

PERFORATE

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96	Road Divided By 01 Barrier Median 02 Curbed Median 03 Grass Median 04 Painted Median 05 None
97	Temporary Traffic Control Zone 01 None 02 Construction Zone 03 Maintenance Zone 04 Utility Zone 05 Incident Zone
98	Light Condition 01 Daylight 03 Dusk 05 Dark (no street lights) 07 Dark (street lights on, spot) 02 Dawn 04 Dark (street lights off) 06 Dark (street lights on, continuous)
99	Road System 01 Interstate 03 State/Interstate Authority 05 County 07 Municipal 09 Private Property 02 State Highway 04 State Park or Institution 06 Co Auth, Park or Inst 08 Mun Auth, Park or Inst 10 US Govt Property
100a	Road Character - Horizontal Alignment 01 Straight 02 Curved Left 03 Curved Right
100b	Road Character - Grade 04 Level 05 Down Hill 06 Up Hill 07 Hill Crest 08 Sag (Bottom)
101	Road Surface Type 01 Concrete 02 Blacktop 03 Gravel 04 Steel Grid 05 Dirt
102	Road Surface Condition 01 Dry 02 Wet 03 Snowy 04 Icy 05 Slush 06 Water (Standing/moving) 07 Sand 08 Oil/Fuel 09 Mud, Dirt, Gravel
103	Environmental Condition 01 Clear 03 Snow 05 Overcast 07 Freezing Rain 09 Blowing Sand/Dirt 02 Rain 04 Fog/Smog/Smoke 06 Sleet/Hail 08 Blowing Snow 10 Severe Crosswinds
104	Total Number of Motor Vehicles Involved in Crash
105	Crash Type <i>with Other MV as First Event</i> 01 Same Direction (Rear End) 07 Left Turn/U Turn 10 Overturned 15 Non-Fixed Object 02 Same Direction (Side Swipe) 08 Backing 11 Fixed Object 16 Railcar - Vehicle 03 Right Angle 09 Encroachment 12 Animal 04 Opposite Direction (Head On, Angular) 13 Pedestrian 05 Opposite Direction (Side Swipe) 14 Pedalcyclist 06 Struck Parked Vehicle
106 Veh 1	Oversized/Overweight Permit? (Overweight Trucks Only) 01 Yes 02 No
107 Veh 2	Trucks (20-29) 20 Single Unit (2 axle) 21 Single Unit (3+ axle) 22 Truck 2 Axle w/Trailer 23 Truck 3+ Axle w/Trailer 24 Truck Tractor (Bobtail) 25 Tractor Semi-Trailer 26 Tractor Double 27 Tractor Triple 29 Other Truck*
108 Veh 1	Vehicle Type Passenger Vehicles (01-19) 01 Car/Station Wagon/Minivan 06 Recreational Vehicle 11 Moped 02 Passenger Van (<9 Seats) 07 All Terrain Vehicle 12 Streetcar/Trolley 03 Cargo Van (10K lbs or less) 08 Motorcycle 13 Pedalcycle 04 Sport Utility Vehicle 09 (reserved) 14 Golf Cart 05 Pick up 10 Any previous w/Trailer 15 Low Speed Vehicle 16 Snowmobile 19 Other Pass Vehicle*
