has been executed to certify that the Department of Defense has accepted the vehicle.)

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	Subcategory	Industrial (Ground Category)	DoD accidents that occur on land, involve DoD operations, and do not involve the following: DoD Aircraft (Property Damage), Missiles, Explosives, Chemical Agents, Motor Vehicles, Space Systems and Support Equipment, Nuclear Weapons or Reactors.
		Industrial (Afloat Category)	DoD accidents that occur on DoD vessels that result from industrial operations or activities (for example, boiler maintenance) and do not result from shipyard, repair facility or private contractor operations as defined by 29 CFR Part 1915, Occupational Safety and Health Standards for Shipyard Employment.
	Subcategory	Industrial (Maritime Category)	DoD accidents that occur on DoD vessels that result from shipyard, repair facility, or private contractor operations, as defined by 29 CFR Part 1915, Occupational Safety and Health Standards for Shipyard Employment, involve DoD operations, and do not involve the following: DoD Aircraft (Property Damage), Missiles, Explosives, Chemical Agents, Motor Vehicles, Space Systems and Support Equipment, Nuclear Weapons or Reactors.
	Subcategory	Sports, Recreation & Fitness	An accident that involves an activity that involves one of the following: 1) requires physical exertion and skill that is governed by a set of rules or customs and often undertaken competitively 2) refreshes of one's mind or body through activity that amuses or stimulates; play, 3) the activity of exerting your muscles in various ways to keep fit through he performance of exercise.
	Subcategory	Combat Support and training (Ground Category)	Associated with a non-combat military exercise or training activity that is designed to develop a military member's physical ability or to maintain or increase individual/collective combat and/or peacekeeping skills, and is due to either a mishap or the result of natural causes when the medical event occurs during or within one hour after any training activity. This includes all training activities which do not meet the definition or included as values in Sports, Recreation and Fitness.

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	Subcategory	Combat Support and training (Afloat Category)	Meets the definition of a Afloat event and is associated with a non-combat military exercise or training evolution or activity that is designed to enhance the warfighting capability of the unit and is due to either a mishap or the result of natural causes when the medical event occurs during or within one hour after any training evolution or activity.. This subcategory is applicable to both the individual and the object (ship).
	Subcategory	Miscellaneous (Ground Category)	An accident that meets the definition of a ground event but does not meet the definition of Industrial, Sport, Recreation, Fitness, Combat support or training.
	Subcategory	Miscellaneous (Afloat Category)	An accident that meets the definition of a Afloat event but does not meet the definition of Industrial, Sport, Recreation, Fitness, Combat support or training.
	Subcategory	Miscellaneous (Maritime Category)	An accident that meets the definition of a Maritime event but does not meet the definition of Industrial, Sport, Recreation, Fitness, Combat support or training.
	Subcategory	Government Motor Vehicle	A motor vehicle that is owned, leased, or rented by a DoD Component (not individuals); primarily designed for over-the-road operations; and whose general purpose is the transportation of cargo or personnel. Examples of GMVs are passenger cars, station wagons, vans, ambulances, buses, motorcycles, trucks, and tractor-trailers. Vehicles on receipt to, and operated by, non-DoD persons or agencies and activities such as the U.S. Postal Service or the American Red Cross are not GMVs.

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	Subcategory	Government Vehicle Other	A vehicle that is owned, leased, or rented by a DoD Component (not individuals) designed primarily for off-the-highway operation such as construction tracked vehicles, forklift, road graders, agricultural-type wheeled tractors, and aircraft tugs. Includes military combat/tactical vehicles; e.g., tanks, self-propelled weapons, armored personnel carriers, amphibious vehicles ashore, and HMMWV.
	Subcategory	Private Motor Vehicle	A motor vehicle accident, regardless of the identity of the operator, that does not involve a GMV or GVO, but results in a fatality or lost time case injury (involving days away from work) to military personnel on- or off-duty or to on-duty civilian personnel, or reportable damage to DoD property.
	Subcategory	Pre-launch	Space mishaps occurring during ground handling, processing and transportation operations. Mishaps limited to components or equipment commonly used in non-space applications, and not specifically configured for space related use, are not space mishaps.
	Subcategory	Launch	Space mishaps occurring during launch vehicle operations, including upper stages. This includes payloads that do not obtain orbit and range safety system failures.
	Subcategory	Orbit	Space mishaps occurring during spacecraft operations after separation from all launch vehicle components, including upper stages and transfer motors.
	Subcategory	Ground-based Space Systems	Mishaps dealing with Unique Space Support Equipment shall be investigated as Space Mishaps. This category will be used on space systems that are ground based unique not directly related to space launch and not directly used in support of orbital operations, such as satellite command and control operations. Examples include warning, surveillance, space control, and system integration.

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	Subcategory	Chemical Agent	Any unintentional or uncontrolled release of a chemical agent when, as follows: Class A, B or C damage occurs to property from contamination, or costs are incurred for decontamination. Individuals exhibit physiological symptoms of agent exposure. The agent quantity released to the atmosphere is such that exceeding the applicable maximum allowable concentration-time levels for exposure of unprotected workers or the general population or property creates a serious potential for exposure.
	Subcategory	Guided Missiles	A mishap involving guided missiles or missile support equipment. Missiles that are damaged or destroyed after launch from an aircraft but there is no aircraft damage will be classified as a missile mishap. Where Guided Missile is defined as: All missiles propelled through air or water that are unmanned, guided by internal or external systems, and self-propelled. This term includes individual major missile components such as stages, guidance and control sections, payloads other than nuclear reentry vehicles; system equipment required to place the missile in an operational status while at the launch or launch control facility or on the launching aircraft; and system equipment required to launch and control the missile. Examples are intercontinental ballistic missiles; surface-to-air, air-to-air, and air-to-surface guided missiles; and torpedoes. This term includes all missiles that are, as follows: Owned in whole or in part by a DoD Component. Operationally controlled by a DoD Component. On bailment or loan to a non-DoD Agency for modification, testing, or as an experimental project for a DoD Component. Under test by a DoD Component.

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	Subcategory	Directed Energy	A mishap involving weapon systems using directed energy primarily as the means to damage or destroy enemy equipment, facilities, and personnel. The type of energy used or their desired effect usually categorizes directed Energy Weapons (DEW). DEWs include, but are not limited to; Electromagnetic radiation (LASER, MASER), particle beams, sonic and ultra-sonic beam weapon systems, or electronic, communication, radar jamming and counter measure equipment.
	Subcategory	Explosives	Mishaps resulting in damage or injury from: Detonation, deflagration, burning, or firing as an unintentional or inadvertent initiation, explosion or reaction of explosive material, component or system (except as a result of enemy action). Inadvertent actuation, jettisoning, and releasing or launching explosive devices. Impacts of ordnance off-range. This includes all small arm ranges where ricochets cause bullets to impact outside surface danger zones.
	Mishap Class	A	The resulting total cost of damages to Government and other property in an amount of \$1 million or more; a DoD aircraft is destroyed; or a reportable injury or occupational illness as defined in 29 CFR 1960 (Basic Program Elements for Federal Employees Occupational Safety and Health Program) resulting in a fatality or permanent total disability.
	Mishap Class	B	The resulting total cost of damage is \$200,000 or more, but less than \$1 million. An injury and/or occupational illness as defined in 29 CFR 1960 (Basic Program Elements for Federal Employees Occupational Safety and Health Program) results in permanent partial disability or when three or more personnel are hospitalized for inpatient care (which, for accident reporting purposes only, does not include just observation and/or diagnostic care) as a result of a single accident.

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	Mishap Class	C	The resulting total cost of property damage is \$20,000 or more, but less than \$200,000; any nonfatal injury or occupational illness as defined in 29 CFR 1960 (Basic Program Elements for Federal Employees Occupational Safety and Health Program) that causes any loss of time from work beyond the day or shift on which it occurred; or a nonfatal occupational illness or disability that causes loss of time from work or disability at any time (DODI 6055.7, October 3, 2000 ENCL; OSURE 2 lost time case).
	Mishap Class	D	Any nonfatal injury or occupational illness as defined in 29 CFR 1960 (Basic Program Elements for Federal Employees Occupational Safety and Health Program) that does not meet the definition of Lost Time (OHS 29 CFR 1904.7). These are cases where DoD personnel, because of injury or occupational illness, incur less than one lost work day, restricted work or were transferred to another job, required medical treatment greater than first aid, incurred loss of consciousness, or a significant injury or illness diagnosed by a physician or other licensed health care professional which does not meet the definition of a Class A, B, or C event..
	Mishap Class	E (or Hazard)	These occurrences do not meet Class A, B, C or D event classification criteria, but are deemed important to investigate/report for mishap prevention. Class E reports provide an expeditious way to disseminate valuable mishap prevention information. Examples include High Accident Potential (HAP) Events or any hazardous occurrence that has a high potential for becoming a mishap
	Aviation Mishap Type	Abrupt Maneuver	Damage or injury caused by intentional abrupt maneuvering. Flight, Flight-Related, Ground-Ops, UAV. Includes: Structural damage from aerodynamic overstress (e.g., over-g). Damage or injury when objects or people are thrown about by abrupt maneuvering. Excludes: All midair collisions (see MIDAIR). Collisions with terrain, water, trees and man-made obstacles (see CFIT). Hard landings, skids and runway excursions (see AFOPS)

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	Aviation Mishap Type	Airfield Operations	<p>Mishaps occurring during takeoff, landing or other powered movement on prepared airfield surfaces, austere fields and helicopter landing zones. Flight, Flight-Related, Ground-Ops, UAV. Includes: Collisions with aircraft, UAV, flight line vehicles or equipment, or stationary objects (e.g. light poles) while moving on the ground or in hover taxi. Wing, tail or nacelle scrapes. Skids, hydroplaning, departures from prepared surfaces, and runway excursions; excessive drift on ground contact. Abnormal landings (e.g., hard, short, hot, long, heavy), accidental gear-up landings. Rejected takeoff and hot brake mishaps. Mishaps involving system failures when crew response was both improper/inadequate and well below reasonable expectations. Excludes: Towing mishaps (see GHAND). Intentional gear-up landings, runway excursions and other mishaps when primarily caused by system or power plant failures (see SYSTEM and POWER). Wildlife strikes or wildlife activity (see BASH). Aircraft/UAV touchdown prior to available runway underrun (see CFIT).</p>
	Aviation Mishap Type	Cabin & Cargo	<p>Miscellaneous occurrences in either the flight deck, passenger cabin or cargo compartment. Flight, Flight-Related, Ground-Ops. Includes: Mishaps when there are cargo or equipment leaks (e.g., fuel from cargo, over-serviced lavatories) or cargo shifts. Excludes: Smoke & fumes from overheated or failed electrical and mechanical components (see SYSTEM).</p>

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	Aviation Mishap Type	Controlled Flight into Terrain	<p>Collision with terrain, water, trees or a man-made obstacle during flight prior to planned touchdown. Flight, UAV Includes: Mishaps involving impact with terrain, water, trees or man-made obstacles where the aircraft/UAV is controllable, and the pilot is actively controlling the aircraft/UAV or the pilot's ability to control the aircraft/UAV is reduced to due to spatial disorientation (SD). Mishaps where the aircraft/UAV is flown in controlled flight to a point where it is no longer possible to avoid unintended ground impact (e.g. attempted maneuver with insufficient altitude or airspeed, low altitude overbank or flight into a box canyon), regardless of subsequent pilot reaction (e.g. ejection, stall, spin, etc.). Excludes: Hard landings near the intended runway (e.g., on the underrun) or landing zone (see AFOPS). Aircraft departures from controlled flight that ultimately results in ground impact when collision avoidance was still reasonably preventable prior to departure (see PLOCI). Unavoidable ground impact due to system failure or malfunction (e.g., flight control failure, loss of thrust) (see SYSTEM and POWER). Mishaps resulting from encounters with whiteout or brownout conditions (see WOBO). Mishaps resulting from insufficient power (see IPOWER).</p>
	Aviation Mishap Type	Environment/Weather	<p>Mishaps resulting from encounters with weather or man-made environmental phenomena. Flight, Flight-Related, Ground-Ops, UAV. Includes: Weather (e.g., lightning, static discharge, thunderstorms, hail, freezing rain, ice accumulation, wind shear, turbulence, mountain waves, volcanic ash, etc.) and man-made environmental phenomena (e.g., wake turbulence and vortex encounters). Excludes: Carburetor icing (see FUEL). Mishaps resulting from encounters with whiteout or brownout conditions (see WOBO).</p>

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	Aviation Mishap Type	External Operations	Mishaps related to personnel or equipment physically attached but external to the aircraft. Flight, Flight Related. Includes: Rappelling, fast-rope (specialized rappelling), stabo (stabilized extraction w/o lift), rescue hoist operations, and sling-loads. Excludes: Injury to personnel or damage to aircraft caused by the malfunction or failure of fuselage or wing stores (e.g., bombs, missiles, external tanks, pods, etc.) or their attachment hardware (see SYSTEM).
	Aviation Mishap Type	Fire/Explosion	Mishaps initiated by an external source of fire or explosion. Flight, Flight Related, Ground-Ops, UAV. Includes: Mishaps resulting from an external fire (e.g., forest fire, grass fire, etc.) or explosion (e.g., unidentified weapons cache, rocket arming and exploding early, etc.). Excludes: Fire and explosions initiated by aircraft/UAV system or powerplant failure (see SYSTEM and POWER) or where a fire/explosion is secondary to the principle cause.
	Aviation Mishap Type	Foreign Object Damage	Damage due to foreign objects or debris from another failed aircraft/UAV component. Flight, Ground-Ops, UAV. Includes: Mishaps where aircraft/UAV damage is due a foreign object or impact with another failed component (e.g., shards of tires). Mishaps where powerplant damage are due to an ingested object (e.g., ice, support equipment, hand tool, runway and taxiway debris, fasteners, panels, shards from failed tires, etc.). Excludes: Damage from wildlife strikes and wildlife activity (see BASH). Powerplant damage due to the failure of internal powerplant components (see POWER).
	Aviation Mishap Type	Fuel-Related	One or more powerplants experienced reduced or no power output due to a fuel anomaly. Flight, Ground-Ops, UAV. Includes: Fuel exhaustion, starvation, mismanagement, contamination, trapped fuel, the wrong fuel, lack of required additives, carburetor icing and the inadvertent placement of a throttle to cutoff. Excludes: Powerplant initiated fuel problems (e.g., fuel controls) (See POWER).

