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 supplements reports must be “yes.”)

E. AGENCY TYPE:
1. Highway Patrol
2. Police
3. Sheriff
4. BIA

F. INTERSECTION TYPE:
1. Non-Intersection
2. Jog or L
3. Three Roads

G. RELATION TO ROADWAY:
1. On Roadway
2. Shoulder/Parking Lane
3. Median
4. Curb

H. RELATION TO JUNCTION:
1. Non-Junction
2. Intersection
3. Interchange Area
4. Alley/Driveway Access

I. ROAD GEOMETRIES:
1. Straight, on Level
2. Curve, on Level
3. Curve, on Grade

J. ROAD CONDITION:
1. Normal
2. Under Construction, Maintenance
3. Soft/Degraded Shoulder
4. Obstruction/Obstruction
5. Debris on Road

K. SURFACE TYPE:
1. Concrete
2. Asphalt
3. Gravel/Scoria
4. Dirt

L. SURFACE CONDITION:
1. Dry
2. Wet
3. Muddy
4. Snow
5. Slush

M. WEATHER:
1. Clear/Calm
2. Rain
3. Snow
4. Blowing Sand/Snow

N. LIGHT:
1. Daylight
2. Dawn

O. ENGINEERING CONCERNS:
1. None
2. Need Signing
3. Trees, Shrubs, Tall Grass, etc.
4. Pavement Marking
5. Hill/Curve
6. Bridge/Roadway
7. Rough Road
8. Lighting

UNIT INFORMATION

P. TYPE EQUIPMENT:
1. Motorcycle
2. Bicycle
3. Pedestrian
4. Bus
5. Train

Q. ATTACHMENTS:
1. None
2. Single Trailer
3. Double Trailer

R. ESTIMATED TOTAL LENGTH (FEET):
Commercial Trucks or Truck Tractor with attachments only. Measure from front bumper to end of last trailer.

S. VEHICLE DAMAGE SEVERITY:
1. None
2. Non-Disabling
3. Disabling

T. DIRECTION OF TRAVEL:

U. TRAFFIC CONTROL:
1. None
2. Sign
3. Light
4. Guardrail
5. Other

V. VISUAL OBSTRUCTION:
1. None
2. Trees/Cross Sign

W. OBJECT STRUCK:
1. Bird
2. Sign/Control Device
3. Advertising Sign
4. Guide Post or Delineator
5. Guard Rail
6. Light Standard
7. Bridge
8. Drainage Structure
9. Utility Pole or Fixture
10. Tree/Shrubbery
11. Ditch or Backslope
12. Fence
13. Hydrant

X. POINT OF IMPACT:

Y. MOST SIGNIFICANT DAMAGE AREA:

* Describe or explain in narrative.
MOTOR VEHICLE CRASH REPORT OVERLAY #2

OCCUPANT, WITNESS, AND PROPERTY INFORMATION

UNIT NUMBER

OCCUPANT SEAT POSITION

00 - Left Front (inc. motorcycle driver seat)
01 - Center Front
02 - Right Front
03 - Left Rear (inc. motorcycle passenger)
04 - Center Rear
05 - Right Rear
06 - Load Space or RV Living Space
07 - Sleeper of Cab
08 - Riding on Exterior
09 - Unknown
20 - Bus Passenger
81 - Damaged Prop., Public
82 - Damaged Prop., Private
83 - Damaged Property, Ownership Unknown*
96 - Pedestrian
97 - Witness

AGE — In years. (Code 00 for infants under 1 year.)

SEX — M - Male  F - Female  U - Unknown*

ALCOHOL TEST — 0 - None  1 - Refused  2 - Blood  3 - Breath  8 - Other*

BLOOD ALCOHOL CONCENTRATION — Expressed in hundredths of a percent .00 to .50

INJURY CLASSIFICATION

0 - None  1 - Fatal  2 - Disabling  3 - Non-Disabling (evident)  4 - Possible (claimed)

SAFETY EQUIPMENT/RESTRAINTS

00 - Not Installed
01 - Not in Use
02 - Lap Only
03 - Lap and Shoulder
04 - Automatic Belts
05 - Airbags
06 - Equipment Failed
07 - Helmet Worn
08 - Other*
09 - Unknown

Child Restraints

10 - Not Installed
11 - Used Properly
12 - Used Improperly*
13 - Held in Arms of Passenger
14 - In Vehicle, Not in Use
15 - In Vehicle, Use Unknown
16 - Seat Belt Used
17 - Other*
18 - Other*
19 - Unknown

EJECTED/EXTRICATED

0 - Not Ejected or Extricated
1 - Partial Ejection
2 - Total Ejection
3 - Extricated

PROPERTY OWNER NOTIFIED — 1 - Yes  2 - No

OCCUPANT, WITNESS, PROPERTY OWNER

(You do not need to list operator/pedestrian name and address.)

