01 Front

02 Side

05 Child Restraint

06 Helmet Avail

07 Other

Hosp Code

08 Multiple

Overlay Page 1 of 2

Cut here 1 5/16 " from bottom

√85∕

Cutting at designated positions will permit arrows on each side to be displayed when the appropriate overlay is paged. It will also permit the first overlay to be slightly longer than the second for easy paging.

Printing should be done Portrait, Duplex, Flip on Short Edge

88

Vel

State of New Jersey **Police Crash** Investigation Report NJTR-1

Use Code 00 for Unknown.

Use Code 99 for Other.

Explain Other in Crash Description

Also, Explain Items Marked with asterisk (*) in Crash Description

If an Item Does Not Apply, Enter a Dash (-)

Eye Color (box 30, 60)

7, 8, and 9 = Other

4 - Blue

5 - Hazel

6 - Green

1 - Black

2 - Brown

3 - Gray

Driver/Pedalcyclist Actions (01 - 29)

- 01 Unsafe Speed
- 02 Driver Inattention *
- 03 Failed To Obey Traffic Control Device04 Failed To Yield ROW to Vehicle/Pedes.
- 05 Improper Lane Change
- 06 Improper Passing
 07 Improper Use/Failed to Use Turn Signal
- 08 Improper Turning
- 09 Following Too Closely
- 10 Backing Unsafely
- 11 Improper Use/No Lights
- 12 Wrong Way
- 13 Improper Parking
- 14 Failure To Keep Right
- 29 Other Driver/Pedalcyclist Action

Apparent Contributing Circumstances

- Vehicle Factors (31 49) 31 Defective Lights
- 32 Brakes *
- 33 Steering *
- Tires * 34
- 35 Wheels *
- 36 Windows/ Windshield *
- 37 Mirrors 3 38 Wipers *
- Veh Coupling/Hitch/Safety Chains
 - 85 None
- 49 Other Vehicle Factor

Road / Environ. Factors (51 - 69)

- 51 Road Surface Condition
- 52 Obstruction/Debris In Road 53 Ruts, Holes, Bumps
- 54 Control Device Defective or Missing

- 55 Improper Work Zone *
 56 Physical Obstructions (viewing, etc)
- 57 Animals in Roadway
- 58 Improper/Inadequate Lane Markings *

31 Pedestrian Off Road

35 Playing in Road

32 Walking To/From School

33 Walking/Jogging with Traffic34 Walking/Jogging Against Traffic

36 Standing/Lying/Kneeling in Road 37 Getting On/ Off Vehicle

40 Approaching/Leaving Schoolbus 41 Coming From Behind Parked Veh.

38 Pushing/Working on Vehicle

39 Other Working in Roadway

- 59 Sunglare *
- 69 Other Roadway Factors

Apparent Physical Status

Pedestrian Factors (71 - 89)
71 Failed To Obey Traffic Control Device

73 Dark Clothing/Low Visibility to Driver

77 Walking in Road When Sidewalk Present

76 Walking on Wrong Side of Road

78 Running/Darting Across Traffic

72 Crossing Where Prohibited

75 Failure to Yield ROW

74 Inattentive *

- 01 Apparently Normal
- 02 Alcohol Use

89 Other Pedestrian Factors

- 03 Drug Use (Illicit) *
 04 Medication *
- 05 Alcohol & Drug/Medication Use *
- 06 Physical Handicaps
- 07 Illness
- 08 Fatigue
- 09 Fell Asleep

Cell Phone In Use By Driver

Pre-Crash Action

At Intersection

Crossing at "unmarked"

At Mid-Block

Traffic Controls

43 Crossing at "marked"

Crosswalk

Crosswalk

45 Crossing at "marked"

46 Crossing / Jaywalking

Crosswalk

13 School Zone (Signs/Controls)

01 Handheld 02 Hands Free

Vehicle / Pedalcyclist Action (01-29)

- 01 Going Straight Ahead 02 Making Right Turn (not turn on red)
- Making Left Turn
- 04 Making U Turn 05 Starting From Parking