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	Aviation Mishap Type	Ground Handling & Servicing Operations	Mishaps resulting from improper ground handling or servicing or as the result of the failure of ground handling or servicing equipment. Ground-Ops, UAV. Includes: Towing and cargo loading/unloading events. Ground servicing mishaps (e.g., jacking, craning, refueling, deicing, etc). Damage to other objects due to jet blast from stationary aircraft/UAV. Excludes: Damage to an aircraft/UAV (e.g., powerplants, systems) undergoing ground operational checks (see POWER and SYSTEM). Ground Handling and Servicing Operations mishaps that occur onboard ships (see SHIP).
	Aviation Mishap Type	Insufficient Power	Mishaps resulting in ground or water impact when power required exceeds power available. Flight, UAV. Includes: Mishaps involving helicopters, tilt-rotors and vertical takeoff and landing aircraft/UAV where power required is greater than power available, settling with power, and rotor droop/loss of tail rotor authority when caused by requesting more power than is available. Excludes: All mishaps involving conventional takeoff & landing aircraft/UAV. All mishaps to vertical takeoff & landing aircraft/UAV when flown conventionally. Mishaps involving helicopters, tilt-rotors and vertical takeoff & landing aircraft/UAV that occur due to insufficient power when that insufficiency is caused by a powerplant failure (see POWER).
	Aviation Mishap Type	Midair Collision	Collision between aircraft or UAV when intent for flight exists. Flight, UAV. Includes: Mishaps resulting from collision between aircraft/UAV when intent for flight exists. Includes inadvertent contact during formation takeoffs and air-refueling operations. Excludes: Mishaps resulting from collision between aircraft or UAV when intent for flight does not exist (see AFOPS).

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	Aviation Mishap Type	Physiological	Injury, illness or abnormal symptoms experienced by aircrew or others as a result of the dynamic flight environment. Flight, Flight-Related. Includes: Spatial disorientation (SD) that does not result in a midair collision or controlled flight into terrain. All G-induced loss of consciousness, hypoxia and other physiological events. Excludes: SD events occurring during whiteout/brownout conditions or resulting in a midair collision or controlled flight into terrain (see WOBO, MIDAIR and CFIT).
	Aviation Mishap Type	Pilot Loss of Control In-Flight	Aircrew failure to maintain control of the aircraft or UAV while in flight. Flight, UAV. Includes: Mishaps resulting from failure to control the aircraft/UAV during flight, when that loss of control is not primarily related to environment, weather or any system failure. Includes departures, stalls and spins. For UAVs, includes "lost link" mishaps when the "lost link" is not attributable to a system failure or malfunction. Excludes: Control loss due to a powerplant or system failure/malfunction (see POWER and SYSTEM). Control loss due to environment/weather (see ENV/WX). Helicopter, tilt-rotor and vertical takeoff and landing aircraft/UAV mishaps resulting from encounters with whiteout or brownout conditions (see WOBO). Helicopter, tilt-rotor and vertical takeoff and landing aircraft/UAV mishaps resulting from insufficient power (see IPOWER).
	Aviation Mishap Type	Powerplant Failure or Malfunction	Failure or malfunction of a thrust-producing system or related components. Flight, Ground-Ops, UAV. Includes: Mishaps resulting from failure or malfunction of an aircraft/UAV thrust-producing system or related component (e.g., fuel controls, engine-mounted gearboxes, propellers, thrust reversers, thrust vectoring components). Includes maintenance and crew induced failures. Excludes: Damage due to ingestion of foreign objects and debris (see FOD). Damage from wildlife strikes (see BASH). Damage to gearboxes that are not engine-mounted (e.g., aircraft mounted accessory drives) (see SYSTEM).

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	Aviation Mishap Type	Ship Related	Mishaps resulting from shipboard flight or ground operations or the failure of unique shipboard equipment for launching, maintaining or recovering aircraft/UAVs. Flight, Flight-Related, Ground-Ops, UAV. Includes: Mishaps which are a result of flight or ground operations onboard any ship (e.g., ramp strikes, aircraft/UAV movement, cargo loading/unloading events, refueling, etc.) or the failure of unique shipboard equipment (e.g., parted wires, catapult failures, etc.). Excludes: Events that do not physically involve the shipboard environment, such as flights originating from a ship but not in direct contact with the ship. Events that could equally have occurred in a non-ship board environment (e.g., powerplant or system failure, wildlife strike; See POWER, SYSTEM and BASH).
	Aviation Mishap Type	System Failure or Malfunction (Non-Powerplant)	Failure or malfunction of a system or component - other than the powerplant. Flight, Ground-Ops, UAV. Includes: Mishaps resulting from failure of aircraft/UAV system or component - other than the powerplant. Includes maintenance and crew induced failures. Excludes: Damage from wildlife strikes and wildlife activity (see BASH). Failure of low dollar value components (e.g., fasteners, sealant, fairings, panels, tires, etc.) that result in significant foreign object damage to aircraft/UAV or powerplants (see FOD). Damage from wildlife strikes and wildlife activity (see BASH).

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	Aviation Mishap Type	Whiteout/Brownout	Mishaps resulting from encounters with whiteout or brownout conditions during takeoff or landing. Flight, Flight-Related, UAV. Includes: Mishaps involving helicopters, tilt-rotors and vertical takeoff & landing aircraft/UAV resulting from encounters with whiteout or brownout conditions during takeoff or landing. Excludes: All mishaps involving conventional takeoff & landing aircraft/UAV. All mishaps to vertical takeoff & landing aircraft/UAV when flown conventionally. Mishaps involving helicopters, tilt-rotors and vertical takeoff & landing aircraft/UAV where whiteout or brownout conditions are present, but the mishap results from another condition such as powerplant failure, system failure, or rotor droop (see POWER, SYSTEM and IPOWER)
	Aviation Mishap Type	Wildlife Strike	Damage due to collisions with wildlife or resulting from wildlife activity. Flight, Ground-Ops, UAV. Includes: Collisions with birds and other wildlife. Damage resulting from wildlife activity such as nesting within aircraft/UAV.
	Aviation Mishap Type	Other	Any occurrence not covered under another category. Flight, Flight-Related, Ground-Ops, UAV. Includes: Used when insufficient information exists to categorize the occurrence (unknown and undetermined). Also used for mishaps that occur infrequently such as friendly fire and aerodrome issues (e.g., design, services and functionality).
	Motor Vehicle Sequence of Events First Event (Tier 1)	Non-Collision	The result or cause of an accident or event in which a motor vehicle does not crash, run into, run over or smash together with a person, motor vehicle or other moving object.
	Motor Vehicle Sequence of Events First Event (Tier 1)	Collision with Person, Motor Vehicle or Other Moving Object	An accident or event, in which a motor vehicle crashes, runs into, runs over or smashes together with a person, motor vehicle or other moving object.
	Motor Vehicle Sequence of Events First Event (Tier 1)	Collision with Fixed Object	An accident or event, in which a motor vehicle crashes, runs into, runs over or smashes together with a non-movable object with the exception of a motor vehicle.

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	Motor Vehicle Sequence of Events First Event (Tier 2)	Overturn/Rollover	An accident in which a motor vehicle overturns or rolls over completely.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Fire/Explosion	An accident in which a fire or explosion is involved as a result of or is the cause of a motor vehicle event.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Immersion	An accident that involves a motor vehicle that sinks until covered completely with water or some other liquid
	Motor Vehicle Sequence of Events First Event (Tier 2)	Jackknife	An accident that is the result or cause of a motor vehicle to bending in a Jackknife configuration. Most commonly occurs with truck/trailer combinations.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Cargo/Equipment Loss or Shift	An accident that involves freight being lost or shifting as a result or cause of the event.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Equipment Failure	An accident that involves the unexpected non-performance of equipment required to operate the motor vehicle.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Separation of Units	An accident that involves the unexpected disconnection of part from a motor vehicle.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Ran Off Road	An accident that is the result or cause of a motor vehicle being displaced from a road that the vehicle was traveling.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Cross Median/Centerline	An accident that is the result or cause of a motor vehicle crossing the dividing line that separate the traffic.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Downhill Runaway	An accident that is the result or cause of a motor vehicle descending down the slope of a hill in an uncontrolled manner.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Fell/Jumped from Motor Vehicle	An accident that is the result or cause of a person falling off of or jumping from a motor vehicle.

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	Motor Vehicle Sequence of Events First Event (Tier 2)	Thrown or Falling Object	An accident that is the result or cause of an object striking a motor vehicle by means of being thrown or falling.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Other Non-Collision	The result or cause of an accident or event in which a motor vehicle does not crash, run into, run over or smash together with a person, motor vehicle or other moving object. Other Non-collision is an event that does not fit one of the other choices made available.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Pedestrian	A person traveling on foot; a walker
	Motor Vehicle Sequence of Events First Event (Tier 2)	Pedal Cycle	A wheeled vehicle that has one or more wheels and is moved by foot pedals
	Motor Vehicle Sequence of Events First Event (Tier 2)	Railway Vehicle (Train, Engine)	Transport vehicle provided by a line of railway cars coupled together and drawn by a locomotive that run on a road composed of parallel steel rails supported by ties and providing a track for locomotive-drawn trains or other wheeled vehicles.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Animal	Any of the multicellular organisms belonging to the kingdom Animalia. All animals are eukaryotes, with each of their cells having a nucleus containing DNA. Most animals develop from a blastula and have a digestive tract, nervous system, the ability to move voluntarily, and specialized sensory organs for recognizing and responding to stimuli in the environment. Animals are heterotrophs, feeding on plants, other animals, or organic matter.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Moving Motor Vehicle	Motor vehicle that is in operation, to include standard traffic operations such as Stop sign or signal adherence, yielding, merging or stop and go traffic.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Parked Motor Vehicle	Motor vehicle that is parked.

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	Motor Vehicle Sequence of Events First Event (Tier 2)	Work Zone/Maintenance	A certain place or area marked/designated for a specific work effort. To include road maintenance, construction or other types of work that requires a special designation.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Bridge Overhead Structure	The construction support of a bridge that provides suspension, through truss, cantilever, and steel arch bridge profiles
	Motor Vehicle Sequence of Events First Event (Tier 2)	Bridge Pier or Support	A supporting structure at the junction of connecting spans of a bridge
	Motor Vehicle Sequence of Events First Event (Tier 2)	Bridge Rail	A railing placed alongside a stairway or road bridge for safety
	Motor Vehicle Sequence of Events First Event (Tier 2)	Culvert	A channel for the draining of water; transverse drain
	Motor Vehicle Sequence of Events First Event (Tier 2)	Curb	An edge between a sidewalk and a roadway consisting of a line of curbstones (usually forming part of a gutter)
	Motor Vehicle Sequence of Events First Event (Tier 2)	Ditch	A long narrow trench or furrow dug in the ground, as for irrigation, drainage, or a boundary line.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Embankment	A long artificial mound of stone or earth; built to hold back water or to support a road or as protection
	Motor Vehicle Sequence of Events First Event (Tier 2)	Guardrail Face	A railing placed alongside a stairway or road for safety
	Motor Vehicle Sequence of Events First Event (Tier 2)	Guardrail End	End piece of a railing placed alongside a stairway or road for safety

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Domain	Field	Term	Definition
	Motor Vehicle Sequence of Events First Event (Tier 2)	Concrete Traffic Barrier	Barricade, made of concrete, used to secure or manage traffic
	Motor Vehicle Sequence of Events First Event (Tier 2)	Other Traffic Barrier	Barricade, not made of concrete, used to secure or manage traffic
	Motor Vehicle Sequence of Events First Event (Tier 2)	Tree (Standing)	Any of a wide variety of perennial plants typically having a single woody stem, and usually branches and leaves that was in a planted stated at the time of the event.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Utility Pole/Light Support	A long, relatively slender, generally rounded piece of wood or other material used to support or suspend electrical wires or lights
	Motor Vehicle Sequence of Events First Event (Tier 2)	Traffic Sign Support	A long, relatively slender, generally piece of wood or other material used to support or suspend traffic information sign(s)
	Motor Vehicle Sequence of Events First Event (Tier 2)	Traffic Signal Support	A structure specifically designed to support or suspends a traffic signal device.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Other Post, Pole or Support	A long piece of wood or other material set upright into the ground to serve as a marker or support anything that is not for utility lines, lights, traffic signs or traffic signals.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Fence	A structure serving as an enclosure, a barrier, or a boundary, usually made of posts or stakes joined together by boards, wire, or rails.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Mailbox	A public container for deposit of incoming and outgoing mail.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Other Fixed Object	The result or cause of an accident or event in which a motor vehicle crash, run into, run over or smash together with a non-movable object. Other Non-fixed object identifies and object that do not fit one of the other choices made available.

