

MOTOR VEHICLE CRASH REPORT OVERLAY #1

State Highway Department
33-31 SFN 2356 (Rev. 11.86)

GENERAL INSTRUCTIONS

1. Use black ink 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 supplement 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
 - 8-Other
- F. INTERSECTION TYPE:**
- 1-Non-Intersection
 - 2-Jog or L
 - 3-Three Roads
 - 4-Four Roads
 - 5-Five or More Roads
- G. RELATION TO ROADWAY:**
- 1-On Roadway
 - 2-Shoulder/Parking Lane
 - 3-Median
 - 4-Gore
 - 5-Parking Lot
 - 6-Alley
 - 7-Private Property
 - 8-Other Off Roadway*
- H. RELATION TO JUNCTION:**
- 1-Non-Junction
 - 2-Intersection
 - 3-Interchange Area
 - 4-Alley/Driveway Access
 - 5-Entrance/Exit Ramp
 - 6-Rail Grade Crossing
 - 7-Bridge
 - 8-Intersection Related
- I. ROAD GEOMETRICS:**
- 1-Straight, on Level
 - 2-Straight, on Grade
 - 3-Curve, on Level
 - 4-Curve, on Grade
 - 5-Hillcrest
 - 8-Other*
- J. ROAD CONDITION:**
- 0-Normal
 - 1-Under Construction, Maintenance
 - 2-Soft/Defective Shoulder
 - 3-Obstruction/Flood
 - 4-Debris on Road
 - 5-Reduced Road Width
 - 6-Holes/Ruts/Bumps/Washout
 - 7-Loose Material Surface
 - 8-Other*
- K. SURFACE TYPE:**
- 1-Concrete
 - 2-Asphalt
 - 3-Gravel/Scoria
 - 4-Dirt
 - 5-Brick
 - 6-Metal (Bridge Deck)
 - 7-Wood (Bridge Deck)
 - 8-Other*
- L. SURFACE CONDITION:**
- 1-Dry
 - 2-Wet
 - 3-Muddy
 - 4-Snow
 - 5-Slush
 - 6-Ice/Compacted Snow
 - 7-Frost
 - 8-Other*
- M. WEATHER:**
- 1-Clear/Cloudy
 - 2-Rain
 - 3-Snow
 - 4-Blowing Soil/Snow
 - 5-Sleet/Hail/Freezing Rain
 - 6-Fog/Smoke/Dust
 - 7-Severe Winds
 - 8-Other*
- N. LIGHT:**
- 1-Daylight
 - 2-Dawn
 - 3-Dusk
 - 4-Dark (St. Lts.)
 - 5-Dark (No St. Lts.)
 - 8-Other*
- O. ENGINEERING CONCERNS:**
- 00-None
 - 01-Need Signing*
 - 02-Trees, Shrubs, Tall Grass, etc.
 - 03-Pavement Marking
 - 04-Hill/Curve
 - 05-Narrow Bridge/Roadway
 - 06-Rough Road
 - 07-Lighting
 - 08-Traffic Signals*
 - 09-Clearance Height
 - 10-Road Maintenance
 - 11-Delineators/Bridge End Markings
 - 12-Guardrail
 - 13-Geometrics*
 - 14-Speed Limit
 - 98-Other*