10 Parked

- Starting In Traffic
- 07 Slowing or Stopping

02 RR Watchman, Gates, etc

08 Stopped in Traffic 09 Parking

11 Changing Lanes

01 Police Officer

03 Traffic Signal

04 Lane Markings

13 Backing

- 17 Driving on Shoulder 18 Right Turn on Red

14 Driverless / Moving

15 Passing 16 Negotiating Curve

12 Merging/Entering Traf Lane

- 29 Other Veh/Cyclist Action *
 - 05 Channelization Painted
 - 06 Channelization Physical 07 Warning Signal 08 Stop Sign
- 42 (reserved) 09 Yield Sign
- 10 Flagman 11 No Control Present 12 Flashing Traffic Control

Pedestrian Action (31-49)

49 Other Pedestrian Action *

14 Adult Crossing Guard

Sequence of Events (select up to 4 for each vehicle) Non Collision (01 - 19) Collision w/ Person, MV, or Non-Fixed 21 Pedalcyclist

22 Pedestrian

25 Other Animal

26 MV in Transport

24 Deer

Object (21 - 39)

- 01 Overturn / Rollover
- 02 Fire / Explosion
- 03 Immersion 04 Jackknife
- 05 Ran Off Road Right
- 06 Ran Off Road Left
- 07 Crossed Median / Centerline
- 08 Downhill Runaway
- 10 Separation of Units11 Fell / Jumped From Vehicle
- Thrown / Falling Object
- 13 Equipment Failure 19 Other Non Collision
- 27 MV in Transport, Other Roadway Cargo / Equipment Loss or Shift 28 Parked MV 29 Work Zone or Maint. Equipment
 - 30 Struck By Object Set In Motion By MV

Clockpoint Diagram

23 Train / Trolley / Other Railcar

39 Other Non-Fixed Object

Collision w/ Fixed Object (41 - 69) 41 Impact Attenuator / Crash Cushion

- 42 Bridge Overhead Structure43 Bridge Pier or Support44 Bridge Parapet End

- 45 Bridge Rail
- 46 Guardrail Face 47 Guardrail End
- 48 Concrete Traffic Barrier
- 49 Other Traffic Barrier
- 50 Traffic Sign Support51 Traffic Signal Standard

- 52 Utility Pole
- 53 Light Standard
- 54 Other Post, Pole, Support
- 55 Culvert 56 Curb
- 57 Ditch
- 58 Embankment
- 59 Fence 60 Tree
- 61 Mailbox
- 62 Fire Hydrant

69 Other Fixed Object

13 Roof 14 Undercarriage

17 None Visible

15 Overturned Vehicle Impact Area

Initial Impact

Damage

Initial Impact Principal Principal

2nd

2nd

3rc

Veh 1

Events

Veh 2

Events

Overlay Page 2 of 2



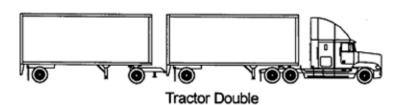
Vehicle Type / Cargo Body Type

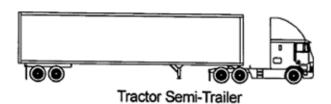


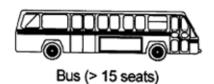






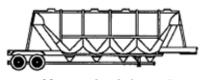


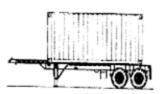












Hopper (grain/gravel)