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Domain	Field	Term	Definition
	Motor Vehicle Sequence of Events First Event (Tier 2)	Other Moving Object	An accident or event, in which a motor vehicle crashes, runs into, runs over or smashes together with a moving object that is not available as one of the other choices.
	Motor Vehicle Sequence of Events First Event (Tier 2)	Impact Attenuator/Crash Cushion	An automotive passive restraint consisting of a bag that is designed to inflate upon collision and prevent passengers from pitching forward.
	Period of Day	Dawn	The period of time immediately preceding sunrise.
	Period of Day	Day	The period of time after dawn and before dusk.
	Period of Day	Dusk	The period of time immediately after sunset.
	Period of Day	Night	The period of time after dusk and before dawn.
	Operational Contingency	No	Identifies that the mishap did not occur in support of an operational contingency.
	Operational Contingency	Operation Iraqi Freedom	United States military operations were conducted under the codename Operation Iraqi Liberation. The codename was later changed to Operation Iraqi Freedom.

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Domain	Field	Term	Definition
	Operational Contingency	Operation Enduring Freedom	<p>Operation Enduring Freedom (OEF) is the official name used by the U.S. government for its military response to the September 11, 2001 attacks on the United States. It was originally called "Operation Infinite Justice," (often misquoted in news articles and political commentary as "Operation Ultimate Justice"^[1]) but this phrase had previously been restricted to the description of God (among followers of several faiths), and it is believed to have been changed to avoid offense to Muslims. On October 5, 2006, NATO officially took over control of U.S. forces in Afghanistan.^[3] The Operation comprises several subordinate operations: Operation Enduring Freedom - Afghanistan (OEF-A), Operation Enduring Freedom - Philippines (OEF-P) (formerly Operation Freedom Eagle), Operation Enduring Freedom - Horn of Africa (OEF-HOA), Operation Enduring Freedom - Trans Sahara (OEF-TS)^[4], Operation Enduring Freedom - Pankisi Gorge. The term "OEF" typically refers to the war in Afghanistan. Other operations, such as in Pankisi Gorge, are only loosely or nominally connected to OEF, such as through government funding vehicles. All the operations, however, have a focus on antiterrorism activities.</p>
	Operational Contingency	Operation Noble Eagle	<p>Operation Noble Eagle is the U.S. military operational designator to the military's efforts in the War on Terrorism that were carried out on US soil. The ongoing operation began September 14, 2001, in response to the September 11 terrorist attacks. Operation Noble Eagle comprises, among other things, air interceptor patrols over and around cities and the mobilization of thousands of National Guard and Reserve troops to perform security missions on military installations, airports and other potential targets such as bridges.</p>

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Domain	Field	Term	Definition
	Operational Contingency	Operation Joint Guardian	Operation Joint Guardian is a NATO contingency response aiming at ensuring full compliance with the Military Technical Agreement signed by NATO and FRY military authorities on 9 June 1999 and with UN Security Council Resolution 1244 (June 10, 1999). It is part of NATO's actions to promote regional stability, cooperation and security, in support of the international community. It builds on the success of NATO Operation Allied Forces and its main aim is to allow safe return of refugees and displaced persons, to help alleviate human suffering and to achieve a peace settlement in Kosovo. The North Atlantic Council authorized execution of the operation on 10 June 1999.
	Operational Contingency	Operation Joint Forge	Operation Joint Forge was the name given to the operations of the NATO "Follow On Force" in Bosnia beginning on 20 June 1998. Operation Joint Forge terminated in Dec 2004 with the Transfer of Authority to the new European Union Force (EUFOR) at NATO HQ, Camp Butmir, Sarajevo, B-H.
	Operational Contingency	Other Large Operational Contingency	Any other operational contingency not listed in any other operational contingency category that involves units greater than a division, carrier group, expeditionary unit, or air wing for more than 180 days.
	Operational Contingency	Other Small Operational Contingency	Any other operational contingency not listed in any other operational contingency category that involves units smaller than a division, carrier group, expeditionary unit, or air wing for less than 180 days.
	Operational Contingency	Just Cause (Panama)	
	Operational Contingency	Desert Shield	
	Operational Contingency	Desert Storm	
	Operational Contingency	Provide Comfort	
	Operational Contingency	Restore Hope	
	Operational Contingency	D/S Southern Watch	
	Operational Contingency	Support Hope (Rwanda)	
	Operational Contingency	Joint Endeavor (Bosnia)	
	Operational Contingency	JTF6	

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Domain	Field	Term	Definition
	Operational Contingency	Urgent Fury (Granada)	
	Operational Contingency	Desert Thunder	
	Operational Contingency	Operation Allied Force	
	Operational Contingency	Operation Victory Strike (Poland)	
	Operational Contingency	Operation New Dawn	
	Operational Contingency	Operation Odyssey Dawn	
	Operational Contingency	Uphold Democracy (Haiti)	
	Operational Contingency	Other Conflict	
Environment	Visibility Conditions	Dust/Ash	An obscuring haze created from dust or ash
	Visibility Conditions	Fog/Cloud	An obscuring haze in cloudlike masses lying close to the ground
	Visibility Conditions	Glare	A light that shines intensely and blindingly
	Visibility Conditions	Haze/Smog	An atmospheric moisture or vapor
	Visibility Conditions	Physical Objects	A tangible and visible entity that blocks
	Visibility Conditions	Rain	Water condensed from atmospheric vapor and falling in drops
	Visibility Conditions	Sand	Small loose grains of worn or disintegrated rock
	Visibility Conditions	Smoke	The vaporous system made up of small particles of carbonaceous matter in the air, resulting mainly from the burning of material
	Visibility Conditions	Snow	Frozen precipitation in the form of white or translucent hexagonal ice crystals that fall in soft, white flakes
	Visibility Conditions	Spray	Water or other liquid moving in a mass of dispersed droplets
	Visibility Conditions	Chemical Cloud (Brown cloud)	A visible body of very fine particles suspended in the atmosphere derived from a chemical release of materials
	Visibility Conditions	None	Indicator to identify that there was no impairment to visibility
	Visibility Conditions	Other - Describe	Value that covers any visibility condition that is not available for selection.
	Surface Conditions	Banked	The lateral inward tilting, as of a motor vehicle or an aircraft, in turning or negotiating a curve
	Surface Conditions	Bump	A raised or rounded spot; a bulge
Surface Conditions	Curbed	A concrete border or row of joined stones forming part of a gutter along the edge of a street	

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Domain	Field	Term	Definition
	Surface Conditions	Damp	Slightly wet or moist
	Surface Conditions	Dry	Free from liquid or moisture
	Surface Conditions	Dirt	Small loose grains of gravel or other soiling type material
	Surface Conditions	Frozen	Made into, covered with, or surrounded by ice
	Surface Conditions	Gravel	An unconsolidated mixture of rock fragments or pebbles
	Surface Conditions	Holes (pot poles, etc)	A hollowed place in something solid; a cavity or pit
	Surface Conditions	Icy	Containing or covered with ice
	Surface Conditions	Inclined	Sloping, slanting, or leaning
	Surface Conditions	Moving Water	Water in motion
	Surface Conditions	Muddy	Containing or covered with Wet, sticky, soft earth.
	Surface Conditions	Non-slip	Designed to reduce or prevent slipping
	Surface Conditions	Ripped/Torn/Damage	A surface area that is altered to a state of impairment
	Surface Conditions	Rolling	A surface that dips and peaks at various points
	Surface Conditions	Sandy	Covered with, full of, or consisting of sand
	Surface Conditions	Slick Substance (Oil, Grease, Etc.)	A surface covered with a material that causes the area to be smooth, glossy, and slippery
	Surface Conditions	Slush covered	Containing or covered with partially melted snow or ice
	Surface Conditions	Snow Covered	Containing or covered with snow
	Surface Conditions	Steep	Having a sharp inclination; precipitous
	Surface Conditions	Standing Water	Containing or covered with water that is not flowing, moving or circulating.
	Surface Conditions	Waxed	A surface area that has been coated, treated, or polished with wax.
	Surface Conditions	Wet	Covered or soaked with a liquid
Surface Conditions	Uneven (Rutted, Washboard)	Surface has uneven or rippled texture	
Surface Conditions	Other - Describe	Surface condition that does not fit in one of the other values provided	
Objects	Damage Description	Nonrepairable Damage/Destroyed	Object was damaged or destroyed beyond reasonable costs repair or can be replaced for less than the cost to repair.
	Damage Description	Repairable Damage	Object was damaged and can be repaired within reasonable costs.
	Damage Description	No Damage	Object was involved but no damage was incurred.

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Domain	Field	Term	Definition
	Objects Type (Tier 1)	Aircraft/UAV	A machine or device, such as an airplane, helicopter, glider, or dirigible, that is capable of atmospheric flight to include unmanned aerial vehicles.
	Objects Type (Tier 1)	Aircraft/UAV Engine	A component of an aircraft or UAV that develops either shaft horsepower or thrust and incorporates design features advantageous for aircraft propulsion.
	Objects Type (Tier 1)	Aircraft/UAV Component	An integral part or element of an aircraft or UAV as a whole
	Objects Type (Tier 1)	Airfield/Airfield Components	The area of fields and runways where aircraft can take off and land.
	Objects Type (Tier 1)	Ammunition	Projectiles, such as bullets and shot, together with their fuses and primers that can be fired from guns or otherwise propelled that are not nuclear, biological, chemical, or explosive material, such as rockets or grenades, that are used as weapons.
	Objects Type (Tier 1)	Animals	Any of the multicellular organisms belonging to the kingdom Animalia. All animals are eukaryotes, with each of their cells having a nucleus containing DNA. Most animals develop from a blastula and have a digestive tract, nervous system, the ability to move voluntarily, and specialized sensory organs for recognizing and responding to stimuli in the environment. Animals are heterotrophs, feeding on plants, other animals, or organic matter.
	Objects Type (Tier 1)	Bomb/Weapon	An explosive weapon detonated by impact, proximity to an object, a timing mechanism, or other means.
	Objects Type (Tier 1)	Bomb/Weapon Components	An integral part or element of a bomb or weapon system as a whole
	Objects Type (Tier 1)	Bomb Rack/Pylon/Launcher	A device on an aircraft for carrying or launching bombs, missiles or any other munitions or electronic systems
	Objects Type (Tier 1)	Buildings and Structures	Three-dimensional constructs such as offices, housing, hangers, bridges, memorials etc.
	Objects Type (Tier 1)	Building and Structure Components	An integral part or element of a building or structure as a whole.

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Domain	Field	Term	Definition
	Objects Type (Tier 1)	Chaff/Flare	Strips of metal, foil, or glass fiber with a metal content, cut into various lengths and having varying frequency responses that are used to reflect electromagnetic energy as a radar countermeasure. These materials, usually dropped from aircraft, also can be deployed from shells or rockets.
	Objects Type (Tier 1)	Chemical Agent	A toxic chemical used to immobilize, incapacitate or kill military or civilian personnel.
	Objects Type (Tier 1)	Chemicals/Toxic Substance	Any chemical or mixture that may cause acute or chronic injury to the human body, or which is suspected of being able to cause diseases or injury under some conditions.
	Objects Type (Tier 1)	Construction/Building Materials	Any natural or man-made resource or products specified for use in the construction of buildings
	Objects Type (Tier 1)	Containers	Anything that contains or can contain something, as a carton, box, crate, or can to include large, van like, reusable boxes for consolidating smaller crates or cartons into a single shipment, designed for easy and fast loading and unloading of freight.
	Objects Type (Tier 1)	Directed Energy Device	Technologies that relate to the production of a beam of concentrated electromagnetic energy or atomic or subatomic particles.
	Objects Type (Tier 1)	Directed Energy Weapon	Weapons that are not designed to kill people, but rather to kill electronics, disrupt or destroy digital devices that control information lifeblood of modern societies and modern military forces; these systems move beyond traditional jamming technology.
	Objects Type (Tier 1)	Demolition Explosives	Explosive material used for the destruction of structures, facilities, or material.
	Objects Type (Tier 1)	Electrical/Communications Equipment	Any computer equipment system or software or any product equipment system or machinery connected to or operated by means of a micro or data processor chip and/or paraphernalia capable of providing information transfer between persons or equipment.

