

MOTOR VEHICLE CRASH REPORT OVERLAY NO. 1

Department of Transportation, Drivers License & Traffic Safety
DOT 2356 (Rev. 1-99)

- GENERAL INSTRUCTIONS**
1. USE BLACK INK OR TYPE ONLY.
 2. COMPLETE ALL BLOCKS UNLESS OTHERWISE DIRECTED. EXCEPTIONS ARE LISTED IN APPENDIX A OF THE OFFICERS MANUAL.
 3. ALL ITEMS WITH AN ASTERISK (*) MUST BE EXPLAINED IN THE NARRATIVE.

CRASH AND GENERAL INFORMATION

A. REPORT TYPE

1. Original
2. Supplemental (Send copy of original report with all supplemental reports.)

B. CRASH TYPE

1. Traffic
2. Non-Traffic
3. Non-Reportable

C. CRASH SEVERITY

1. Fatal
2. Injury
3. Property Damage Only

D. HIT AND RUN

1. Yes
2. No (If code "Yes" used for original, then all supplemental reports must be "Yes")

E. AGENCY TYPE

1. Highway Patrol
2. City Police
3. County Sheriff
4. BIA
5. Campus PD
6. Military Police
7. Park Ranger

F. INTERSECTION TYPE

1. Non-Intersection
2. Three Roads
3. Four Roads
4. Five Or More Roads

G. RELATION TO ROADWAY

0. On Roadway
1. Shoulder
2. Median
3. Gore
4. Private Property
5. Outside Shoulder-Left (Includes Ditch)
6. Outside Shoulder-Right (Includes Ditch)
7. Off Roadway (Location Unknown)
8. Parking Lot
9. Alley

H. RELATION TO JUNCTION

1. Non-Junction
2. Intersection
3. Interchange Area
4. Alley / Driveway Access
5. Entrance / Exit Ramp
6. Railroad Grade Crossing
7. Bridge
8. Intersection Related

I. ROADWAY GEOMETRICS

1. Straight (On Level)
2. Straight (On Grade)
3. Curve (On Level)
4. Curve (On Grade)
5. Hillcrest

J. TRAFFICWAY

1. Not Divided (Two-Way Traffic)
2. Divided Highway (Median Strip Without Barrier)
3. Divided Highway (Median Strip With Barrier)
4. One-Way Trafficway

K. ACCESS CONTROL

1. No Control (Unlimited Access)
2. Full Control (Only Ramp Entry and Exit)
3. Other *

L. ROAD CONDITION

1. Normal
2. Under Construction, Maintenance
3. Soft / Defective Shoulder
4. Obstruction / Flood
5. Debris On Road
6. Reduced Road Width
7. Holes / Ruts / Bumps / Washout
8. Loose Material Surface

M. SURFACE TYPE

- | | | |
|-------------------|----------|-------------------------|
| 1. Concrete | 4. Dirt | IF BRIDGE DECK: |
| 2. Asphalt | 5. Brick | 5. Concrete Bridge Deck |
| 3. Gravel / Stone | | 6. Asphalt Bridge Deck |
| | | 8. Metal Bridge Deck |
| | | 9. Wood Bridge Deck |

N. SURFACE CONDITION

1. Dry
2. Wet
3. Muddy
4. Snow
5. Slush
6. Ice / Compacted Snow
7. Frost

O. WEATHER

1. Clear
2. Cloudy
3. Rain
4. Snow
5. Blowing Soil / Snow
6. Sleet / Hail / Freezing Rain
7. Fog / Smoke / Dust
8. Severe Wind

P. LIGHT

1. Daylight
2. Dawn
3. Dusk
4. Dark (Lighted)
5. Dark (Not Lighted)

Q. VISUAL OBSTRUCTION

0. None
1. Rain / Snow / Frost on Window
2. Trees / Crops / Sign
3. Building
4. Embankment
5. Hillcrest
6. Parked MV
7. MV in Roadway
8. Glare
9. Fog / Smoke / Dust