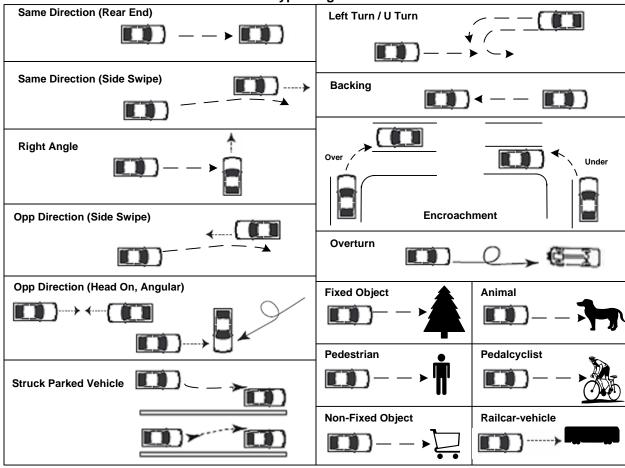
Intermodal Chassis







Crash Type Diagrams



- 1. Same Direction (Rear-end)- Two vehicles moving one behind the other and collide, regardless of what movements either vehicle was in the process of making. This would include a collision in which the leading vehicle spun out and became turned 180 degrees around such that the resulting same direction collision had it strike front end to front end with the following vehicle.
- 2. Same Direction (Sideswipe)- Two vehicles moving alongside each other and collide, with at least one of the vehicles being struck on the side. This type would include a collision resulting from one of the vehicles making an improper turn such as a left from the right lane or vice-versa or turning right from the appropriate outside lane and striking a vehicle passing on the right shoulder.
- 3. Right Angle- Two vehicles approaching from non-opposing angular directions collide, typically resulting as one vehicle failed to either stop or yield right of way from a Stop or Yield sign, ran a red light, or was not cleared from the intersection upon the onset of the conflicting movement's green signal.
- 4. Opposite Direction (Head-on/Angular)- Two vehicles approaching opposite directions and intending to continue in opposite directions collide in a frontal or angular manner as a result of one or both vehicles crossing the painted or unpainted centerline or divided median of the roadway. This includes a collision resulting from one vehicle traveling the wrong way down a divided
- 5. Opposite Direction (Sideswipe)- Two vehicles approaching opposite directions and intending to continue in opposite directions collide in a sideswiping manner as a result of one or both vehicles crossing the painted or unpainted centerline or divided median of the roadway. This also includes a collision resulting from one vehicle traveling the wrong way down a divided
- 6. Parked Vehicle- A crash involving a vehicle in transport striking a parked vehicle within the roadway or in a parking lot.
- 7. Left Turn/U Turn- Two vehicles approaching from opposite directions collide as a result of at least one vehicle attempting to make a left or U turn in front of the opposing vehicle.
- 8. Backing- This type of crash, previously labeled as "Other" type, is defined as any multi-vehicle collision when at least one vehicle was in the act of backing.

 9. Encroachment- Previously labeled as "Other" type crash, but frequently mislabeled as an angle crash due to the approach directions of one of the turning vehicles and a stopped, starting or slowing vehicle on an adjacent approach, this crash defines the collision of two adjacent approach vehicles whose paths are unintended to come in conflict, but collide as a result of one or both vehicles over- or under-turning.
- 10. Overturned- A crash in which a vehicle overturns on or off the roadway without first having been involved in some other type single or multiple vehicle crash. This includes motorcycle crashes in which the operator loses control of and drops bike, but had not initially struck another motor vehicle, fixed or non-fixed object, animal, pedacyclist or pedestrian
- 11. Fixed Object- A crash in which the primary collision involved a single vehicle and a fixed object.
- 12. Animal- A crash involving a vehicle striking any animal, including a deer. However, a deer crash could also be so-named for specific identification of this more common type animal crash within the appropriate box on the Police Crash Report form.
- 13. **Pedestrian-** A crash involving a vehicle and pedestrian in which the collision between the two is the first event and also took place within the road proper. This type includes a vehicle colliding with someone walking their bicycle in the roadway.
- 14. Pedalcycle- A crash involving a vehicle and a bicycle that is in the act of being ridden or stopped in the roadway, but currently mounted by the cyclist.
- 15. Non-fixed object- Excluding the single motor vehicle type crashes defined in numbers 10-14 above, this type implies any crash initially involving a single vehicle and object not considered a fixed or permanent condition of the highway like ruts, bumps, sink- or potholes or other miscellaneous stationary or airborne road debris such as garbage, tree limbs, fallen-off parts of other vehicles, broken and scattered signs/posts, etc.
- 16. Railcar-vehicle- Any crash involving a vehicle and a train, trolley, light transit or other type railcar that occurred within a roadway right-of-way or at an at-grade intersection.
- 99. Other- This category encompasses all other categories of single and multi-vehicle crashes that are not defined above. These include, but are not limited to, all other non-collision events such as immersion, cargo loss, separation of units, fire/explosion, and run-off road incidents (whereby damage is caused to the vehicle, but nothing else was physically struck during or following the act of leaving the highway).
- 00. Unknown