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Domain	Field	Term	Definition
	Objects Type (Tier 1)	Furnishings/Appliances	Items used to decorate an interior space and make it comfortable, including furniture, tableware, linens, and decorative objects and/or an electrical device used to aid in performing household duties.
	Objects Type (Tier 1)	Grenade/Mines/Ground Burst Simulators	A small fused bomb intended to be thrown by hand or otherwise projected/An explosive or other material, normally encased, designed to destroy or damage ground vehicles, boats, or aircraft, or designed to wound, kill, or otherwise incapacitate personnel.
	Objects Type (Tier 1)	Ground Based Space Systems	All of the devices and machinery which form a space network that has an earth-bound operational control.
	Objects Type (Tier 1)	Launch Vehicle	A rocket used to carry a payload from the Earth's surface into outer space. A launch system includes the launch vehicle, the launch pad and other infrastructure.
	Objects Type (Tier 1)	Miscellaneous	An assorted list of varied objects that does not fall under any other category.
	Objects Type (Tier 1)	Missile/Missile Support Equipment	An object capable of being projected or hurled, usually with the intent of striking some distant object. More particularly, a missile is usually a weapon that is self-propelled after leaving the launching device. /Equipment required to maintain, test, or operate a missile.
	Objects Type (Tier 1)	Missile Components	An integral part or element of a missile as a whole.
	Objects Type (Tier 1)	Non-powered Aerospace Ground Equipment	Support equipment for air and space vehicles. Abbreviated AGE which is not motorized or self-propelled.
	Objects Type (Tier 1)	Parachutes	A fabric deceleration device; being a parabolic, ram-air, or other airfoil system used primarily for the vertical delivery of men or equipment from an altitude onto a designated landing area or drop zone (DZ).
	Objects Type (Tier 1)	Powered Aerospace Ground Equipment	Support equipment for air and space vehicles. Abbreviated AGE which is motorized or self-propelled.

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Domain	Field	Term	Definition
	Objects Type (Tier 1)	PYRO/Cart/CAD-PAD	Materials capable of undergoing self-contained and self-sustained exothermic chemical reactions for the production heat, light, gas, smoke and/or sound / Pyrotechnic devices used for pneumatic starting of jet aircraft engines / precise explosive or propellant energy to perform controlled work functions in a variety of applications, including aircrew escape, fire suppression, and stores/emergency release systems. They generally contain an energetic material
	Objects Type (Tier 1)	Road/Roadway Components	An identifiable route, way or path between two or more places. Roads are typically smoothed, paved, or otherwise prepared to allow easy travel. / An integral part or element of a road network.
	Objects Type (Tier 1)	Rocket	A vehicle, missile or aircraft, which obtains thrust by the reaction to the ejection of fast moving fluid from within a rocket engine.
	Objects Type (Tier 1)	Ships	A water borne vessel of considerable size capable of deep-water navigation.
	Objects Type (Tier 1)	Small Arms -- Gun/Pistol/Rifle	Man portable or vehicle mounted light weapons, designed primarily for anti-personnel use.
	Objects Type (Tier 1)	Spacecraft	Vehicle capable of traveling in outer space.
	Objects Type (Tier 1)	Tools and Machines	A piece of equipment which typically provides a mechanical advantage in accomplishing a physical task, or provides an ability that is not naturally available to the user of a tool. / A combination of parts that transmit forces, motion, and energy to do some desired work.
	Objects Type (Tier 1)	Towed Equipment	Equipment or a device that is drawn or pulled by a self-propelled vehicle.
	Objects Type (Tier 1)	Government Motor Vehicle	Vehicles in which the government holds the title to or vehicles that is leased by and is under the operational control of the federal government.
	Objects Type (Tier 1)	Vehicle Components	An integral part or element of a vehicle as a whole

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Domain	Field	Term	Definition
	Objects Type (Tier 1)	Watercraft	A small boat, vessel, vehicle or craft designed to move across or through water for pleasure or recreation purposes (e.g., Personal Water Craft (PWC), fishing boat, etc)
	Objects Type (Tier 1)	Weapon/Weapon System Support Equipment	A tool employed to injure, defeat, or destroy an adversary. Weapons may be used to attack and defend, and consequently also to threaten or protect. / Equipment required to maintain, test, or operate a weapon system.
	Aircraft General Category 1	Fixed	Conventional aircraft with wings fixed to the fuselage, as apposed to helicopters and certain VTOL aircraft.
	Aircraft General Category 1	Rotary	Aircraft who achieve upward lift by means of rotating horizontal airfoils known as rotors.
	Aircraft General Category 2	Bomber	An airplane, which was initially constructed or later, converted to be equipped for bombs or air-to-surface missiles.
	Aircraft General Category 2	Fighter/Attack	A military aircraft designed primarily for attacking other aircraft and/or limited air-to-ground targets.
	Aircraft General Category 2	Flight Trainer	Military aircraft designed specifically for initial flight training.
	Aircraft General Category 2	Helicopter	An aircraft, which is lifted and propelled by one or more horizontal rotors, each rotor consisting of two or more rotor blades.
	Aircraft General Category 2	Strategic Airlift	The common-user airlift linking theaters to the continental United States (CONUS) and to other theaters as well as the airlift within CONUS.
	Aircraft General Category 2	Other	Aircraft that do not meet the definitions of any other aircraft general category.
	Ship General Category	Aircraft Carrier	An aircraft carrier is a warship designed to deploy and recover aircraft -- in effect acting as a sea-going airbase.
	Ship General Category	Amphibious	Organic Navy ships specifically designed to transport, land, and support landing forces in amphibious assault operations.
	Ship General Category	Cruiser	A large heavily armed warship that is lighter, faster, and more maneuverable than a battleship.

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Domain	Field	Term	Definition
	Ship General Category	Destroyer	A high-speed warship designed to operate offensively with strike forces, with hunter-killer groups, and in support of amphibious assault operations.
	Ship General Category	Frigate	A warship designed to operate independently, or with strike, anti-submarine warfare, or amphibious forces against submarine, air, and surface threats.
	Ship General Category	Submarine	A warship designed for underwater operations with the primary mission of destroying other ships or delivering ballistic missiles.
	Ship General Category	Support	A warship designed to assist, protect, or supply other ships in combat.
	Ship General Category	Other	Ships that do not meet the definitions of any other ship general category.
	Motor Vehicle (Tier 2)	2 Wheel Vehicle	A private or government owned/leased vehicle that has only 2 wheels and is not grouped as combat equipment, support equipment, material handling equipment, tactical vehicles, tanks or construction equipment
	Motor Vehicle (Tier 2)	3 Wheel Vehicle	A private or government owned/leased vehicle that has only 3 wheels and is not grouped as combat equipment, support equipment, material handling equipment, tactical vehicles, tanks or construction equipment
	Motor Vehicle (Tier 2)	4 or more Wheel Vehicle	A private or government owned/leased vehicle that has 4 or more wheels and is not grouped as combat equipment, support equipment, material handling equipment, tactical vehicles, tanks or construction equipment
	Motor Vehicle (Tier 2)	All Terrain Vehicle	A private or government owned/leased vehicle that is designed for off-road use, travels on low pressure tires, has a seat that is straddled by the operator, and with handlebars for steering control
	Motor Vehicle (Tier 2)	Combat Vehicle	A vehicle, with or with out armor, that is designed for a specific fighting function. Armor protection or armament that is added supplemental on a non-combat vehicle does not change this description.

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Domain	Field	Term	Definition
	Motor Vehicle (Tier 2)	Construction Equipment	A vehicle of military or commercial design used to enhance friendly mobility and survivability, to counter mobility of opposing forces, or to accomplish general engineering work.
	Motor Vehicle (Tier 2)	Material Handling Equipment	Vehicles used to equip, operate, maintain, and support military activities that are not considered administrative, general support, or combat.
	Motor Vehicle (Tier 2)	Support Equipment	Vehicles used in a general support capacity to sustain another unit.
	Motor Vehicle (Tier 2)	Tactical Vehicle	A vehicle of military or commercial design used in direct support of combat or tactical operations.
	Motor Vehicle (Tier 2)	Tank	A heavy fully armored tracked combat vehicle that provides mobile fire protection for offensive combat. Armed with one 105mm main gun, one 50 cal machine gun, and one 7.62mm machine gun.
	Motor Vehicle (Tier 2)	Other	Vehicles that do not meet the definitions of any other category of government motor vehicles.
Persons	Employment Status (Tier 1)	US Military and Coast Guard	DoD services to include: Air Force, Army, Marine Corps, Navy, Coast Guard and Non-appropriated funds Military.
	Employment Status (Tier 1)	Foreign Military	Person belongs to a foreign military service and is assigned to a U.S. DoD service.
	Employment Status (Tier 1)	Civilians	DoD civil service employee
	US Military and Coast Guard	USAF Regular	Person is full-time duty in the active military service of the United States Air Force
	US Military and Coast Guard	USAF Air National Guard	Person is full-time duty in the active military service of the United States Air Force Air National Guard
	US Military and Coast Guard	USAF Reserve	Person is a member of the United States Air Force and is not on active duty but can be called in an emergency.
	US Military and Coast Guard	USA Regular	Person is full-time duty in the active military service of the United States Army.
	US Military and Coast Guard	USA Reserve	Person is a member of the United States Army and is not on active duty but can be called in an emergency.
	US Military and Coast Guard	USN Regular	Person is full-time duty in the active military service of the United States Navy.

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Domain	Field	Term	Definition
	US Military and Coast Guard	USN Reserve	Person is a member of the United States Navy and is not on active duty but can be called in an emergency.
	US Military and Coast Guard	USMC Regular	Person is full-time duty in the active military service of the United States Marine Corps.
	US Military and Coast Guard	USMC Reserve	Person is a member of the United States Marine Corps and is not on active duty but can be called in an emergency.
	US Military and Coast Guard	US Coast Guard	Full-time duty in the active military service of the United States Coast Guard. This includes members of the Reserve Components serving on active duty or full-time training duty.
	US Military and Coast Guard	Non-appropriated Funds Military	Position supported by funds generated by DOD military and civilian personnel and their dependents and used to augment funds appropriated by the Congress to provide a comprehensive, morale-building welfare, religious, educational, and recreational program, designed to improve the well-being of military and civilian personnel and their dependents
	Foreign Military	Assigned to USAF	Person who is serving with a Foreign Military but is assigned to the USAF.
	Foreign Military	Assigned to USA	Person who is serving with a Foreign Military but is assigned to the USA.
	Foreign Military	Assigned to USN	Person who is serving with a Foreign Military but is assigned to the USN.
	Foreign Military	Assigned to USMC	Person who is serving with a Foreign Military but is assigned to the USMC.
	Foreign Military	Other Foreign Military	Person who is serving with a Foreign Military and not assigned to a U.S. DoD service.
	Civilians	USAF Civilian	A United States Air Force civil service employee.
	Civilians	USA Civilian	A United States Army civil service employee.
	Civilians	USN Civilian	A United States Navy civil service employee.
	Civilians	USMC Civilian	A United States Marine Corps civil service employee.
	Civilians	Other DoD Civilian	A DoD civil service employee that in not employed by the USAF, USA, USN or USMC.

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Domain	Field	Term	Definition
	Civilians	Summer Hires/Stay in Schoolers (Youth Opportunity Program)	A program that fills open job positions on post with teens, ages 14 - 18, who are registered with the MWR Youth Program and are paid through Non-Appropriated Funds.
	Civilians	Non-appropriated Funds Civilian	A civil service employee whose positions is funded by DOD military and civilian personnel and their dependents and used to augment funds appropriated by the Congress to provide a comprehensive, morale-building welfare, religious, educational, and recreational program, designed to improve the well-being of military and civilian personnel and their dependents
	Civilians	Foreign National DoD Employee	Person, who is serving with a Foreign Military, assigned to a DoD authority that is not USAF, USA, USN or USMC.
	Civilians	Contractor	Person who works for a government contractor.
	Civilians	All other civilians	Any civilian that does not meet the criteria of the other choices available.

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Domain	Field	Term	Definition
	Duty Status (Tier 1)	On	<p>DoD personnel are on-duty when: (1) Physically present at any location where they are to perform their officially assigned work. Officially assigned work includes organization-sponsored events an employee is permitted to attend, regardless of location. This includes those activities incident to normal work activities that occur on DoD installations, such as lunch, coffee, or rest breaks, and all activities aboard military vessels. (2) Being transported by DoD or commercial conveyance to perform officially assigned work. (This includes travel in private motor vehicles (PMV) or commercial conveyances while performing official duty, but not routine travel to and from work.) or (3) On temporary duty or temporary additional duty. Personnel on assignment away from the regular place of employment are covered 24 hours a day for any injury that results from activities essential or incidental to the temporary assignment. However, when personnel deviate from the normal incidents of the trip and become involved in activities, personal or otherwise, that are not reasonably incidental to the duties of the temporary assignment contemplated by the employer, the person ceases to be considered on-duty for investigation and reporting purposes of occupational injuries or illnesses.</p>

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Domain	Field	Term	Definition
	Duty Status (Tier 1)	Off	DoD personnel are off-duty when they are not on-duty, as defined in paragraph above. Reserve and National Guard personnel performing inactive duty training (drill) will be considered off-duty: (1) When traveling to or from the place at which such duty is performed (2) While remaining overnight, immediately before the commencement of inactive-duty training (3) While remaining overnight between successive periods of inactive-duty training, at or in the vicinity of the site of the inactive-duty training, if the site of the inactive-duty training is outside reasonable commuting distance of the member's residence. (4) If DoD person or persons injured were all in an off-duty status at the time of the mishap, whether the mishap occurs on or off a DoD installation. Mishaps occurring onboard a DoD aircraft, vessel, or other conveyance, are never considered off-duty category mishaps.
	Duty Status (Tier 2) On	No further status	On duty with no further detailed status
	Duty Status (Tier 2) On	TDY - Individual Training/ School	Temporary Duty. A temporary assignment to a school or training specifically for the individual.
	Duty Status (Tier 2) On	TDY - Mission	Temporary Duty. A temporary assignment that is mission related other than the normal billet. Where mission is defined as a task that is assigned by a higher headquarters.
	Duty Status (Tier 2) On	TDY - Operations	Temporary Duty. A temporary assignment that is operations related other than the normal billet. Where operation is defined as activity by a military or naval force (as a maneuver or campaign).
	Duty Status (Tier 2) On	TDY - Permissive	A nonchargeable absence granted to attend or participate in activities of semi-official nature which benefit the Department of the Army where all other forms of temporary duty would not be appropriate
	Duty Status (Tier 2) On	TDY - Unit Training	Temporary Duty assignment for the purpose of training a whole unit collectively

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Domain	Field	Term	Definition
	Duty Status (Tier 2) On	Permanent Change of Duty Station	<p>a. Transfer or assignment of a military member from one permanent station to another. This includes—</p> <p>(1) Change from home or from the place from which ordered to active duty, to the first station on appointment, call to active duty, enlistment, or induction.</p> <p>(2) Change from last duty station to home or to the place from which ordered to active duty on—</p> <p>(a) Separation from the Service.</p> <p>(b) Placement on the Temporary Disability Retired List.</p> <p>(c) Release from active duty.</p> <p>(d) Retirement.</p> <p>b. Transfer of a unit from one permanent station to another.</p>
	Duty Status (Tier 2) Off	No further status	Further status of the Service Member is not available.
	Duty Status (Tier 2) Off	Absent Without Leave	Absence without proper authority from the properly appointed place of duty, or from unit, organization, or other place of duty at which one is required to be at the time prescribed for more than 30 days but return voluntarily or indicate a credible intent to return.
	Duty Status (Tier 2) Off	Leave	The authorized absence of a member from a place of duty, chargeable against such member according to the Armed Forces Leave Act of 1946, as amended.
	Duty Status (Tier 2) Off	Leave, Terminal (Transition leave)	Ordinary leave granted to assist separating soldiers with their personal affairs.
	Duty Status (Tier 2) Off	Liberty/Pass	Authorized absence from duty for less than 48 hours.

