

**CONNECTICUT UNIFORM POLICE ACCIDENT REPORT** FORM PR-1 Rev. 12/94 *Please Print or Type*

- A. WEATHER CONDITION:** 1. No Adverse Condition; 2. Rain; 3. Sleet,Hail; 4. Snow; 5. Fog; 6. Blowing Sand, Soil, Dirt or Snow; 7. Severe Crosswinds; 8. Other; 9. Unknown;
- B. ROAD SURFACE CONDITION:** 1. Dry; 2. Wet; 3. Snow/Slush; 4. Ice; 5. Sand, Mud, Dirt or Oil; 8. Other; 9. Unknown;
- C. LIGHT CONDITION:** 1. Daylight; 2. Dark-Not Lighted; 3. Dark-Lighted; 4. Dawn; 5. Dusk; 9. Unknown;
- D. ACCIDENT OCCURRED ON:** 1. Main Roadway; 2. On Ramp; 3. Off Ramp; 4. H.O.V. Lane; 5. Collector - Distributor Roadway; 6. Service or Rest Area; 7. Weigh Station; 8. Connector;
- E. OTHER ROADWAY FEATURE:** 1. Int. Public Road; 2. Int. Private Road; 3. Int. Residential Dr.; 4. Int. Commercial Dr.; 5. On Bridge; 6. At RR Xing; 7. At Median X Over; 8. At On Ramp; 9. At Off Ramp 0. None
- F. MEDIAN BARRIER PENETRATION:** 1. Full; 2. Partial; 3. None; 4. Not Applicable;
- G. CONSTRUCTION OR MAINTENANCE RELATED:** 1. Yes; 2. No;

VEHICLE #1		H. VEHICLE TYPE		VEHICLE #2	
02 Automobile	07 Train	13 Passenger Van	19 Truck Tractor Only	25 Other	
03 Motorcycle	08 Emergency Vehicle	14 Single Unit Truck (2 Axle, 4 Tire)	20 Tractor Semi-Trailer	26 Unknown	
04 Moped-Motor Scooter	09 School Bus	15 Single Unit Truck (2 Axle, 6 Tire)	21 Tractor Double Trailers		
05 Pedalcycle	10 Commercial Bus	16 Single Unit Truck (3 or more Axles)	22 Tractor Triple Trailers		
06 Taxi	11 Motorhome/Camper	17 Car-Trailer Combination	23 Heavy Vehicle (Unclassifiable)		
	12 Off Road Vehicle	18 Truck-Trailer Combination	24 Construction/Farm Equipment		

OBJECT #1	TRAFFIC UNIT #1	J. OBJECT(S) STRUCK	TRAFFIC UNIT #2	OBJECT #1
OBJECT #2	01 Animal other than Deer	11 Fence	21 Traffic Control Device	OBJECT #2
	02 Bank, Ledge, Rock (Off Rd.)	12 Fire Hydrant	22 Traffic Island	
	03 Bridge Structure	13 Foreign Object on Pavement	23 Tree	
	04 Building, House	14 Highway Sign, Post, Delineator	24 Underpass Ceiling	
	05 Catch Basin, Manhole	15 Illumination Pole	25 Utility Pole	
	06 Const., Barricade, Barrel	16 Impact Attenuator	26 Vehicle Off Road	
	07 Culvert, Endwall	17 Jersey Barrier	27 Wall	
OBJ.#1 LOC	08 Curbing	18 Metal Beam Guide Rail	28 Wire Rope Guiderail	OBJ.#1 LOC
OBJ.#2 LOC	09 Deer	19 Overhead Sign Support	29 Other	OBJ.#2 LOC
	10 Ditch	20 Railroad Appertunance, Track		
	<b>TRAFFIC UNIT #1</b>	<b>K. OBJECT(S) LOCATION</b>	<b>TRAFFIC UNIT #2</b>	
	1 Off Road & Shoulder Ahead	4 On Shoulder, Left	7 On Median Divider	
	2 In Roadway	5 Off Road & Shoulder, Right	8 Gore Area, Ramp Nose	
	3 On Shoulder, Right	6 Off Road & Shoulder, Left	9 Over Roadway	