R. UNIT CONFIGURATION

- | | |
|---------------------------------------|---|
| 01. Pass. Car | 13. Train |
| 02. Pickup / Van / Utility | 14. Farm Equipment |
| 03. Bus (Seats For ≥16, Incl. Driver) | 15. Modified Vehicle |
| 04. School Bus | 16. Hit and Run Vehicle |
| 05. Motorhome / Camper | 17. Roadway Maintenance Vehicle |
| 06. Snowmobile | 18. Other Publicly-Owned Vehicle |
| 07. All-Terrain Van. | 19. Pedestrian |
| 08. Motorcycle | 20. 2-Axle 6-Tire Single Unit Truck / Stepvan |
| 09. Moped | 21. 3 or More Axle Single Unit Truck |
| 10. Pedalcycle | 22. Single Unit Truck |
| 11. Const. Equip. | 23. Tractor |
| 12. Emergency Vehicle | 24. Unknown Heavy Trucks |

S. ATTACHMENTS

0. None
1. Single Trailer
2. Double Trailer
3. Triple Trailer

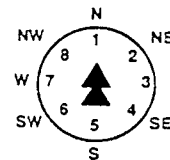
T. TRUCK CARGO BODY TYPE

- | | | |
|-----------------------------|------------------------|---------------------------|
| 00. Not Applicable | 05. Flatbed / Platform | 10. Bus (16 Incl. Driver) |
| 01. Van / Enclosed Box | 06. Dump | 11. Combination* |
| 02. Dry Bulk Cargo Tank | 07. Concrete Mixer | 12. Special Permit Load |
| 03. Liquid Bulk Cargo Tank | 08. Auto Transporter | 90. Other * |
| 04. Gaseous Bulk Cargo Tank | 09. Garbage / Refusa | 99. Unknown |

U. ANTILOCK BRAKE SYSTEM

0. None
1. Rear Only
2. Front Only
3. Front and Rear

V. ORIGINAL DIRECTION OF TRAVEL



W. TRAFFIC CONTROL

- | | |
|---------------------------|--------------------------------------|
| 00. None | 05. RR Crossbucks / Pavement Marking |
| 01. Stop Sign | 06. Officer / Flagperson |
| 02. No Passing Zone | 07. Traffic Signal |
| 03. Flashing Beacon | 08. Yield Sign |
| 04. RR Signals With Gates | 09. Barricade |
| 05. RR Signals Only | 10. Control Not Visible / Broken |

X. OBSERVATIONS *

- | | |
|---------------------------------|-----------------------------------|
| 00. None | 08. Traffic Signals |
| 01. Need Signing | 09. Clearance Height |
| 02. Trees / Shrubs / Tall Grass | 10. Road Maintenance |
| 03. Pavement Marking | 11. Delineators / Bridge Markings |
| 04. Hill / Curve | 12. Guardrail |
| 05. Narrow Bridge / Roadway | 13. Geometrics |
| 06. Rough Road | 14. Speed Limit |
| 07. Lighting | |

Y. MANNER OF COLLISION

1. Angle
2. Rear-End
3. Head-On
4. Sideswipe (Same Direction)
5. Sideswipe (Opposite Direction)
6. Rear-to-Rear
7. Non-Collision With Motor Vehicle in Transport

Z. FIRST HARMFUL EVENT

(Initial Collision - Characterizes the crash type. Use one of the codes below.)

AA. SEQUENCE OF EVENTS (Use up to 3 of the codes below for each vehicle, if necessary, to describe the sequence of crash-related events following the first harmful event.)

COLLISION WITH OBJECT - NOT FIXED

01. Motor Vehicle in Transport
02. Motor Vehicle in Transport in Other Row
03. Pedestrian
04. Pedalcycle
05. Railway Train
06. Deer
07. Other Large Game
08. Farm Animal
09. Small Animal
10. Parked Motor Vehicle
11. Other Object (Not Fixed)

COLLISION WITH FIXED OBJECT

30. Impact Attenuator
31. Bridge / Pier / Abutment
32. Bridge Parapet End
33. Bridge Rail
34. Guardrail Face
35. Guardrail End
36. Median Barrier
37. Highway Traffic Sign Post
38. Overhead Sign Support
39. Luminaire / Light Support
40. Utility Post
41. Other Post

NON-COLLISION

20. Overturn / Rollover
21. Fire / Explosion
22. Immersion
23. Jackknife
24. Downhill Runaway
25. Cargo Loss or Shift
26. Separation of Units
27. Ran off Roadway
28. Other Non-Collision

42. Culvert
43. Curb
44. Ditch
45. Embankment
46. Fence
47. Mail Box
48. Tree
49. Other Fixed Object

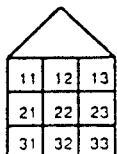
BB. MOST HARMFUL EVENT (If an event following the initial collision causes the most damage use the codes above. One for each vehicle, if necessary, to identify this most harmful event.)