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Domain	Field	Term	Definition
	Duty Status (Tier 2) Off	Permanent Change of Duty Station	<p>a. Transfer or assignment of a military member from one permanent station to another. This includes—</p> <p>(1) Change from home or from the place from which ordered to active duty, to the first station on appointment, call to active duty, enlistment, or induction.</p> <p>(2) Change from last duty station to home or to the place from which ordered to active duty on—</p> <p>(a) Separation from the Service.</p> <p>(b) Placement on the Temporary Disability Retired List.</p> <p>(c) Release from active duty.</p> <p>(d) Retirement.</p> <p>b. Transfer of a unit from one permanent station to another..</p>
	Duty Status (Tier 2) Off	Unauthorized Absence	When DOD personnel are absent from where he or she is ordered or otherwise required to be present.
	Injury Severity (Tier 1)	Fatal Injury	Injuries resulting in death, either in the mishap or at any later time, to include within 30 days subsequent to the medical discharge, retirement, or separation from the service, due to complications arising from mishap injuries.
	Injury Severity (Tier 1)	Permanent Total Disability	Any nonfatal injury or illness which is totally incapacitating. This includes: Any mishap resulting in injury severe enough for the individual to be comatose; Competent medical authority determines the disabled person cannot follow any gainful occupation or is medically discharged, retired, or separated; The loss of use of both hands, both feet, both eyes, and any combination of these body parts in a single mishap. (NOTE: Upgrade injury, to a fatal mishap if death occurs within 30 days of medical discharge, retirement, or separation due to complications arising from the mishap injury

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Domain	Field	Term	Definition
	Injury Severity (Tier 1)	Permanent Partial Disability	Any injury or occupational illness that does not result in death or permanent total disability but, in the opinion of competent medical authority, results in the loss or permanent impairment of any part of the body, with the following exceptions: a. Loss of teeth. b. Loss of fingernails or toenails. c. Loss of tip of fingers or tip of toe without bone involvement. d. Inguinal hernia, if it is repaired. e. Disfigurement. f. Sprains or strains that do not cause permanent limitation of motion.
	Injury Severity (Tier 1)	Lost Time Case	An accident or incident that causes the Service Member to be unable to report for duty beyond the day of the mishap.
	Injury Severity (Tier 1)	First Aid Case	Any one-time treatment or follow-up visit for observation of minor scratches, cuts, burns, and splinters which do not ordinarily need medical care. Such one-time treatment and follow-up visits for observation are first aid, even though provided by physicians or registered professional personnel. NOTE: Use Office of Management and Budget (OMB) Bulletin 1220-0029, Recordkeeping Guidelines for Occupational Injuries and Illnesses, as a guide for determining whether medical treatment or first aid was rendered.
	Injury Severity (Tier 1)	Unknown	A situation where the injury status of the victim is unknown.
	Injury Severity (Tier 1)	Not Injured	A situation where a victim of an accident or incident suffered no physical damage to the body.
	Injury Severity (Tier 1)	No Lost Time - Use tier 2	An accident or incident where the Service Member is able to report for duty beyond the day of the mishap.
	Injury Severity (Tier 2)	Permanent Job Transfer	A situation where a Service Member is removed from a military occupation series and permanently reclassified to another.

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Domain	Field	Term	Definition
	Injury Severity (Tier 2)	Contaminated Needlesticks/Sharps	Any contaminated object that can penetrate the skin, including but not limited to, needles, scalpels, broken glass, broken capillary tubes, and exposed ends of dental wires
	Injury Severity (Tier 2)	Temporary job Transfer	A situation where a Service Member is removed from a military occupation series and temporarily reclassified to another.
	Injury Severity (Tier 2)	Loss of Consciousness	The occurrence of a loss of the ability to perceive and respond.
	Injury Severity (Tier 2)	Medical Treatment Greater than First Aid	Medical attention beyond first aid from a properly trained member of the medical profession.
	Injury Severity (Tier 2)	Partial Days	A situation where a Service Member cannot complete a full duty day due to an injury.
	Injury Severity (Tier 2)	Restricted Duty	Individual's injury is such that they are unable to perform their normal duties (for example, light-duty, profile).
	Industrial and Miscellaneous Activity	Activities incidental to work/duty (e.g., standing, sitting, getting to work)	Self Explanatory
	Industrial and Miscellaneous Activity	Adhering/Bonding/Sealing	To stick fast by or as if by suction or glue/The process by which two or more components are made into one by mechanical and/or chemical adhesion at their interface/the act of treating something to make it repel water
	Industrial and Miscellaneous Activity	Administrative	Work activities relating to planning, organizing, directing, controlling, supervising and budgeting of agency or unit operation, programs and mission.
	Industrial and Miscellaneous Activity	Aircraft/Flightline Operations	Any activity involving launching, recovering, maintaining and servicing aircraft in a flightline environment.
	Industrial and Miscellaneous Activity	Ammunitions handling/inspection	Any task involving storing, retrieving, installing, maintaining, inspecting, or repairing ammunition.
	Industrial and Miscellaneous Activity	Animal contact	Having contact with any animal other than human.
	Industrial and Miscellaneous Activity	Asbestos Work	Any work or task in which involves asbestos.

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Domain	Field	Term	Definition
	Industrial and Miscellaneous Activity	Assembling/disassembling	Any task which requires two or more parts to be put together or taken apart.
	Industrial and Miscellaneous Activity	Bivouac Operations	Any task associated with setting up, occupying, or breaking down a temporary encampment site.
	Industrial and Miscellaneous Activity	Boarding/alighting aircraft	To come aboard or leave an aircraft.
	Industrial and Miscellaneous Activity	Boarding/alighting GMV	To come aboard or leave a GMV.
	Industrial and Miscellaneous Activity	Boarding/alighting transport vehicle	To come aboard or leave a transport vehicle.
	Industrial and Miscellaneous Activity	Boarding/alighting watercraft	To come aboard or leave a watercraft.
	Industrial and Miscellaneous Activity	Brazing/Soldering/Welding/ Cutting	Form of soldering that utilizes high temperature alloys to join high temperature metals/ Attaching bases by fusing the metallic surfaces together with a soldering iron/ Various processes used to join metal items by heating the areas to be joined to a molten state and fusing them together/ The act of shearing, slicing, or shaping metal, usually using powered tools that produce hot edge or fragments, or cutting torches.
	Industrial and Miscellaneous Activity	Building maintenance	Includes preventative maintenance, normal repairs, replacement of parts and structural components, and other activities needed to preserve a building.
	Industrial and Miscellaneous Activity	Caring for child	Providing support and security to a minor child.
	Industrial and Miscellaneous Activity	Cleaning- Chemical, & Degreasing	The act of making something clean using a chemical or degreasing agent.
	Industrial and Miscellaneous Activity	Cleaning- Mechanical	The act of making something clean using a mechanical device.
	Industrial and Miscellaneous Activity	Cleaning-other	Any other method of making something clean.
	Industrial and Miscellaneous Activity	Coating/Paint Removal	The act of removing paint or any other surface coating.
	Industrial and Miscellaneous Activity	Coating/Painting Operations	The act of applying paint or other surface coating.

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Domain	Field	Term	Definition
	Industrial and Miscellaneous Activity	Combat control activities	Actions that manage or directs combat activities.
	Industrial and Miscellaneous Activity	Communications	To exchange a feeling, thought or information by speech, writing, or gestures so that the message is clearly understood.
	Industrial and Miscellaneous Activity	Composite Work	Work involving material consisting of two or more components, typically one or more of high strength and one an adhesive binder.
	Industrial and Miscellaneous Activity	Confined Space Entry	To gain access to a small, cramped, and completely enclosed area.
	Industrial and Miscellaneous Activity	Construction/ carpentry	The act of building a large structure such a house, road or bridge/The work or occupation of building and repairing things made of wood.
	Industrial and Miscellaneous Activity	Cooking/food prep	The act of preparing food for eating.
	Industrial and Miscellaneous Activity	Crafts	Any practice involving practical arts. It may refer to a trade or particular art.
	Industrial and Miscellaneous Activity	Dental	Any task or activity associated with dental medicine.
	Industrial and Miscellaneous Activity	Drilling/marching/ ceremonies	To practice marching maneuvers repeatedly on a parade ground as a form of military discipline. / A review of troops.
	Industrial and Miscellaneous Activity	Electrical/Electronics	Any task involving electric cables, circuits, parts powered by electricity, or any electrical device.
	Industrial and Miscellaneous Activity	Electroplating	The process of putting a metallic coating on a metal or other conducting surface by using an electric current.
	Industrial and Miscellaneous Activity	Engine Testing	The act of testing the functionality of an engine.
	Industrial and Miscellaneous Activity	Environmental & Remediation	Cleanup or other methods used to remove or contain a toxic spill or hazardous materials from the environment.
	Industrial and Miscellaneous Activity	Environmental Response	The act of responding to an environmental threat.

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Domain	Field	Term	Definition
	Industrial and Miscellaneous Activity	EOD, explosives operations	Any task or operation, which concerns the construction, deployment, disarmament, and disposal of high explosives munitions and may include other types of ordnance such as Nuclear, Biological and Chemical weapons along with improvised explosive devices (IED) and improvised nuclear devices (IND).
	Industrial and Miscellaneous Activity	Equipment Repair/Previous Maintenance	Any task that deals with the maintenance and repair of equipment.
	Industrial and Miscellaneous Activity	Fabric Work	Any task involving cloth.
	Industrial and Miscellaneous Activity	Fire Protection	The act of preventing anybody or anything from being harmed or damaged by fire
	Industrial and Miscellaneous Activity	Fire tending/handling	The act of tending to or controlling fire.
	Industrial and Miscellaneous Activity	Food Preparation/ Handling	Any task involving making food ready to be cooked. /Transporting, storing, packaging, or retrieving food.
	Industrial and Miscellaneous Activity	Foot patrol	The activity of going around or through an area at regular intervals for security purposes on foot.
	Industrial and Miscellaneous Activity	Fuels	The act of refilling a vehicle's tank with fuel.
	Industrial and Miscellaneous Activity	Ground maneuvers, general	The strategic movement of ground forces for offensive or defensive operations.
	Industrial and Miscellaneous Activity	HM/HW Handling & Cleanup	The act of handling or cleaning up hazardous material or hazardous waste.
	Industrial and Miscellaneous Activity	Horseplay	Rough, boisterous, or playful behavior.
	Industrial and Miscellaneous Activity	Housekeeping/Janitorial/Maintenance	Any routine task required to clean, up-keep, maintain, or repair a building.
	Industrial and Miscellaneous Activity	HVAC	Any task or operation involved with installing, maintaining, operating, repairing, or removing a heating, ventilating, or air conditioning system.
	Industrial and Miscellaneous Activity	Hyperbaric Atmospheres	Experiencing gas pressures greater than 1 atmosphere.

