

HUNTING DATABASE:

When Bob Imrie, an Associated Press reporter in Wausau, WI, went searching for information about hunting accidents, he ended up right on target. The state filed hardcopy reports on every accident detailing information such as weather, topography and the number of pieces of orange the victim was wearing. Imrie had no way of digging out trends from the voluminous hard-copy reports and he had never used a computer database. But with some help over the phone from some nerdy colleagues, he created his own database to look at trends in hunting accidents in Wisconsin.

The record layout, which is the map to any database, is below. It shows the fields Imrie created in the database, whether they were characters or numbers and the width of each field:

- 1 CASE Character 10 This is an identifier he created
- 2 DATE Date 8 Date of accident
- 3 TIME Numeric 4 Time of accident
- 4 COUNTY Character 11 County of accident
- 5 AREA Character 6 Region of state (he created the areas)
- 6 WOUND Character 6 Part of body wounded
- 7 INJURY Character 5 Severity of injury
- 8 TYPE Character 2 Self-inflicted, or other (si=self-inflicted, sp=second person)
- 9 CAUSE Character 30 Description of cause
- 10 SAGE Numeric 2 Age of shooter
- 11 VAGE Numeric 2 Age of victim
- 12 FIREARM Character 7 Type of firearm
- 13 FACTION Character 6 Faction of gun
- 14 ALCOHOL Character 3 Alcohol involved
- 15 ALCOLEV Numeric 5 Alcohol level
- 16 WEATHER Character 11 Weather
- 17 TOPOGRO Character 10 Topography
- 18 SEXPER Numeric 2 Years of shooter's experience
- 19 VEXPER Numeric 2 Years of victim's experience
- 20 SGRADUATE Character 3 Shooter graduate of safety school
- 21 VGRADUATE Character 3 Victim graduate of safety school
- 22 SSEX Character 1 Sex of shooter
- 23 VSEX Character 1 Sex of victim
- 24 GUNBRND Character 13 Brand of gun
- 25 GUNGUAGE Character 10 Gauge of gun
- 26 TEMP Numeric 2 Temperature
- 27 MUZDIS Numeric 5 Muzzle distance
- 28 LAND Character 3 Private or public
- 29 VORANGE Numeric 1 Number of pieces of orange worn by victim
- 30 GUNSIGHT Character 5 Open, scope or other
- 31 VACTIVITY Character 10 Victim's activity
- 32 LOCATION Character 6 Location of victim
- 33 PRECIP Character 3 Precipitation