

MOTOR VEHICLE CRASH REPORT OVERLAY NO. 1

North Dakota Department of Transportation
Drivers License & Traffic Safety

DOT 2356 (Rev.12-2006)

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

F. INTERSECTION TYPE
1. Non-Intersection 3. Four Roads
2. Three Roads 4. Five or More Roads

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

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

I. ROADWAY GEOMETRICS
1. Straight (On Level) 3. Curve (On Level) 5. Hill Crest
2. Straight (On Grade) 4. Curve (On Grade)

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) 3. Other *
2. Full Control (Only Ramp Entry and Exit)

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

M. SURFACE TYPE **IF BRIDGE DECK:**
1. Concrete 4. Dirt 6. Concrete Bridge Deck
2. Asphalt 5. Brick 7. Asphalt Bridge Deck
3. Gravel / Scoria 8. Metal Bridge Deck
9. Wood Bridge Deck

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

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

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

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

GENERAL INSTRUCTIONS

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

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 Veh. 19. Pedestrian
08. Motorcycle 20. 2-Axle 6-Tire Single Unit Truck / Stepvan
09. Moped 21. 3 or More Axles Single Unit Truck
10. Pedal Cycle 22. Single Unit Truck
11. Const. Equip. 23. Truck 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 / Refuse 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 06. RR Crossbucks / Pavement Marking
01. Stop Sign 07. Officer / Flagperson
02. No Passing Zone 08. Traffic Signal
03. Flashing Beacon 09. Yield Sign
04. RR Signals With Gates 10. Barricade
05. RR Signals Only 11. 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 4. Sideswipe (Same Direction) 7. Non-Collision With Motor Vehicle in Transport
2. Rear-End 5. Sideswipe (Opposite Direction)
3. Head-On 6. Rear-to-Rear

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 accident-related events following the first harmful event.)

COLLISION WITH OBJECT - NOT FIXED **COLLISION WITH FIXED OBJECT**
01. Motor Vehicle in Transport 30. Impact Attenuator
02. Motor Vehicle in Transport in Other Rdwy 31. Bridge / Pier / Abutment
03. Pedestrian 32. Bridge Parapet End
04. Pedal Cycle 33. Bridge Rail
05. Railway Train 34. Guardrail Face
06. Deer 35. Guardrail End
07. Other Large Game 36. Median Barrier
08. Farm Animal 37. Highway Traffic Sign Post
09. Small Animal 38. Overhead Sign Support
10. Parked Motor Vehicle 39. Luminaire / Light Support
11. Other Object (Not Fixed) 40. Utility Post
41. Other Post
42. Culvert
43. Curb
44. Ditch
45. Embankment
46. Fence
47. Mail Box
48. Tree
49. Other Fixed Object

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

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. 3

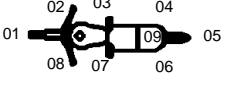
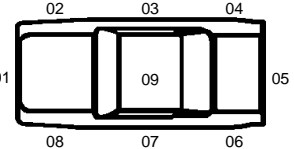
ACTION SEQUENCE, CITATIONS, AND DAMAGE

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
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EXTENT OF DEFORMITY	0. None	1. Minor	2. Moderate	3. Severe	9. Unknown
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DRIVER CONDITION	00. None	08. Left Front			
	01. Center Front	09. Top and Windows			
	02. Right Front	10. Under Carriage			
	03. Right Side	11. Submerged			
	04. Right Rear	12. Burned			
	05. Center Rear	13. Total (All Areas)			
	06. Left Rear	98. Other *			
	07. Left Side	99. Unknown			

DRIVER CONDITION				
0. Appeared Normal	2. Illegal Drug Use	4. Fatigue	6. Sick	8. Other *
1. Had Been Drinking	3. Physical Impairment	5. Asleep	7. Medication	9. Unknown

EVASIVE ACTION					
1. Slowed / Stopped	2. Accelerated	3. Turned Right	4. Turned Left	5. Backed Up	6. Did Nothing

CITATIONS/Written WARNINGS Use the narrative to provide more specific information on Citations / Written Warnings.		
00. None	07. Following	14. Illegal Parking
01. DUI (Alcohol)	08. Improper Turning	98. Other Offense *
02. DUI (Drugs)	09. Improper Backing	NOT CONTRIBUTING TO CRASH
03. Care Required	10. Overtaking	15. Open Container
04. Careless Driving	11. Wrong Way	16. Driver's License
05. Failed to Yield	12. Speeding	17. Left Accident Scene
06. Failed to Stop	13. Defective Equipment	

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

VEHICLE MOVEMENT	
01. Going Straight	18. Slowing / Stopping
02. Turning Left	19. Stopped
03. Turning Right	20. Waiting to Turn Left
04. Backing	21. Waiting to Turn Right
05. Passing	22. Waiting for Traffic Signal
06. Wrong Side of Road	23. Waiting for Pedestrian
07. Wrong Way on One-Way	24. Waiting for Vehicle To Turn
08. Starting in Traffic	25. Waiting for Vehicle Ahead
09. Entering / Leaving Parked Position	PEDESTRIAN MOVEMENT
10. Merging / Diverging	31. Crossing at Intersection
11. Changing Lanes	32. Crossing Not at Intersection
12. Driverless Vehicle (Moving)	33. Moving With Traffic
13. Driverless Vehicle (Stalled)	34. Moving Against Traffic
14. Driverless Vehicle (Stopped)	35. Pedestrian on Roadway
15. U-Turn	36. Stepped Into Vehicle Path
16. Swerving	37. Not on Roadway
17. Negotiating Curve	38. Other Action on Roadway

OTHER PROPERTY DAMAGE
Estimate of total damage amount to property other than vehicle.

q * DESCRIBE OR EXPLAIN IN NARRATIVE q q q q q q q q q