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Domain	Field	Term	Definition
	Industrial and Miscellaneous Activity	In the line of fire or explosion (includes friendly fire)	Being if the direct trajectory line of a weapon round or fragments resulting from an explosion.
	Industrial and Miscellaneous Activity	Insulation	Any task involving installing, handling, or removing insulation.
	Industrial and Miscellaneous Activity	Laboratory Operations	Any task or operation taking place in a laboratory.
	Industrial and Miscellaneous Activity	Land navigation	The act of negotiation from one point on the ground to another using any while maintaining accurate orientation.
	Industrial and Miscellaneous Activity	Laundry Services	Any task associated with washing or ironing clothes or linens.
	Industrial and Miscellaneous Activity	Lead paint abatement	The reduction or elimination of lead paint.
	Industrial and Miscellaneous Activity	Maintenance	Work that is done regularly to keep a machine, building, or piece of equipment in good working order or condition.
	Industrial and Miscellaneous Activity	Material Handling	The transportation, storage, preparation, or any associated task concerning material.
	Industrial and Miscellaneous Activity	Medical	Any task relating to, involving, or used in medicine or treatment given by qualified medical professionals.
	Industrial and Miscellaneous Activity	Medical/first-aid response/simulation	Emergency treatment administered to an injured or sick person before professional medical care is available. /The reproduction of a situation for the purpose of study or training.
	Industrial and Miscellaneous Activity	Metal Forming	Any manufacturing process by which parts of components are fabricated by shaping or molding a piece of metal stock.
	Industrial and Miscellaneous Activity	Metal Foundry Operations	A process where metal is melted and poured into molds.
	Industrial and Miscellaneous Activity	Metal Machining	A process where metal is either cut, shaped, or formed.
	Industrial and Miscellaneous Activity	Miscellaneous Operations	Any operation that does not meet the definition of any other category.
	Industrial and Miscellaneous Activity	Mixing/bagging/handling explosives/smokes/chemicals	Self explanatory
	Industrial and Miscellaneous Activity	NBC training/ops	Training for conducting combat operations in a nuclear, biological, or chemical contaminated battlefield.

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Domain	Field	Term	Definition
	Industrial and Miscellaneous Activity	Non-Destructive Inspection/Testing	A non-intrusive method for insuring the structural integrity of metal components.
	Industrial and Miscellaneous Activity	Obstacle course	Negotiating a military training course filled with obstacles such as hurdles, fences, walls, and ditches.
	Industrial and Miscellaneous Activity	Ordnance assembly/disassembly	The disassembly and reassembly of military weapon systems.
	Industrial and Miscellaneous Activity	Ordnance testing	Testing the functionality of military weapon systems.
	Industrial and Miscellaneous Activity	Parachute jump/training	Self Explanatory
	Industrial and Miscellaneous Activity	Patrol vehicle/bike	The activity of going around or through an area at regular intervals for security purposes using a motorized vehicle or bicycle.
	Industrial and Miscellaneous Activity	Pest Control	The eradication, completely eliminating an organism from the environment.
	Industrial and Miscellaneous Activity	Photography/Graphic Arts	The art, practice, or occupation of taking and printing photographs. /Drawings and engravings, which depend on line, not color to achieve their effect.
	Industrial and Miscellaneous Activity	Plastics/Rubber Processing	Operations performed in the making or treatment of Plastic or rubber items.
	Industrial and Miscellaneous Activity	Plumbing	Any task or operation involving the pipes or fixtures that carry or use water or gas in a building.
	Industrial and Miscellaneous Activity	Printing/Reproduction	The process of applying ink to paper or other object in order to reproduce words or images/The act of making copies
	Industrial and Miscellaneous Activity	Professional/ Technical	Engaging in an occupation that requires extensive education or specialization/Engaging in an occupation relating to or specializing in industrial techniques or subjects or applied science.
	Industrial and Miscellaneous Activity	Recreation/Services	An activity that diverts or amuses or stimulates / The performance of duties or provision of space and equipment helpful to others.
	Industrial and Miscellaneous Activity	Roads & Grounds Maintenance	Activities involved in maintaining roads and designated land in good working order

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Domain	Field	Term	Definition
	Industrial and Miscellaneous Activity	Search and Rescue	Operations that find and recover missing or distressed personnel or aircrews that have been shot-down during combat.
	Industrial and Miscellaneous Activity	Security/Sentry Duty	Duties preformed to support lookouts and the prevention of friendly personnel from harm.
	Industrial and Miscellaneous Activity	Semiconductor Manufacturing	Self Explanatory
	Industrial and Miscellaneous Activity	Shell loading	Tasks associated with loading large bore weapon systems.
	Industrial and Miscellaneous Activity	Small arms cleaning/preventive maintenance	Self Explanatory
	Industrial and Miscellaneous Activity	Special operations	Operations conducted in hostile, denied, or politically sensitive environments to achieve military, diplomatic, informational, and/or economic objectives employing military capabilities for which there is no broad conventional force requirement.
	Industrial and Miscellaneous Activity	Stone/Mineral Handling	Any task or activity, which supports masonry projects.
	Industrial and Miscellaneous Activity	Storage of Materials	Warehousing equipment
	Industrial and Miscellaneous Activity	Structure Demolition	The demolition of a structure using explosive pyrotechnics.
	Industrial and Miscellaneous Activity	Structure Fabrication/Renovation	The building or refurbishment of a structure
	Industrial and Miscellaneous Activity	Supplies/Materials Handling	The transportation, storage, use, and disposal of supplies and materials.
	Industrial and Miscellaneous Activity	Tear gas or other gas mask exercises	Training operations simulation chemically contaminated battle environments to promote the training and use of gas masks. This includes gas chamber exercises.
	Industrial and Miscellaneous Activity	Thermal Spraying	A process in which coating material is heated and accelerated from a spray torch towards the work piece.

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Domain	Field	Term	Definition
	Industrial and Miscellaneous Activity	Traversing waterways/swimming	The movement of personnel or equipment across navigable body of water. These include rivers, lakes, oceans, and canals / The act of moving through water without artificial assistance.
	Industrial and Miscellaneous Activity	Unspecified above	Any other industrial and miscellaneous activity that does not meet the definition of any other category.
	Industrial and Miscellaneous Activity	Utility Production/Distribution	The production and/or distribution of usable public water, electricity, or transportation.
	Industrial and Miscellaneous Activity	Vehicle Maintenance	Inspection, overhaul, repair, preservation and the replacement of parts on vehicles.
	Industrial and Miscellaneous Activity	Veterinary Services/Animal Care	Protecting, sustaining, and improving the health, quality, and productivity of Animals.
	Industrial and Miscellaneous Activity	Water/Wastewater Plant Operations	Activities or operations that collect, store, or distribute usable water for consumption / Operations or activities for the treatment or disposal of used water.
	Industrial and Miscellaneous Activity	Weapons & Ordnance	Any activity involving military weapons or associated equipment.
	Industrial and Miscellaneous Activity	Weapons range operations (e.g., repair, cleaning)	Any activity associated with marksmanship training on an approved weapons firing range. This includes tasks involving servicing and maintenance of the weapons.
	Industrial and Miscellaneous Activity	Weapons, large munitions firing	The shooting of weapon systems larger than small arms.
	Industrial and Miscellaneous Activity	Weapons/small arms firing, operations	Shooting small caliber weapons that are smaller than crew-served.
	Industrial and Miscellaneous Activity	Weapons/small arms firing, range	Any activity associated with marksmanship training on an approved weapons firing range specific to small caliber, non-crew-served firearms. This includes tasks involving servicing and maintenance of the weapons.
	Industrial and Miscellaneous Activity	Woodworking	The process of building, making or carving something using wood.
	Industrial and Miscellaneous Activity	X-Ray Processing	Processing or handling material and machinery that uses radiation to produce pictures of the inside of the body.
	Sports and Recreation Activity (Tier 1)	Aerobics program/class	A class or program that involves repetitive strenuous activities that challenge your heart and lungs.

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Domain	Field	Term	Definition
	Sports and Recreation Activity (Tier 1)	Basketball	A sport in which a single individual or two teams of 1 or more players each try to score points by throwing a ball through a 10 foot high hoop (the basket).
	Sports and Recreation Activity (Tier 1)	Bicycling	To ride or travel on a bicycle.
	Sports and Recreation Activity (Tier 1)	Boating	The leisurely activity of traveling by boat typically refers to the recreational use of boats whether power boats, sail boats, or yachts (large vessels), focused on the travel itself, as well as sports activities, such as fishing or waterskiing.
	Sports and Recreation Activity (Tier 1)	Bowling	A sport in which players attempt to score points by rolling a ball along a flat surface and knocking down objects called pins.
	Sports and Recreation Activity (Tier 1)	Boxing	The sport of fist fighting. Participants use heavily padded gloves.
	Sports and Recreation Activity (Tier 1)	Calisthenics	A series of exercises used to develop strength, power and balance
	Sports and Recreation Activity (Tier 1)	Coaching/refereeing	The act of training or directing athletes or athletic teams / Acting as an official who is expected to ensure fair play.
	Sports and Recreation Activity (Tier 1)	Combative sports	An athletic contest between two individuals, the main intention of which is, in the end, to assure the participants' safety. Wrestling, judo, taekwondo and boxing are principal examples of combat sports.
	Sports and Recreation Activity (Tier 1)	Dancing	The act of taking a series of rhythmical steps (and movements) in time to music.
	Sports and Recreation Activity (Tier 1)	Diving (not scuba/sky)	To jump and fall freely from an airplane, performing various maneuvers before pulling the ripcord of a parachute.
	Sports and Recreation Activity (Tier 1)	Exercising/calisthenics	A series of exercises used to develop strength, power and balance
	Sports and Recreation Activity (Tier 1)	Fishing	The act, occupation, or sport of catching fish.
	Sports and Recreation Activity (Tier 1)	Football, flag/touch	A non-contact form of American football where a player is "tackled" by means of pulling a flag from the waistband or being touched by an opposing player.

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Domain	Field	Term	Definition
	Sports and Recreation Activity (Tier 1)	Football, tackle	Traditional American football where the opposing player handling the ball is forced to the ground.
	Sports and Recreation Activity (Tier 1)	Frisbee	A game where participants throw and catch a round plastic disk usually 10" in diameter.
	Sports and Recreation Activity (Tier 1)	Golf	A game played on a large outdoor course with a series of 9 or 18 holes spaced far apart, the object being to propel a small, hard ball with the use of various clubs into each hole with as few strokes as possible.
	Sports and Recreation Activity (Tier 1)	Gymnastics	A sport that involves exercises intended to display strength and balance and agility.
	Sports and Recreation Activity (Tier 1)	Hang gliding	An air sport in which a pilot flies an unpowered and light foot-launchable glider aircraft known as a hang glider.
	Sports and Recreation Activity (Tier 1)	Hiking/Walking	Hiking is a form of walking, undertaken with the specific purpose of exploring and enjoying the scenery. It usually takes place on trails in rural or wilderness areas. / The act of traveling by foot.
	Sports and Recreation Activity (Tier 1)	Hockey	A game played on an ice rink by two opposing teams of 6 skaters each who try to knock a flat round puck into the opponents' goal with hockey sticks.
	Sports and Recreation Activity (Tier 1)	Horseback riding	The sport of sitting on the back of a horse while controlling its movements.
	Sports and Recreation Activity (Tier 1)	Horseplay	Spontaneous light-hearted physical activities for diversion or amusement that is not required by duty or mission and not condoned by the military.
	Sports and Recreation Activity (Tier 1)	Hunting	The pursuit and killing or capture of wild animals.
	Sports and Recreation Activity (Tier 1)	Ice skating	Ice-skating is traveling on ice with skates, narrow (and sometimes parabolic) blade-like devices molded into special boots.
	Sports and Recreation Activity (Tier 1)	Jogging/running	A form of trotting or running at a slow or leisurely pace. The main intention is to increase fitness without stress.

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Domain	Field	Term	Definition
	Sports and Recreation Activity (Tier 1)	Motorcycle racing	Sport of running motorcycles on tracks, closed circuits, or natural terrain. The main types are (1) road racing, conducted on a course made up wholly or partly of public roads; (2) trials, conducted both on and off the highway; (3) speedway racing, conducted on a short, flat, oval dirt track; (4) drag racing, conducted on a straight quarter-mile strip of pavement; (5) hill climbs, conducted on a large dirt mound; and (6) motocross.
	Sports and Recreation Activity (Tier 1)	Off-road 4-wheel vehicle	Any of a number of small open motorized buggies, quads and tricycles designed for off-road use. See definition of All Terrain Vehicle (ATV)
	Sports and Recreation Activity (Tier 1)	Paintball	A game in which players on one team seek to eliminate those on an opposing team by marking them with a water-soluble dye shot in capsules from air guns.
	Sports and Recreation Activity (Tier 1)	Rock climbing	The sport or activity of climbing sheer rock faces, especially by means of specialized techniques and equipment.
	Sports and Recreation Activity (Tier 1)	Snowmobiling	The act of driving a small vehicle with ski like runners in front and tank like treads, ridden by straddling a seat and used for driving in or traveling on snow.
	Sports and Recreation Activity (Tier 1)	Soccer	A game played on a rectangular field with net goals at either end in which two teams of 11 players each try to drive a ball into the other's goal by kicking, heading, or using any part of the body except the arms and hands. The goalie is the only player who may touch or move the ball with the arms or hands.
	Sports and Recreation Activity (Tier 1)	Softball/Baseball	A game played with a bat and ball between two teams of 1 or more players. Also includes an individual practicing with an electronic ball pitching device (batting cage).
	Sports and Recreation Activity (Tier 1)	Sports (spectating)	The act of being present at, and watching, a sporting event.
	Sports and Recreation Activity (Tier 1)	Stationary aerobic equipment	Exercise equipment that is permanently fixed to the floor, which allows the user to engage in aerobic training, but provides no mobility.