**L. INVOLVED PERSON IDENTIFIER:** 1. Occ. Vehicle #1; 2. Occ. Vehicle #2; P=Pedestrian; W=Witness;

M. INJURY CLASSIFICATION	N. SEATING POSITION	P. AIRBAG STATUS	Q. EJECTION STATUS
K: Fatal Injury	01 Front Seat Left/Motorcycle Driver	1 Deployed	1 Not Applicable
A: Incapacitating Injury (Prevents Return to Normal Activity)	02 Front Seat Middle	2 Not Deployed	2 Totally Ejected
B: Non-Incapacitating Evident Injury	03 Front Seat Right	3 Not Applicable	3 Partially Ejected
C: Possible Injury (Claim of Non-evident Injury)	04 Second Seat Left/Motorcycle Passenger	4 Unknown	4 Trapped
N: Not Injured	05 Second Seat Middle		5 Unknown
	06 Second Seat Right		
	07 Third Row Behind Driver/Motorcycle Pass.		
	08 Third Row Behind Front Seat Middle		
	09 Third Row Right		
	10 Sleeper Section of Cab (Truck)		
	11 Enclosed Passenger or Cargo Area		
	12 Unenclosed Passenger or Cargo Area		
	13 Trailing Unit		
	14 Riding on Vehicle Exterior		
	15 Unknown		
		<b>O. OCCUPANT PROTECTION SYSTEM USE</b>	
		1 None Used — Vehicle Occupant	
		2 Shoulder Belt Only	
		3 Lap Belt Only	
		4 Shoulder and Lap Belt	
		5 Child Safety Seat	
		6 Helmet/High Visibility Clothing	
		7 Helmet/No High Visibility Clothing	
		8 No Helmet/High Visibility Clothing	
		9 Restraint Use Unknown	

## INSTRUCTIONS FOR COMPLETING SHADED AREAS

*Report only that data relative to a QUALIFYING VEHICLE involved in a QUALIFYING ACCIDENT*

### Definitions:

#### **QUALIFYING VEHICLE**

- Any motor vehicle displaying a hazardous material placard, or
- Any motor vehicle equipped for carrying property and having at least two axles and six tires, or
- Any motor vehicle designed to transport more than fifteen persons including the driver.

#### **QUALIFYING ACCIDENT**

- Any accident that involves a QUALIFYING VEHICLE and which results in one of the following:
- Fatality to any person, or
- Injury to any person that requires immediate medical treatment away from the accident site, or
- Disabling of any vehicle as a result of damage sustained in the accident

## INSTRUCTIONS FOR COMPLETING VEHICLE MANEUVER FIELDS

*The vehicle maneuver PREFIX and SUFFIX will be used in combination to describe the intended action of each vehicle prior to the accident.*

### **PREFIX:**

The PREFIX describes evasive action taken, if any

### **SUFFIX:**

If **EVASIVE ACTION TAKEN**, select the code that best describes the condition that required the evasive action

If **NO EVASIVE ACTION TAKEN**, select the code that best describes the vehicle's action.

### **EXAMPLES:**

#### **Evasive Action Taken**

##### PREFIX

- 02 Vehicle slowing for
- 03 Vehicle stopped for
- 04 Vehicle skidded slowing or stopping for
- 05 Vehicle avoiding

##### SUFFIX

- 35 Stopped Vehicle
- 09 Vehicle turning left from proper lane
- 11 Vehicle making "U" turn
- 08 Vehicle turning right from improper lane

#### **No Evasive Action Taken**

##### PREFIX

- 01 None Apply
- 01 None Apply
- 01 None Apply
- 01 None Apply

##### SUFFIX

- 02 Vehicle negotiating curve
- 19 Vehicle changing one lane to exit
- 11 Vehicle making "U" turn
- 08 Vehicle turning right from improper lane

R. COLLISION TYPE

- 01 Turning — Same Direction
- 02 Turning — Opposite Direction
- 03 Turning — Intersecting Paths
- 04 Sideswipe — Same Direction
- 05 Sideswipe — Opposite Direction
- 06 Miscellaneous — Non-Collision
- 07 Overturn
- 08 Angle
- 09 Rear-end
- 10 Head-on
- 11 Backing
- 12 Parking
- 13 Pedestrian
- 14 Jackknife
- 15 Fixed Object
- 16 Moving Object
- 17 Unknown

TRAFFIC UNIT #1

S. VEHICLE MANEUVER PREFIX

TRAFFIC UNIT #2

1. None Apply; 2. Vehicle Slowing For; 3. Vehicle Stopped For; 4. Vehicle Skidded Slowing or Stopping For; 5. Vehicle Avoiding;

TRAFFIC UNIT #1

T. VEHICLE MANEUVER SUFFIX

TRAFFIC UNIT #2

- 01 Vehicle Going Straight
- 02 Vehicle Negotiating Curve
- 03 Vehicle on Wrong Side of Road
- 04 Vehicle Passing Same Direction on Left
- 05 Vehicle Passing Same Direction on Right
- 06 Vehicle Passing Improperly Parked Vehicle
- 07 Vehicle Turning Right from Proper Lane
- 08 Vehicle Turning Right from Improper Lane
- 09 Vehicle Turning Left from Proper Lane
- 10 Vehicle Turning Left from Improper Lane
- 11 Vehicle Making "U" Turn
- 12 Vehicle Turning Right from Driveway
- 13 Vehicle Turning Left from Driveway
- 14 Vehicle Turning Right on Red Light
- 15 Vehicle Engaged in Parking Maneuver
- 16 Occupant Exiting or Entering Vehicle
- 17 Vehicle Skidding in Roadway