List where fatalities and injuries were taken.
**OTHER CRASH INFORMATION**

**OTHER PROPERTY DAMAGE** — Estimate of total damage amount to property other than vehicles.

**ACTION SEQUENCE** — A summary, by unit number, of the sequence of actions, events, and contributing factors that caused the accident. List unit number, then Action Sequence code. **Manner of collision MUST be coded.**

<table>
<thead>
<tr>
<th>VEHICLE</th>
<th>PEDESTRIAN</th>
<th>MANNER OF COLLISION</th>
</tr>
</thead>
<tbody>
<tr>
<td>01 - Going Straight</td>
<td>31 - Crossing at Intersection</td>
<td>63 - Overturning</td>
</tr>
<tr>
<td>02 - Turning Left</td>
<td>32 - Crossing Not at Intersection</td>
<td>64 - Other Non-Collision, Ran Off Roadway</td>
</tr>
<tr>
<td>03 - Turning Right</td>
<td>33 - Moving With Traffic</td>
<td>65 - Struck Pedestrian</td>
</tr>
<tr>
<td>04 - Backing</td>
<td>34 - Moving Against Traffic</td>
<td>66 - Struck Train</td>
</tr>
<tr>
<td>05 - Passing</td>
<td>35 - Pedestrian on Roadway</td>
<td>67 - Struck Pedalcyclist</td>
</tr>
<tr>
<td>06 - Wrong Side of Road</td>
<td>36 - Stepped Into Vehicle Path</td>
<td>68 - Struck Animal</td>
</tr>
<tr>
<td>07 - Wrong Way on One-Way</td>
<td>37 - Not on Roadway</td>
<td>69 - Struck Fixed Object</td>
</tr>
<tr>
<td>08 - Starting in Traffic</td>
<td>38 - Other Action on Roadway</td>
<td>70 - Other Object*</td>
</tr>
<tr>
<td>09 - Entering/Leaving Parked Position</td>
<td></td>
<td>71 - Unknown</td>
</tr>
<tr>
<td>10 - Merging/Diverging</td>
<td></td>
<td>72 - Fire/Explosion</td>
</tr>
<tr>
<td>11 - Changing Lanes</td>
<td></td>
<td>73 - Submersion</td>
</tr>
<tr>
<td>12 - Driverless Vehicle - Moving</td>
<td></td>
<td>74 - Parked Motor Vehicle</td>
</tr>
<tr>
<td>13 - Driverless Vehicle - Stalled</td>
<td></td>
<td>75 - Sideswipe (same direction)</td>
</tr>
<tr>
<td>14 - Driverless Vehicle - Stopped</td>
<td></td>
<td>76 - Sideswipe (opp. direction)</td>
</tr>
<tr>
<td>15 - U-Turn</td>
<td></td>
<td>77 - Angle</td>
</tr>
<tr>
<td>16 - Swerving</td>
<td></td>
<td>78 - Rear End</td>
</tr>
<tr>
<td>17 - Negotiating Curve</td>
<td></td>
<td>79 - Head On</td>
</tr>
<tr>
<td>18 - Slowing/Stopping</td>
<td></td>
<td></td>
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<tr>
<td>19 - Stopped</td>
<td></td>
<td></td>
</tr>
<tr>
<td>20 - Waiting to Turn Left</td>
<td></td>
<td></td>
</tr>
<tr>
<td>21 - Waiting to Turn Right</td>
<td></td>
<td></td>
</tr>
<tr>
<td>22 - Waiting for Traffic Signal</td>
<td></td>
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<tr>
<td>23 - Waiting for Pedestrian</td>
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<td>24 - Waiting for Vehicle to Turn</td>
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<tr>
<td>25 - Waiting for Vehicle Ahead</td>
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</tr>
</tbody>
</table>

**EVASIVE ACTION**

| 41 - Slowed/Stopped                         | 42 - Accelerated                   | 70 - Other Object*                |
| 43 - Turned Right                           | 44 - Turned Left                   | 71 - Unknown                      |
| 45 - Backed Up                               | 46 - Did Nothing                   | 72 - Fire/Explosion               |

**CONTRIBUTING FACTORS**

| 50 - Attention Distracted                   | 51 - Vision Obstructed             | 52 - Driving Too Fast for Conditions |
| 53 - Vehicle Mechanical Failure             | 54 - Vehicle Skidded/Out of Control|                                   |
| 55 - Failed to Yield                        | 56 - Following Too Close           | 57 - Judgement Impaired (Alcohol)  |
| 58 - Judgement Impaired (Drugs)             | 59 - Sick                          |                                   |
| 60 - Fatigue                                | 61 - Physical Impairment           | 62 - Other*                       |

**VIOLATIONS** — A general description of violations, by unit, to be added at end of Action Sequence. List unit number, and then violation code. You may use the back side of the crash report to list violations more specifically.

| 80 - None                                    | 86 - Fail to Yield                  | 92 - Wrong Way                     |
| 81 - DUI (Alcohol/Drugs)                    | 87 - Traffic Control                | 93 - Speed                         |
| 82 - Open Container                          | 88 - Following                      | 94 - Defective Equipment           |
| 83 - Driver's License                        | 89 - Improper Turning               | 95 - Criminal Offense              |
| 84 - Careless Driving                        | 90 - Improper Backing               | 96 - Illegal Parking               |
| 85 - Left Accident Scene                     | 91 - Overtaking                     | 98 - Other*                        |