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Domain	Field	Term	Definition
	Sports and Recreation Activity (Tier 1)	Surfing (body/board)	A surface water sport in which the participant is carried along the face of a breaking wave, most commonly using a surfboard, although wave-riders may make use of kneeboards, body boards (aka boogie boards), kayaks, surf skis, and their own bodies
	Sports and Recreation Activity (Tier 1)	Swimming/wading	A method of moving the arms and legs to push against the water and propel the swimmer forward / leisurely walk through shallow bodies of water.
	Sports and Recreation Activity (Tier 1)	Tennis	A game played with rackets and a light ball by two players or two pairs of players on a rectangular court, as of grass, clay, or asphalt, divided by a net.
	Sports and Recreation Activity (Tier 1)	Rodeo events	A public competition or exhibition in which skills such as riding broncos, roping calves, and other cowboy skills are displayed.
	Sports and Recreation Activity (Tier 1)	Rollerblading	Travel on shoes with a single line of rubber wheels attached to their soles.
	Sports and Recreation Activity (Tier 1)	Roller skating	The sport of skating on a shoe or boot with two or four wheels or casters attached to its sole for skating on hard surfaces.
	Sports and Recreation Activity (Tier 1)	Rugby	Sport from Rugby, England where players in a team of 15 attempt to score points by touching an Oval ball to the ground in the area past their opponent's territory or kicking the ball between goalposts and over a crossbar.
	Sports and Recreation Activity (Tier 1)	Skate boarding	A short narrow board having a set of four wheels mounted under it, ridden in a standing or crouching position and often used to perform stunts
	Sports and Recreation Activity (Tier 1)	Skin/scuba diving, snorkeling	Underwater swimming without any more breathing equipment than a snorkel / a method of viewing coral reefs underwater for extended periods of time; diving into depths of the water using a Self-Contained Underwater Breathing Apparatus / swimming while breathing through a snorkel and with the assistance of a mask and fins.
	Sports and Recreation Activity (Tier 1)	Sky diving/parachute jumping	To jump and fall freely from an airplane, performing various maneuvers before pulling the ripcord of a parachute.

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Domain	Field	Term	Definition
	Sports and Recreation Activity (Tier 1)	Sledding/tobogganing/inner tubes	The sport of sliding down snow covered hills on a wooden sled with metal runners or wooden sleds that do not have metal runners or inflated inner tubes.
	Sports and Recreation Activity (Tier 1)	Snow boarding/skiing	The sport of sliding down snow covered mountainsides using snow skis or a snowboard.
	Sports and Recreation Activity (Tier 1)	Trail riding (dirt bike/ATV/quad) - use tier 2 trail riding	To operate a dirt bike, ATV, or quad along a roughly blazed path.
	Sports and Recreation Activity (Tier 1)	Unsupervised/unorganized sports	An unofficial sporting activity that is not under the observation or under the directions of an authority figure.
	Sports and Recreation Activity (Tier 1)	Volleyball	A game played by two teams on a rectangular court divided by a high net, in which both teams use up to three hits to ground the ball on the opposing team's side of the net.
	Sports and Recreation Activity (Tier 1)	Walking	The act of traveling by foot.
	Sports and Recreation Activity (Tier 1)	Water/jet skiing, tubing	Water sports where participants are towed behind a boat on either parallel skis or rubber inner tubes. Jet-Ski is the brand name of personal watercraft (PWC) manufactured by Kawasaki
	Sports and Recreation Activity (Tier 1)	Racquetball/paddleball/wallyball	Various court sports played in an enclosed court area.
	Sports and Recreation Activity (Tier 1)	Wrestling	A sport in which two competitors attempt to throw or immobilize each other by grappling.
	Sports and Recreation Activity (Tier 1)	Weapons handling/cleaning/firing (sport)	Any task associated with preparing equipment, the act of shooting, or maintaining a weapon for the sport of shooting at targets.
	Sports and Recreation Activity (Tier 1)	Weight lifting	The lifting of heavy weights in a prescribed manner as an exercise or in athletic competition.
	Sports and Recreation Activity (Tier 1)	Individual sports (Unspecified above)	Any sport conducted on an individual bases that does not fit the definition for any other sport activity category.
	Sports and Recreation Activity (Tier 1)	Other team sports (Unspecified above)	Any other team sport that does not fit the definition for any other sport activity category.
	Sports and Recreation Activity (Tier 1)	Water sports (Unspecified above)	Any other water sport that does not fit the definition for any other sport activity category.

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List of Values Data Definitions

Domain	Field	Term	Definition
	Sports and Recreation Activity (Tier 1)	Unspecified above	Any other sport activity that is not defined by any other category.
	Sports and Recreation Activity (Tier 2) Basketball	Collision/Struck by player	The act of running into or being struck by another player on the field.
	Sports and Recreation Activity (Tier 2) Basketball	Dove for ball	To execute a dive in athletic competition with the endeavor of making a play involving a ball.
	Sports and Recreation Activity (Tier 2) Basketball	Fell, unspecified	An undeclared reason for Loosing balance.
	Sports and Recreation Activity (Tier 2) Basketball	Jumped, landed on others foot	To spring off the ground or other base and come to rest on another's foot.
	Sports and Recreation Activity (Tier 2) Basketball	Jumped, landed wrong	To spring off the ground or other base and to land in such a way that the feet cannot catch the body's weight properly.
	Sports and Recreation Activity (Tier 2) Basketball	Bending, twisting, reaching	The act of flexing or rotating the body, or extending out with one's limbs.
	Sports and Recreation Activity (Tier 2) Basketball	Running, pivoting, cutting	A rapid bipedal motion for traveling, revolving or turning around a pivot point or changing directions sharply, at full speed
	Sports and Recreation Activity (Tier 2) Basketball	Struck by ball	To be hit sharply by a ball.
	Sports and Recreation Activity (Tier 2) Basketball	Struck by other player	To have collided with another player.
	Sports and Recreation Activity (Tier 2) Basketball	Struck object	To have come in sharp contact with another object.
	Sports and Recreation Activity (Tier 2) Basketball	Tripped	To have had an accidental misstep threatening (or causing) a fall.

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List of Values Data Definitions

Domain	Field	Term	Definition
	Sports and Recreation Activity (Tier 2) Basketball	Twist ankle, unspecified	An undeclared wrench or sprain of an ankle.
	Sports and Recreation Activity (Tier 2) Basketball	Undercut by player	To suffer a glancing blow from another player.
	Sports and Recreation Activity (Tier 2) Basketball	Catching ball	To grab so as to stop the motion of a ball.
	Sports and Recreation Activity (Tier 2) Basketball	Unspecified above	A basketball activity that is not defined by any other category.
	Sports and Recreation Activity (Tier 2) Football	Catching ball	To grab so as to stop the motion of a ball.
	Sports and Recreation Activity (Tier 2) Football	Cleat	To be cut cy the cleat of an athletic shoe.
	Sports and Recreation Activity (Tier 2) Football	Collision with player	The act of running into or being struck by another player on the field.
	Sports and Recreation Activity (Tier 2) Football	Exertion/strain	Strenuous effort, which causes injury to a muscle resulting in swelling and/or pain.
	Sports and Recreation Activity (Tier 2) Football	Finger caught-flag/jersey	Entangling a finger in a shirt, jersey, or flag of another player while participating in a sport activity.
	Sports and Recreation Activity (Tier 2) Football	Unspecified above	A football activity that is not defined by any other category.
	Sports and Recreation Activity (Tier 2) Football	Hit by, stepped on ball	An injury resulting from coming in contact or stepping on a ball.
	Sports and Recreation Activity (Tier 2) Football	Slipped/tripped/fall	An injury resulting from loosing traction or balance, or stumbling over an object and falling to the ground.
	Sports and Recreation Activity (Tier 2) Football	Tackle	Grasping an opposing player with the intention of stopping by throwing to the ground
	Sports and Recreation Activity (Tier 2) Football	Twist/bend/reach	To turn a body part along it's axis, to flex at a joint or to extend outward.
	Sports and Recreation Activity (Tier 2) Football	Uneven surface/hole	Ground that is not smooth or level or contain potholes.

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List of Values Data Definitions

Domain	Field	Term	Definition
	Sports and Recreation Activity (Tier 2) Football	Unspecified above	Any football activity that does not match the definition for any other category.
	Sports and Recreation Activity (Tier 2) Softball/Baseball	Bending, twisting, reaching	To turn a body part along it's axis, to flex at a joint or to extend outward.
	Sports and Recreation Activity (Tier 2) Softball/Baseball	Catching ball	To grab so as to stop the motion of a ball.
	Sports and Recreation Activity (Tier 2) Softball/Baseball	Diving for ball	To execute a dive in athletic competition with the endeavor of making a play involving a ball.
	Sports and Recreation Activity (Tier 2) Softball/Baseball	Fell, unspecified	An undeclared reason for Loosing balance.
	Sports and Recreation Activity (Tier 2) Softball/Baseball	Struck by ball	To be hit sharply by a ball.
	Sports and Recreation Activity (Tier 2) Softball/Baseball	Struck by bat	To be hit sharply by a bat.
	Sports and Recreation Activity (Tier 2) Softball/Baseball	Collision/struck by player	The act of running into or being struck by another player on the field.
	Sports and Recreation Activity (Tier 2) Softball/Baseball	Hole or uneven ground	Ground that is not smooth or level or contain potholes.
	Sports and Recreation Activity (Tier 2) Softball/Baseball	Ran into fence	To come in contact with a fence while in a full running stride.
	Sports and Recreation Activity (Tier 2) Softball/Baseball	Running w/o fall	To stumble while running without falling.
	Sports and Recreation Activity (Tier 2) Softball/Baseball	Sliding	To move over a surface while maintaining smooth continuous contact.

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List of Values Data Definitions

Domain	Field	Term	Definition
	Sports and Recreation Activity (Tier 2) Softball/Baseball	Stepped on base bat or ball	An injury caused by stepping on a ball or baseball bat
	Sports and Recreation Activity (Tier 2) Softball/Baseball	Swinging bat	A batter's attempt to hit a pitched ball
	Sports and Recreation Activity (Tier 2) Softball/Baseball	Throwing	To either propel through the air with a motion of the hand or arm or to force (an opponent) to the ground or floor, as in wrestling or the martial arts.
	Sports and Recreation Activity (Tier 2) Softball/Baseball	Unspecified above	Any softball/baseball activity that does not match the definition for any other category.
	Sports and Recreation Activity (Tier 2) Jogging/Running	Animal interference	An incident caused by adverse interaction with an animal.
	Sports and Recreation Activity (Tier 2) Jogging/Running	Overextended/strained	To over exert a body part while extending out.
	Sports and Recreation Activity (Tier 2) Jogging/Running	Planting foot/cutting	To place a running foot firmly in an attempt to change the running direction sharply and quickly.
	Sports and Recreation Activity (Tier 2) Jogging/Running	Curb/sidewalk	A concrete border or row of joined stones forming part of a gutter along the edge of a street or a paved walkway along the side of a street.
	Sports and Recreation Activity (Tier 2) Jogging/Running	Grass surface	Terrain covered with grass.
	Sports and Recreation Activity (Tier 2) Jogging/Running	Icy/wet surface	A surface covered with water or ice.
	Sports and Recreation Activity (Tier 2) Jogging/Running	Pothole	A roadway/pavement failure resulting in a depression or hole.

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List of Values Data Definitions

Domain	Field	Term	Definition
	Sports and Recreation Activity (Tier 2) Jogging/Running	Rocky/gravel surface	A surface covered with an unconsolidated mixture of rock fragments or pebbles.
	Sports and Recreation Activity (Tier 2) Jogging/Running	Self-induced trauma	A serious injury or shock to the body, as from violence or an accident caused by one's own hand.
	Sports and Recreation Activity (Tier 2) Jogging/Running	Struck by vehicle	To be hit sharply by a motorized vehicle.
	Sports and Recreation Activity (Tier 2) Jogging/Running	Jumped/dove	To spring off the ground or to plunge into water.
	Sports and Recreation Activity (Tier 2) Jogging/Running	Slip, trip, fall	To lose traction or balance, or stumble over an object and fall to the ground.
	Sports and Recreation Activity (Tier 2) Jogging/Running	Struck object	To be hit sharply by an unspecified object.
	Sports and Recreation Activity (Tier 2) Jogging/Running	Twist/bend/reach	To turn a body part along its axis, to flex at a joint or to extend outward.
	Sports and Recreation Activity (Tier 2) Jogging/Running	Uneven surface	Ground that is not smooth or level.
	Sports and Recreation Activity (Tier 2) Jogging/Running	Unspecified above	Any jogging/running activity that does not match the definition for any other category.
	Sports and Recreation Activity (Tier 2) Trail Riding	Avoidance	To lose control of a trail riding vehicle from attempting to avoid another hazard.
	Sports and Recreation Activity (Tier 2) Trail Riding	Collision w/ object	The act of running into or being struck by an unspecified object.