109 Veh 2	Other Non Pass (40) 40 Equipment/Machinery
110 Veh 1	Vehicle Use 01 Personal 03 Government 04 Responding to Emergency 02 Business/Commerce 05 Machinery in Use
111 Veh 2	Bus (30-31) 30 Bus/Large Van/Limo (9-15 Seats) 31 Bus (More than 15 Seats)
112 Veh 1	Special Function Vehicles 01 Work Equipment 06 Taxi/Limo 11 Tour Bus 16 Tow Truck 02 Police 07 Veh Used as School Bus 12 Shuttle Bus 17 Farm Equipment 03 Military 08 Veh Used as Other Bus 13 Intercity Bus 18 Farm Vehicle 04 Fire/Rescue 09 School Bus 14 Other Bus 19 Construction/Off Road Equip 05 Ambulance 10 Transit Bus 15 Veh Used as Snowplow 20 Rental Truck (Over 10,000 lbs)
113 Veh 2	Cargo Body Type (Trucks & Buses Only) 01 Bus (9-15 seats) 04 Cargo Tank 07 Concrete Mixer 11 Pole/Log (Trailer) 02 Bus (> 15 seats) 05 Flatbed 08 Auto Transporter 12 Intermodal Chassis 03 Van/Enclosed Box 06 Dump 09 Garbage/Refuse 13 No Cargo Body 10 Hopper (grain, gravel, chips) 14 Veh Towing Another Veh
114 Veh 1	Direction of Travel of Vehicle 01 North 02 East 03 South 04 West
115 Veh 2	Location of Most Severe Physical Injury 01 Head 05 Chest 09 Abdomen/Pelvis 02 Face 06 Back 10 Hip/Upper Leg 03 Eye 07 Shoulder/Upper Arm 11 Knee/Lower Leg/Foot 04 Neck 08 Elbow/Lower Arm/Hand 12 Entire Body
116 Veh 1	Which Vehicle Occupied 1 Vehicle 1 B Pedalcycle 2 Vehicle 2 P Pedestrian O Other*
117 Veh 2	Type of Most Severe Physical Injury 01 Amputation 05 Contusion/Bruise/Abrasion 02 Concussion 06 Burn 03 Internal 07 Fracture/Dislocation 04 Bleeding 08 Complaint of Pain
	Position In/On Vehicle 01 Driver 02 thru 09 Passengers 10 Cargo Area 11 Riding/Hanging on Outside 12 Bus Seating
	Ejection From Vehicle 01 Not Ejected 03 Ejected 02 Partial Ejection 04 Trapped
	Victim's Physical Condition 01 Killed 02 Incapacitated 03 Moderate Injury 04 Complaint of Pain
	Age Sex
	Safety Equipment 01 None 08 Helmet 02 Lap Belt 09 Unapproved Helmet 03 Harness 10 Airbag 04 Lap Belt & Harness 11 Airbag & Seatbelts 05 Child Restraint - Forward Facing 12 Safety Vest (Ped only) 06 Child Restraint - Rear Facing 07 Child Restraint - Booster
	Airbag Deployment 01 Front 03 Other (Knee, Airbelt, etc)* 02 Side 04 Combination
	Refused Medical Treatment 01 Yes 02 No
	Avail Used Hosp Code