UNIT INFORMATION

- P. TYPE EQUIPMENT:**
- 01-Pass. Car
 - 02-Pickup/Van/Jeep
 - 03-Truck Tractor
 - 04-Truck
 - 05-Taxi
 - 06-Bus
 - 07-School Bus
 - 08-Motocycle
 - 09-Moped
 - 10-Pedalcycle
 - 11-Const. Equip.
 - 12-Snowmobile
 - 13-Emerg. Veh.
 - 14-Train
 - 15-Motor Home Rec. Veh.
 - 16-Farm Equip.
 - 17-Modified Veh.
 - 18-All Terrain Veh.
 - 97-Pedestrian
 - 98-Other*
- Q. ATTACHMENTS:**
- 0-None
 - 1-Single Trailer
 - 2-Double Trailer
 - 3-Triple 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:**
- 0-None
 - 1-Non-Disabling
 - 2-Disabling
- T. DIRECTION OF TRAVEL:**
-
- U. TRAFFIC CONTROL:**
- 00-None
 - 01-Stop Sign
 - 02-No Passing Zone
 - 03-Flashing Beacon
 - 04-RR Signals with Gates
 - 05-RR Signals Only
 - 06-RR Crossbucks/Pavement Marking
 - 07-Officer/Flagperson
 - 08-Traffic Signal
 - 09-Yield Sign
 - 10-Barricade
 - 11-Control Not Visible/Broken
 - 98-Other*
- V. VISUAL OBSTRUCTION:**
- 00-None
 - 01-Rain/Snow/Frost on Window
 - 02-Trees/Crops/Sign
 - 03-Building
 - 04-Embankment
 - 05-Hillcrest
 - 06-Parked MV
 - 07-MV in Roadway
 - 08-Glare
 - 09-Fog/Smoke/Dust
 - 98-Other*
- W. OBJECT STRUCK:**
- 00-None
 - 01-Off. Sign/Control Device*
 - 02-Advertising Sign
 - 03-Guide Post or Delttheator
 - 04-Guard Rail
 - 05-Light Standard
 - 06-Bridge
 - 07-Drainage Structure
 - 08-Utility Pole or Fixture
 - 09-Tree/Shrubby
 - 10-Rocks
 - 11-Ditch or Backslope
 - 12-Fence
 - 13-Hydrant
 - 14-Bird
 - 15-Small Pet
 - 16-Small Wild Animal
 - 17-Farm Animal
 - 18-Deer
 - 19-Other Big Game (Moose, Antelope, etc.)
 - 20-Approach
 - 21-Building
 - 22-Mailbox
 - 23-Snowbank
 - 24-Curb/Wall
 - 25-Other Objects and/or Property Damage*
- X. POINT OF IMPACT:**
-
- 12-Undercarriage
 - 13-Burned
 - 14-Overtumed
 - 15-No Damage
 - 16-Submerged
- Y. MOST SIGNIFICANT DAMAGE AREA: (use above coding)**

*Describe or explain in narrative.

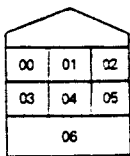
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MOTOR VEHICLE CRASH REPORT OVERLAY #2

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

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.

Unit Seat Age Sex Alc. Test BAC Inj. Safety Equip. Ejc. Ext. Own. Not.



MOTOR VEHICLE CRASH REPORT OVERLAY #3

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.**

VEHICLE	PEDESTRIAN	MANNER OF COLLISION
01 - Going Straight	31 - Crossing at Intersection	63 - Overturning
02 - Turning Left	32 - Crossing Not at Intersection	64 - Other Non-Collision, Ran Off Roadway
03 - Turning Right	33 - Moving With Traffic	65 - Struck Pedestrian
04 - Backing	34 - Moving Against Traffic	66 - Struck Train
05 - Passing	35 - Pedestrian on Roadway	67 - Struck Pedalcyclist
06 - Wrong Side of Road	36 - Stepped Into Vehicle Path	68 - Struck Animal
07 - Wrong Way on One-Way	37 - Not on Roadway	69 - Struck Fixed Object
08 - Starting in Traffic	38 - Other Action on Roadway	70 - Other Object*
09 - Entering/Leaving Parked Position		71 - Unknown
10 - Merging/Diverging	EVASIVE ACTION	72 - Fire/Explosion
11 - Changing Lanes	41 - Slowed/Stopped	73 - Submersion
12 - Driverless Vehicle - Moving	42 - Accelerated	74 - Parked Motor Vehicle
13 - Driverless Vehicle - Stalled	43 - Turned Right	75 - Sideswipe (same direction)
14 - Driverless Vehicle - Stopped	44 - Turned Left	76 - Sideswipe (opp. direction)
15 - U-Turn	45 - Backed Up	77 - Angle
16 - Swerving	46 - Did Nothing	78 - Rear End
17 - Negotiating Curve		79 - Head On
18 - Slowing/Stopping	CONTRIBUTING FACTORS	
19 - Stopped	50 - Attention Distracted	
20 - Waiting to Turn Left	51 - Vision Obstructed	
21 - Waiting to Turn Right	52 - Driving Too Fast for Conditions	
22 - Waiting for Traffic Signal	53 - Vehicle Mechanical Failure	
23 - Waiting for Pedestrian	54 - Vehicle Skidded/Out of Control	
24 - Waiting for Vehicle to Turn	55 - Failed to Yield	
25 - Waiting for Vehicle Ahead	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*