LEAVE BLANK IF SAME AS "Z" ABOVE

MOTOR VEHICLE CRASH REPORT OVERLAY NO. 2

OCCUPANT, WITNESS, AND PROPERTY INFORMATION

OCCUPANT SEAT POSITION



- | | |
|--|---|
| 11. Front Seat-Left Side (Motorcycle Driver) | 51. Passenger in Other Enclosed Passenger or Cargo Area (Non-Trailing Unit) |
| 12. Front Seat-Middle | 52. Passenger in Unenclosed Passenger or Cargo Area (Non-Trailing Unit) |
| 13. Front Seat-Right Side | 55. Riding on Vehicle Exterior (Non-Trailing Unit) |
| 21. Second Seat-Left Side (Motorcycle Passenger) | 56. Passenger in Trailing Unit |
| 22. Second Seat-Middle | 80. Bus Passenger |
| 23. Second Seat-Right Side | 94. Damage Prop. (Public) |
| 31. Third Row-Left Side (Motorcycle Passenger) | 95. Damage Prop. (Private) |
| 32. Third Row-Middle | 96. Pedestrian |
| 33. Third Row-Right Side | 97. Witness |
| 50. Sleeper Section of Cab (Truck) | 99. Unknown |

AGE - In Years (Code 00 for infants under 1 year, 99 for unknown.)

SEX M - Male F - Female U - Unknown

ALCOHOL/OTHER DRUG INVOLVEMENT (ADI)

- | | |
|--|--|
| 0. Neither Alcohol nor Other Drugs Present | 3. Yes (Alcohol and Other Drugs Present) |
| 1. Yes (Alcohol Present) | 9. Unknown |
| 2. Yes (Other Drugs Present) | |

ALCOHOL TESTING (AT)

- | | | |
|------------------------------|--------------------|----------------------------------|
| 0.14 AC is Coded 014 | 994 Test Refused | 996 Test Given (Results Unknown) |
| 993 Field Sobriety Test Only | 995 Test Not Given | |

OTHER DRUG TESTING (DT)

- | | |
|----------------------|---------------------------------------|
| 0. Not Given | 2. Drugs Reported (!! So, Specify !!) |
| 1. No Drugs Reported | 7. Test Given (Results Unknown) |

**Identify results for the five regulated substances: Marijuana, Cocaine, Cocates, Amphetamines, & PCP.

SAFETY EQUIPMENT/RESTRAINTS

- | | |
|--|-----------------------------------|
| 00. Not Installed | 98. Not Applicable (Non-Motorist) |
| 01. Not in Use | 99. Restraint Use Unknown |
| 02. Lap Belt Only | |
| 03. Shoulder Belt Only or Automatic Belt Improperly Used | |
| 04. Lap and Shoulder Belts | |
| 05. Automatic Belts (Properly Used) | |
| 06. Equipment Failed | |
| 07. Helmet Worn | |

CHILD RESTRAINTS

- | |
|---|
| 10. Child Not Restrained |
| 11. Child Safety Seat (Used Properly) |
| 12. Child Safety Seat (Used Improperly) |

AIR BAG 0. None 1. Air Bag Deployed 2. Air Bag Not Deployed

INJURY CLASS. WAS INJURED TAKEN TO MEDICAL FACILITY?