State of New Jersey Police Crash Investigation Report NJTR-1

Use Code 00 for Unknown.

Use Code 99 for Other, except when Other Code already exists for field.

Explain Other in Crash Description

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

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

NOTE:

Boxes 1 -7 must be completed for all pages of the report.

Boxes 8-22 and 96-105 are only required on page 1 of the report.

All other information is completed as necessary.

Websites for:

Crash References -
<http://www.nj.gov/transportation/refdata/accident/policeres.shtm>

Insurance Codes -
5 digit NAIC - <http://www.nj.gov/dobi/data/inscomp.htm>
3 digit MVC - <http://www.nj.gov/mvc/Vehicle/InsuranceCompanyCodes.htm>

Hospital Codes -
http://www.nj.gov/health/ems/documents/special_services/hospital_information.pdf

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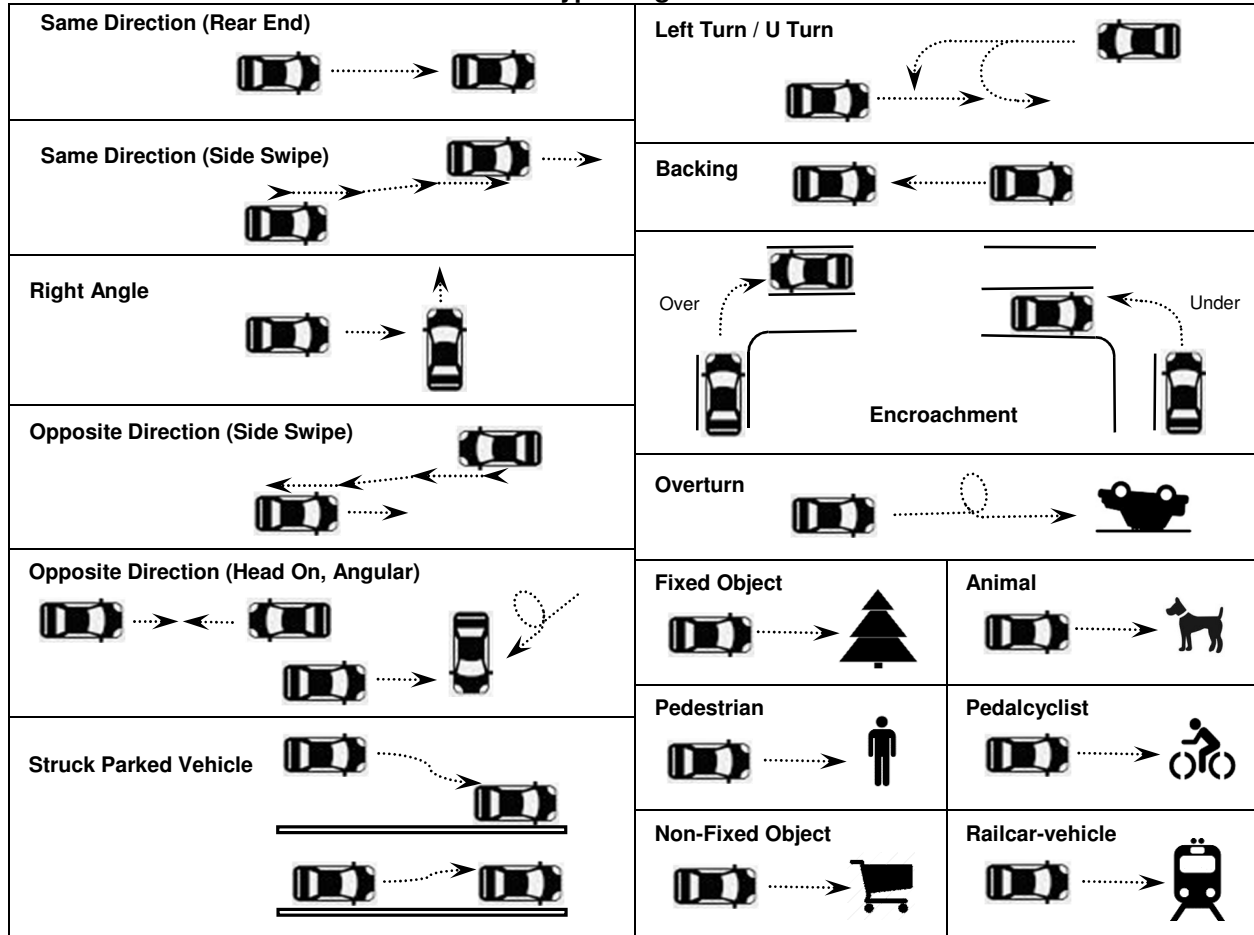
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Crash Type Diagrams



1. **Same Direction (Rear-end)** - Two vehicles moving one behind the other and collide, regardless of what forward 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 highway.
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 highway.
6. **Parked Vehicle** - A crash involving a vehicle in transport moving forward and 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. This includes backing into a parked vehicle.
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, pedalcyclist 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**

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Use Code 00 for Unknown.

Use Code 99 for Other,
except when Other Code
already exists for field.