- 18 Vehicle Entering Traffic from Ramp
- 19 Vehicle Changing One Lane to Exit
- 20 Vehicle Changing More Than One Lane to Exit
- 21 Vehicle Changing Lane(s) to Left
- 22 Vehicle Changing Lane(s) to Right
- 23 Vehicle Changing More Than One Lane from Entrance
- 24 Vehicle Backing Along Roadway
- 25 Vehicle Backing Along Shoulder
- 26 Vehicle Backing into Roadway
- 27 Vehicle Backing into Driveway or Side Road
- 28 Vehicle Being Towed or Pushed
- 29 Vehicle Traveling on Shoulder
- 30 Vehicle Engaged in Highway Maintenance
- 31 Traffic Signal
- 32 Traffic
- 33 Traffic Sign
- 34 Traffic Officer
- 35 Stopped Vehicle

- 36 Parking
- 37 Parked Vehicle
- 38 Train
- 39 Bicycle
- 40 Motorcycle
- 41 Other
- 42 Emergency Vehicle
- 43 Turn Right
- 44 Turn Left
- 45 Mechanical Failure
- 46 Previous Accident
- 47 Construction or Maintenance Work
- 48 School Bus
- 49 Pedestrian in Road
- 50 Animal in Road
- 51 Foreign Object in Road
- 52 Unknown Reason

TRAFFIC UNIT #1

U. PEDESTRIAN MANEUVER

TRAFFIC UNIT #2

- 01 Directing Traffic
- 02 Working in Road
- 03 Playing in Road
- 04 Not in Road
- 05 Emergency Personnel
- 06 Crossing at Intersection With Signal
- 07 Crossing at Intersection Against Signal
- 08 Crossing at Unsignalized Intersection
- 09 Crossing Between Intersections
- 10 Crossing From Behind Parked Vehicle
- 11 Entering or Exiting Vehicle
- 12 Waiting for, Exiting or Entering School Bus
- 13 Walking or Jogging in Road
- 14 Other or Unknown

V. CONTRIBUTING FACTOR APPLIES TO: 1. Traffic Unit #1; 2. Traffic Unit #2; 3. Traffic Unit #3; etc.

W. CONTRIBUTING FACTOR (Select one only)

- 01 Driving on Wrong Side of Road
- 02 Speed Too Fast for Conditions
- 03 Violated Traffic Control
- 04 Under the Influence
- 05 Failed to Grant Right of Way
- 06 Improper Passing Maneuver
- 07 Improper Lane Change
- 08 Following Too Closely
- 09 Slippery Surface
- 10 Driver Lost Control
- 11 Animal or Foreign Object in Road
- 12 Fell Asleep
- 13 Defective Equipment
- 14 Driver Illness
- 15 Driver's View Obstructed
- 16 Unsafe Tires
- 17 Unsafe Use of Highway by Pedestrian
- 18 Unsafe Right Turn on Red
- 19 Driverless Vehicle
- 20 Insufficient Vertical Clearance
- 21 Proper Turn Signal Not Displayed
- 22 Disabled or Illegally Parked Vehicle
- 23 Abnormal Road Condition
- 24 Vehicle Without Lights
- 25 Traffic Signal Not Operating
- 26 Vehicle Involved in Emergency
- 27 Entered Roadway in Wrong Direction
- 28 Roadway Width Restricted
- 29 Unknown
- 30 Unsafe Backing
- 31 Improper Turning Maneuver

DATA ELEMENTS BELOW APPLY ONLY TO VEHICLES SUBJECT TO MOTOR CARRIER REGULATION

VEHICLE #1

X. DEFECTIVE EQUIPMENT

VEHICLE #2

1. Brakes; 2. Tires/Wheels; 3. Steering; 4. Suspension/Frame; 5. Lighting; 6. Other; 7. None; 8. Unknown;

VEHICLE #1

Y. NUMBER OF AXLES INCLUDING TRAILERS

VEHICLE #2

VEHICLE #1

Z. CARGO BODY TYPE

VEHICLE #2

1. Bus; 2. Van/Enclosed Box; 3. Cargo Tank; 4. Flatbed; 5. Dump; 6. Concrete Mixer; 7. Auto Transporter; 8. Garbage/Refuse; 9. Other;

VEHICLE #1

AA. SEQUENCE OF EVENTS

VEHICLE #2

EVENT #1

EVENT #2

EVENT #3

EVENT #4

- 01 Ran off the Road
- 02 Jackknife
- 03 Overturn
- 04 Downhill Runaway
- 05 Cargo Loss or Shift
- 06 Explosion or Fire
- 07 Separation of Units
- 08 Collision Involving Pedestrian
- 09 Collision involving Motor Vehicle in Transport
- 10 Collision involving Parked Motor Vehicle
- 11 Collision involving Train
- 12 Collision involving Pedalcycle
- 13 Collision involving Animal
- 14 Collision involving Fixed Object
- 15 Collision involving Other Object
- 16 Other