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List of Values Data Definitions

Domain	Field	Term	Definition
	Sports and Recreation Activity (Tier 2)Trail Riding	Collision w/ vehicle	The act of running into or being struck by a motor vehicle.
	Sports and Recreation Activity (Tier 2)Trail Riding	Curve, lost control in	To loose the ability to effectively direct a vehicle in a curve.
	Sports and Recreation Activity (Tier 2)Trail Riding	Ice mud sand surface	A surface covered with Ice, mud, or sand.
	Sports and Recreation Activity (Tier 2)Trail Riding	Incline	An upward angle to terrain.
	Sports and Recreation Activity (Tier 2)Trail Riding	Jump and land	To spring off the ground and come to rest on the ground.
	Sports and Recreation Activity (Tier 2)Trail Riding	Lost control	To loose the power to direct or determine the direction of an animal or vehicle.
	Sports and Recreation Activity (Tier 2)Trail Riding	Over edge	To fall over the edge of a cliff, embankment, levee, etc.
	Sports and Recreation Activity (Tier 2)Trail Riding	Unspecified above	Any trail-riding activity that does not match the definition for any other category.
	PMV/GMV Activity	Operating Motor Vehicle	To have operational control of a motor vehicle while at the controls.
	PMV/GMV Activity	Passenger In/on Motor Vehicle	To ride in or on a motorized vehicle without having operational control.
	PMV/GMV Activity	Pedestrian/Non-motorist	A person traveling on foot or any other person who is not an occupant of a motor vehicle.
	Injury Mechanism (Tier 1)	Animate Forces	The injury was caused by a force from a living entity (See associated tier 2 list for further breakdown and examples)

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Domain	Field	Term	Definition
	Injury Mechanism (Tier 1)	Breathing Threats	The injury was caused by an event that threatened or precluded the ability to breathe, not including drowning or submersion. (See associated tier 2 list for further breakdown and examples)
	Injury Mechanism (Tier 1)	Drowning/Submersion	Injury caused by extended periods under water with no access to an air supply or suffocation and death resulting from filling of the lungs with water or other substance or fluid, so that gas exchange becomes impossible.
	Injury Mechanism (Tier 1)	Electrical, Radiation, Temperature/Pressure	Injury caused by exposure to non-insulated electrical current, energy that is radiated or transmitted in the form of rays or waves or particles, excessive temperature, or pressure.
	Injury Mechanism (Tier 1)	Falls (not associated with running for aerobic training)	Unexpected losses of balance resulting in a sudden fall to the ground that does not involve running or jogging.
	Injury Mechanism (Tier 1)	Natural Forces	Injury as a result of natural phenomena.
	Injury Mechanism (Tier 1)	Heat (not associated with running or aerobics)	Injuries as a result of reaching heat levels that exceed the body's ability to naturally cool itself.
	Injury Mechanism (Tier 1)	Toxic and noxious substances, Chemicals, Poisons	Injuries as a result of ingesting a natural or man-made toxic substance or any other substance that may be harmful.
	Injury Mechanism (Tier 1)	Overexertion	Injury resulting from an individual exceeding their physical ability.
	Injury Mechanism (Tier 1)	Objects	Injury caused by physical contact with an object.
	Injury Mechanism (Tier 1)	Ruptures/Explosions	Injury resulting from coming in contact with an object that ripped open or exploded.
	Injury Mechanism (Tier 1)	Pressure/Waves/Forces	Injury resulting from contact with excessive pressures, waves of energy, or dynamic energy.
	Injury Mechanism (Tier 1)	Smoke, Fire, Flames	Injury from inhaling smoke or from direct or indirect excessive heat from fire or flames.
	Injury Mechanism (Tier 1)	Tools/Machines	Injury resulting from the misuse of tools or machinery.
	Injury Mechanism (Tier 1)	Weapons	Injury resulting from the misuse of a weapon.

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Domain	Field	Term	Definition
	Injury Mechanism (Tier 1)	Transport	Injury resulting from transport equipment or vehicles.
	Toxicology Substance	Alcohol	Listing of all tox tests where results indicate the presence of alcohol
	Toxicology Substance	Herbal/Nutritional Supplements	Listing of all tox tests where results indicate the presence of herbal/nutritional supplements
	Toxicology Substance	Illicit Drugs/Controlled Substances	Listing of all tox tests where results indicate the presence of illicit drugs/controlled substances
	Toxicology Substance	Over the Counter Medications	Listing of all tox tests where results indicate the presence of over the counter medications
	Toxicology Substance	Prescription Medications (excludes controlled substances)	Listing of all tox tests where results indicate the presence of prescription medications (excluding controlled substances)
	Toxicology Substance	Toxins (Co,CN,HS,etc.)	Listing of all tox tests where results indicate the presence of toxins
	Toxicology Substance	Miscellaneous hazardous substances	Listing of all tox tests where results indicate the presence of miscellaneous hazardous substances
	Ejection from Vehicle	Not Ejected	Occupant was not thrown from the interior of the motor vehicle, excluding motorcycles, as a result of a crash
	Ejection from Vehicle	Partially Ejected	Occupant was partially thrown from the interior of the motor vehicle, excluding motorcycles, as a result of a crash
	Ejection from Vehicle	Totally Ejected	Occupant was completely thrown from the interior of the motor vehicle, excluding motorcycles, as a result of a crash
	Ejection from Vehicle	Not Applicable	Information does not apply to the event
	Ejection from Vehicle	Unknown	Information on occupant being thrown or partially thrown from vehicle, excluding motorcycles, as a result of the crash, is unknown
	Non Motorist Action	Improper crossing	The act not following proper procedures to cross a roadway by an individual not involved with a motor vehicle
	Non Motorist Action	Darting	The act of impulsively crossing a roadway without warning by an individual not involved with a motor vehicle
	Non Motorist Action	In roadway	The act of being in the line of traffic on a roadway by an individual not involved with a motor vehicle
	Non Motorist Action	Failure to yield right of way	The act of not properly yielding the right of way by an individual not involved with a motor vehicle

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Domain	Field	Term	Definition
	Non Motorist Action	Not visible (dark clothing)	The act of not wearing light-colored or reflective clothing by an individual not involved with a motor vehicle
	Non Motorist Action	Inattentive (talking, eating, etc.)	The act of losing situational awareness through indulging in another distracting act by an individual not involved with a motor vehicle
	Non Motorist Action	Failure to obey traffic signs, signals or officer	The act of not complying with the instructions of a traffic sign, signal or police officer that is directing traffic by an individual not involved with a motor vehicle by an individual not involved with a motor vehicle
	Non Motorist Action	Wrong side of road	The act improperly positioning on a roadway by an individual not involved with a motor vehicle
	Non Motorist Action	Other	The actions of an individual not involved with a motor vehicle that does not meet any other definition of Non Motorist Action category.
	Non Motorist Action	Unknown	The actions of an individual not involved with a motor vehicle are unknown.
	Driver Action	No Improper Driving	The vehicle driver was assessed to have been driving properly
	Driver Action	Ran Off Road	The driver ran the vehicle off the road
	Driver Action	Failed to yield right of way	The driver failed to yield the right of way
	Driver Action	Disregarded traffic signs	The driver disregarded traffic signs
	Driver Action	Ran Red Light	The driver ran a red light
	Driver Action	Exceeded posted speed limit	The driver exceeded the posted speed limit
	Driver Action	Drove too fast for conditions	The driver was assessed to have driven too fast for the conditions (surface/environment) at the time of the mishap
	Driver Action	Improper Braking	The driver applied improper braking techniques
	Driver Action	Improper Turn	The driver made an improper turn
	Driver Action	Improper Backing	The driver used improper backing
	Driver Action	Improper Passing	The driver improperly passed
	Driver Action	Improper Lane Change	The driver made an improper lane change
	Driver Action	Wrong side or wrong way	The driver was driving on the wrong side of the road, or was going the wrong way (direction)
	Driver Action	Followed too closely	The driver was following too closely to the vehicle ahead
	Driver Action	Failed to keep proper lane	The driver failed to keep in the proper lane

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Domain	Field	Term	Definition
	Driver Action	Operated vehicle in erratic, reckless, careless, negligent or aggressive manner.	The driver operated the vehicle in an erratic, reckless, careless, negligent or aggressive manner.
	Driver Action	Swerved or avoided due to wind, slippery surface, motor vehicle, object, non-motorist in road.	The driver swerved or avoided due to wind, slippery surface, motor vehicle, object or non-motorist in the road.
	Driver Action	Over-Correcting / Over-Steering	The driver over-corrected or over-steered
	Driver Action	Other improper action	The driver was assessed to have executed some other improper action
	Driver Action	Unknown	The actions of the driver are unknown
	Driver Condition	Apparently Normal	Condition of the Driver was assessed to be normal at the time of the mishap
	Driver Condition	Emotional (depressed, angry, disturbed, etc.)	Condition of the Driver was assessed to be emotional at the time of the mishap
	Driver Condition	Ill (Sick)	Driver was assessed to be ill or sick at the time of the mishap
	Driver Condition	Fell asleep, fainted, fatigued	Driver's condition was fatigued or driver fell asleep or fainted at time of mishap
	Driver Condition	Under the influence of medications / drugs/ alcohol	Condition of the Driver was assessed to be under the influence of medications, drugs or alcohol at the time of the mishap
	Driver Condition	Other	Condition of the driver was assessed to be something other than the above-described conditions at the time of the mishap.
	Driver Condition	Unknown	Condition of the driver at the time of the mishap was not known
	Driver License Status	Not Licensed	The driver of the vehicle involved in the mishap was not licensed to operate the vehicle
	Driver License Status	Valid License	The driver of the vehicle involved in the mishap held a valid license for the vehicle involved.
	Driver License Status	Suspended	The driver of the vehicle involved in the mishap held a suspended license for the vehicle involved.
	Driver License Status	Revoked	The driver of the vehicle involved had the license to operate the involved vehicle revoked.

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Domain	Field	Term	Definition
	Driver License Status	Expired	The driver of the vehicle involved held an expired license to operate the involved vehicle
	Driver License Status	Canceled or Denied	The driver of the vehicle involved was denied a license to operate the vehicle, or the license had been cancelled.
	Driver License Status	Disqualified	The driver of the vehicle was disqualified from holding a license to operate the vehicle involved.
	Driver License Status	Unknown	The status of the driver's license was unknown.
	Distraction (Tier 1)	Electronic Communication Devices	A distraction caused by an electronic communication device
	Distraction (Tier 1)	Other electronic device	A distraction caused by any electronic device excluding communication devices.
	Distraction (Tier 1)	Other - inside vehicle	Any other distraction occurring inside a vehicle that does not meet the definition of any other distraction category.
	Distraction (Tier 1)	Other - outside vehicle	Any other distraction occurring outside a vehicle that does not meet the definition of any other distraction category.
	Distraction (Tier 2)	Hand held cell phone	A distraction or averting of attention caused by the use of a hand held cellular telephone/blackberry.
	Distraction (Tier 2)	Hands free cell phone	A distraction or averting of attention caused by the use of a hands free cellular telephone/blackberry (i.e. use of loudspeaker setting or Bluetooth type accessory)
	Distraction (Tier 2)	Text-Only Messaging Device/Pager	A distraction or averting of attention caused by the use of a hand held cellular telephone/blackberry while specifically text messaging, or using/reading a pager.
	Distraction (Tier 2)	Other - describe	Any other distraction that does not meet the definition of any other distraction category.
	Distraction (Tier 2)	Installed Audio System (Radio/CD)	A distraction or averting of attention caused by the use of an installed vehicle audio system (radio/CD/Tape) either through manipulating controls, loading or listening
	Distraction (Tier 2)	Personal Audio Player	A distraction or averting of attention caused by the use of an audio player that is not permanently fixed or is hand held.
	Distraction (Tier 2)	Installed Video System	A distraction or averting of attention caused by the use of a vehicle installed video system (DVD, VCR etc)
	Distraction (Tier 2)	Personal Video System	A distraction or averting of attention caused by the use of a video player that is not permanently fixed or is hand held.

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Domain	Field	Term	Definition
	Distraction (Tier 2)	Personal Data Assistant (PDA)	A distraction or averting of attention caused by the use of hand held Personal Data Assistant (i.e. Palm pilot, etc)
	Distraction (Tier 2)	Navigation system	A distraction or averting of attention caused by the use of a vehicle installed or portable navigation system (e.g. GPS)
	Distraction (Tier 2)	Other - describe	Any other distraction that does not meet the definition of any other distraction category.
	Distraction (Tier 2)	Passenger - children	A distraction caused by a passenger in a vehicle that is under the age of 18 years old
	Distraction (Tier 2)	Passenger - other	A distraction caused by a passenger in a vehicle that is above 18 years old.
	Distraction (Tier 2)	Smoking	Distraction or averting of attention caused by engaging in the use of tobacco (lighting, smoking, extinguishing)
	Distraction (Tier 2)	Eating, or drinking a beverage	A distraction or averting of attention caused by eating food or drinking beverage
	Distraction (Tier 2)	Reading material (books, map, magazine, etc.)	A distraction or averting of attention caused by the deliberate reading of reading materials (maps, magazines, etc)
	Distraction (Tier 2)	Pet	A distraction or averting of attention caused by a pet inside or outside the vehicle
	Distraction (Tier 2)	Performing personal hygiene (applying make-up, combing hair, etc.)	A distraction or averting of attention caused by performing personal hygiene (applying make-up, combing hair, etc)
	Distraction (Tier 2)	Other - describe	Any other distraction that does not meet the definition of any other distraction category.
	Distraction (Tier 2)	External object, billboard, road signs, scenery, etc.)	A distraction caused by focusing attention on items outside of the vehicle such as billboards, road signs, scenery, etc.
	Distraction (Tier 2)	Other traffic mishap	Traffic mishaps caused by distractions that do meet the definitions for any other distraction category.
	Distraction (Tier 2)	Other - describe	Any other distraction that does not meet the definition of any other distraction category.