Explain Other in Crash
Description

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

Items marked with **
cannot be First Harmful or
Most Harmful Event

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

Vehicle Color Codes (box 40, 70)

Beige	BG
Black	BK
Blue	BL
Brown	BN
Coral	CL
Cream	CM
Gold	GD
Gray	GY
Green	GN
Maroon	MN
Orange	OG
Pink	PK
Purple	PL
Red	RD
Silver	SL
Tan	TN
Turquoise	TQ
White	WT
Yellow	YL

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Driver/Pedalcyclist Actions (01 - 29)		Apparent Contributing Circumstances		Veh 1	
01 Unsafe Speed	25 None	58 Improper/Inadequate Lane Markings*		Veh 1 118a	
02 Driver Inattention*	29 Other Drive/Pedalcyclist Action*	59 Sun glare*		Veh 1 118b	
03 Failed to Obey Traffic Signal	Vehicle Factors (31-49)	60 Traffic Congestion - Prior Incident*		Veh 2 119a	
04 Failed to Yield ROW to Vehicle/Pedes	31 Defective Lights*	61 Traffic Congestion - Regular*		Veh 2 119b	
05 Improper Lane Change	32 Brakes*	69 Other Roadway Factors*			
06 Improper Passing	33 Steering*	Pedestrian Factors (71-89)			
07 Improper Use/Failed to Use Turn Signal	34 Tires*	71 Failed to Obey Traffic Control Device			
08 Improper Turning	35 Wheels*	72 Crossing Where Prohibited			
09 Following Too Closely	36 Windows/Windshield*	73 Dark Clothing/Low Visibility to Drive			
10 Backing Unsafely	37 Mirrors*	74 Inattentive*			
11 Improper Use/No Lights	38 Wipers*	75 Failure to Yield ROW			
12 Wrong Way	39 Veh Coupling/Hitch/Safety Chains*	76 Walking on Wrong Side of Road			
13 Improper Parking	40 Separated Load/Spill	77 Walking in Road when Sidewalks Present			
14 Failure to Keep Right	49 Other Vehicle Factors*	78 Running/Darting Across Traffic			
15 Failure to Remove Snow/Ice	Road/Environ Factors (51-69)	85 None			
16 Failed to Obey Stop Sign	51 Road Surface Condition*	89 Other Pedestrian Factors*			
17 Distracted - Hand Held Electronic Dev*	52 Obstruction/Debris in Road*	Apparent Physical Status			
18 Distracted - Hands Free Electronic Dev*	53 Ruts, Holes, Bumps*	01 Apparently Normal	06 Physical Handicaps	Veh 2 121a	
19 Distracted by Passenger*	54 Control Device Defective or Missing*	02 Alcohol Use	07 Illness	Veh 2 121b	
20 Other Distraction Inside Veh*	55 Improper Work Zone*	03 Drug Use (Illicit)*	08 Fatigue		
21 Other Distraction Outside Veh*	56 Physical Obstructions (viewing, etc)*	04 Medication	09 Fell Asleep		
	57 Animals in Roadway*	05 Alcohol & Drug Medication Use*			

Vehicle/Pedalcyclist Action (01-29)		Pedestrian Action (31-49)		Pre-Crash Action	
01 Going Straight Ahead	11 Changing Lanes	31 Pedestrian off Road	41 Coming From Behind Parked Veh		
02 Making Right Turn (not turn on red)	12 Merging/Entering Traf Lane	32 Walking To/From School	42 Crossing/Jaywalking	Veh 1 122	
03 Making Left Turn	13 Backing	33 Walking/Jogging With Traffic	43 Crossing at "Marked" Crosswalk at Intersection	Veh 2 123	
04 Making U-Turn	14 Driverless/Moving	34 Walking/Jogging Against Traffic	44 Crossing at "Unmarked" Crosswalk at Intersection		
05 Starting From Parking	15 Passing	35 Playing in Road	45 Crossing at "Marked" Crosswalk at Mid-Block		
06 Starting in Traffic	16 Negotiating Curve	36 Standing/Lying/Kneeling in Road	46 Deliberate Action*		
07 Slowing or Stopping	17 Driving on Shoulder	37 Getting On/Off Vehicle	49 Other Pedestrian Action*		
08 Stopped in Traffic	18 Right Turn on Red	38 Pushing/Working on Vehicle			
09 Parking	19 Deliberate Action*	39 Other Working in Roadway			
10 Parked	29 Other Veh/Cyclist Action*	40 Approaching/Leaving School Bus			

