Data Declaration

Type of Injury by Type of Weapon/Force Involved, 2011

The FBI collects these data through the FBI UCR Program's NIBRS.

General Comment

This table shows the number of victims associated with each type of injury by each type of weapon/force involved per offense type to which they were connected. It is possible to report up to five types of injury and three types of weapon/force involved for each of the offense types listed below.

Methodology

This table uses the following rules and then aggregates the data by the type of injury sustained by the victim and type of weapon/force used by the offender in the commission of the crime:

 Victims – count one for each victim, i.e., Victim Segment, connected to at least one of the offense types listed below in the incident (in a multiple-offense incident, count a victim for each connected offense type).

Notes: Number of victims does not equal the number of weapons or the number of injuries in an incident; a single victim may have multiple types of injuries or be associated with an offender who used multiple types of weapons/forces during the commission of the crime.

Type of Injury is collected for only 9 NIBRS offense types and Type of Weapon/Force Involved is collected for only 13 NIBRS offense types; therefore, this table is based on the nine common offense types:

100 = Kidnapping/Abduction

11A = Forcible Rape

11B = Forcible Sodomy

11C = Sexual Assault with an Object

11D = Forcible Fondling

120 = Robbery

13A = Aggravated Assault

13B = Simple Assault

210 = Extortion/Blackmail

This table includes the offense type Murder and Nonnegligent Manslaughter only for informational purposes. This offense type is not a type of injury. This column counts one victim for each victim connected to both a Murder and Nonnegligent Manslaughter and another included offense type in the table and to the type of weapon/force connected to the offense

type and counts both Murder and Nonnegligent Manslaughter and a type of injury when this situation occurred.