- | | | |
|----------|-----------------------|-----------------------|
| | NO | YES |
| 0. None | 2. Disabling | 5. Disabling |
| 1. Fatal | 3. Non-Disabling | 6. Non-Disabling |
| | 4. Possible / Claimed | 7. Possible / Claimed |

EJECTED/EXTRICATED

- | | |
|--------------------|-----------------------------|
| 0. Not Applicable | 3. Partially Ejected |
| 1. Not Ejected | 4. Trapped / Extricated |
| 2. Totally Ejected | 5. Trapped / Not Extricated |

PROPERTY OWNER NOTIFIED 1. Yes 2. No

AMBULANCE RUN NUMBER

Do not list operator / pedestrian name and address.
List where fatalities and injuries were taken.

UNIT NUMBER

MOTOR VEHICLE CRASH REPORT OVERLAY NO. 3

ACTION SEQUENCE CITATIONS, AND DAMAGE

A Summary By Unit Number, of the Sequence of Actions, Events, Contributing Factors, Citations, and Vehicle Damage.

TOWED DUE TO DAMAGE

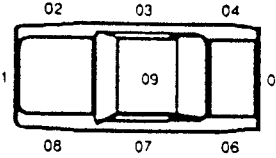
1. Yes 2. No 9. Unknown

EXTENT OF DEFORMITY

0. None 1. Minor 2. Moderate 3. Severe 9. Unknown

DAMAGED AREAS

00. None
01. Center Front
02. Right Front
03. Right Side
04. Right Rear
05. Center Rear
06. Left Rear
07. Left Side
08. Left Front
09. Top and Windows
10. Undercarriage
11. Submerged
12. Burned
13. Total (All Areas)
98. Other *
99. Unknown



DRIVER CONDITION

0. Appeared Normal 1. Illegal Drug Use 2. Fatigue 3. Sick 4. Other *
1. Had Been Drinking 2. Physical Impairment 3. Asleep 4. Medication 5. Unknown

EVASIVE ACTION

1. Slowed / Stopped 2. Turned Right 3. Backed Up
2. Accelerated 3. Turned Left 4. Did Nothing

CITATIONS/WRITTEN WARNINGS

Use the narrative to provide more specific information on Citations / Written Warnings.

00. None
01. DUI (Alcohol)
02. DUI (Drugs)
03. Care Required
04. Careless Driving
05. Failed To Yield
06. Failed To Stop
07. Following
08. Improper Turning
09. Improper Backing
10. Overtaking
11. Wrong Way
12. Speeding
13. Defective Equipment
14. Illegal Parking
98. Other Offense *
NOT CONTRIBUTING TO CRASH
15. Open Container
16. Driver's License
17. Left Accident Scene

CONTRIBUTING FACTORS

Use up to two of the codes below for each unit.

00. No Clear Contributing Factor
01. Attention Distracted
02. Vision Obstructed
03. Speed / Too Fast for Conditions
04. Vehicle Mechanical Failure
05. Wrong Way
06. Failed to Yield
07. Following too Close
08. Weather
09. Defective Equipment
10. Improper Evasive Action
11. Improper Backing / Turning
12. Improper Overtaking
13. Drove Left of Center
98. Other *

VEHICLE MOVEMENT

01. Going Straight
02. Turning Left
03. Turning Right
04. Backing
05. Passing
06. Wrong Side of Road
07. Wrong Way on One-Way
08. Starting in Traffic
09. Entering / Leaving Parked Position
10. Merging / Diverging
11. Changing Lanes
12. Driverless Vehicle (Moving)
13. Driverless Vehicle (Stalled)
14. Driverless Vehicle (Stopped)
15. U-Turn
16. Swerving
17. Negotiating Curve
18. Slowing / Stopping
19. Stopped
20. Waiting to Turn Left
21. Waiting to Turn Right
22. Waiting for Traffic Signal
23. Waiting for Pedestrian
24. Waiting for Vehicle To Turn
25. Waiting for Vehicle Ahead

PEDESTRIAN MOVEMENT

31. Crossing at Intersection
32. Crossing Not at Intersection
33. Moving With Traffic
34. Moving Against Traffic
35. Pedestrian on Roadway
36. Stepped Into Vehicle Path
37. Not on Roadway
38. Other Action on Roadway

OTHER PROPERTY DAMAGE

Estimate of total damage amount to property other than vehicle.

* DESCRIBE OR EXPLAIN IN NARRATIVE