Traffic Controls	
01 Police Officer	05 Channelization - Painted
02 RR Watchmen, Gates, etc	06 Channelization - Physical
03 Traffic Signal	07 Warning Signal
04 Lane Markings	08 Stop Sign
	09 Yield Sign
	10 Flagmen
	11 No Control Present
	12 Flashing Traffic Control
	13 School Zone (Signs/Controls)
	14 Adult Crossing Guard

Sequence of Events — Most Harmful Event — First Harmful Event		
Non-Collision (01-19)	Collision w/Person, MV, or Non-Fixed Object (21-39)	Collision w/Fixed Object (41-69)
01 Overturn/Rollover	21 Pedalcyclist	41 Impact Attenuator/Crash Cushion
02 Fire/Explosion	22 Pedestrian	42 Bridge Overhead Structure
03 Immersion	23 Train/Trolley/Other Railcar	43 Bridge Pier or Support
04 Jackknife	24 Deer	44 Bridge Parapet End
05 Ran Off Road - Right**	25 Other Animal	45 Bridge Rail
06 Ran Off Road - Left**	26 MV in Transport	46 Guide Rail Face
07 Crossed Median**	27 MV in Transport, Other Roadway	47 Guide Rail End
08 Crossed Centerline**	28 Parked MV	48 Concrete Traffic Barrier
09 Cargo/Equipment Loss or Shift	29 Work Zone or Maint Equipment	49 Other Traffic Barrier
10 Separation of Units**	30 Struck by Object Set in Motion by MV	50 Traffic Sign Support
11 Fell/Jumped From Vehicle	39 Other Non-Fixed Object*	51 Traffic Signal Standard
12 Thrown/Fallen/Falling Object		52 Utility Pole
13 Equipment Failure**		53 Light Standard
14 Downhill /Runaway**		54 Other Post, Pole, Support
15 Reentered Roadway**		55 Culvert
		56 Curb
		57 Ditch
		58 Embankment
		59 Fence
		60 Tree
		61 Mailbox
		62 Fire Hydrant
		69 Other Fixed Object*










Clockpoint Diagram		Vehicle Impact Area	
11	12	13 Roof	Initial Impact Veh 1 129
10	1	14 Undercarriage	Principal Damage Veh 1 130
9	2	15 Overturned	Initial Impact Veh 2 131
8	3	17 None Visible	Principle Damage Veh 2 132
7	4		
6	5		

Extent of Damage	
01 None	03 Moderate/Functional
02 Minor	04 Disabling

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Vehicle Configuration





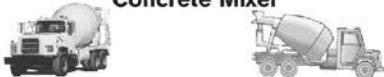










<p>Bus (9-15 Seats, Including Driver)</p> 	<p>Truck/Trailer (Single-Unit Truck Pulling a Trailer)</p> 
<p>Bus (16 or More Seats, Including Driver)</p> 	<p>Truck Tractor (Bobtail)</p> 
<p>Single-Unit (2 Axles, 6 Tires)</p> 	<p>Tractor/Semi Trailer (One Trailer)</p> 
<p>Single-Unit (3 or More Axles)</p> 	<p>Truck Tractor/Double (Two Trailers)</p> 
	<p>Truck Tractor/Triple (Three Trailers)</p> 

Revised 06/05

Federal Motor Carrier
Safety Administration

 U.S. Department of Transportation
www.fmcsa.dot.gov

Cargo Body Type

<p>Bus (9-15 Seats, Including Driver)</p> 	<p>Dump</p> 	<p>Pole</p> 
<p>Bus (16 or More Seats, Including Driver)</p> 	<p>Concrete Mixer</p> 	<p>Log</p> 
<p>Van/Enclosed Box</p> 	<p>Auto Transporter</p> 	<p>Intermodal Chassis</p> 
<p>Cargo Tank</p> 	<p>Garbage/Refuse</p> 	<p>Vehicle Towing Motor Vehicle</p> 
<p>Flat Bed</p> 	<p>Grain, Chips, Gravel</p> 	<p>No Cargo Body</p> 

Federal Motor Carrier
Safety Administration

 U.S. Department of Transportation
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