

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

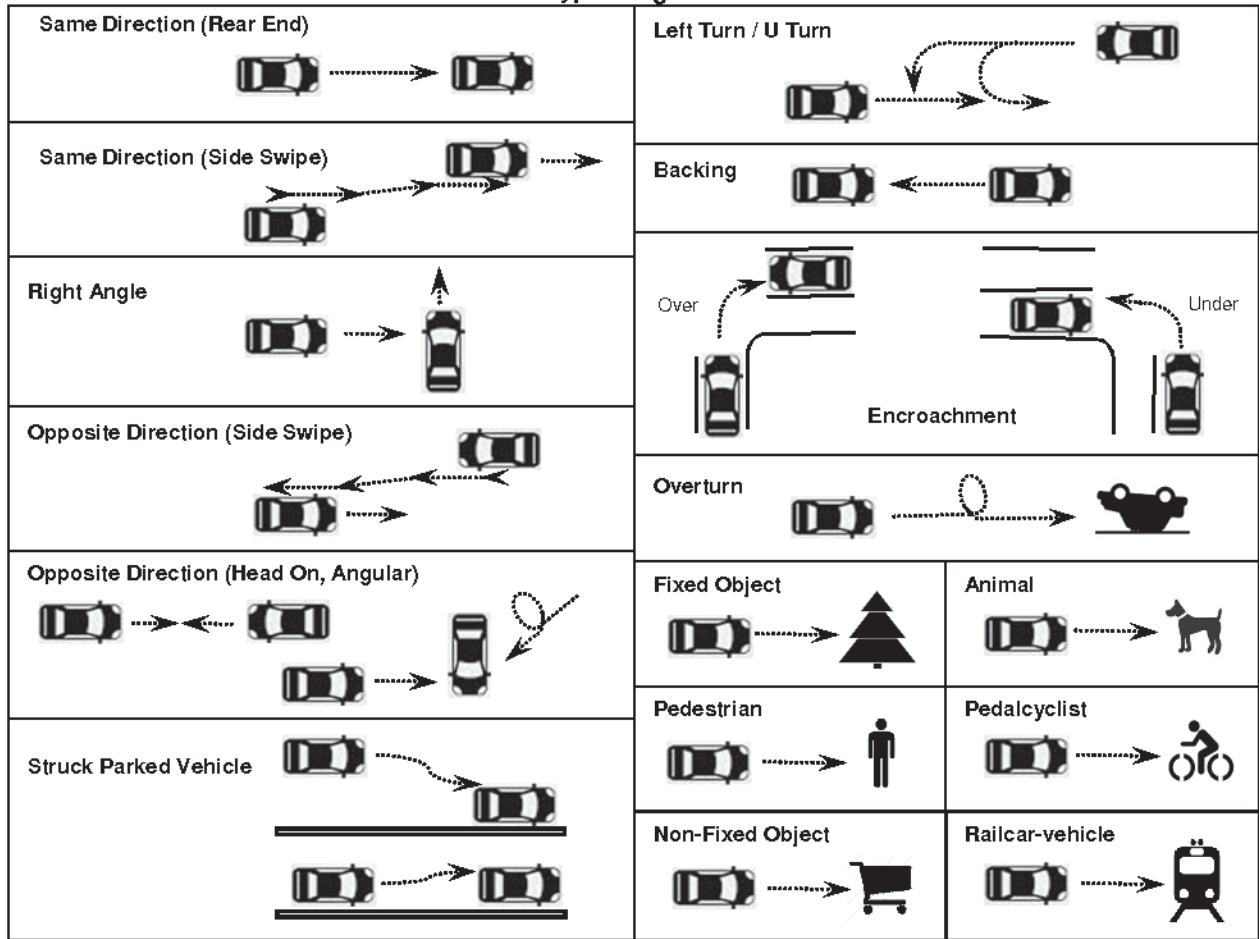
Overlay Page 1 of 2

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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 02 Business/Commerce 04 Responding to Emergency 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)
114 Veh 1	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
116 Veh 1	Direction of Travel of Vehicle 01 North 02 East 09 Abdomen/Pelvis 03 South 04 West 10 Hip/Upper Leg 11 Knee/Lower Leg/Foot 12 Entire Body
117 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
	Which Vehicle Occupied 1 Vehicle 1 B Pedalcycle 2 Vehicle 2 P Pedestrian O Other*
	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 Fatal Injury 02 Suspected Serious Injury 03 Suspected Minor Injury 04 Possible Injury 05 No Apparent Injury
	Age Sex
	Refused Medical Treatment 01 Yes 02 No
	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
83	Available
84	Used
85	Available
86	Used
87	Available
88	Used
89	Available
90	Used
91	Available
92	Used
93	Available
94	Used
95	Available

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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 crossing the painted or unpainted centerline or divided median of the roadway.
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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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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<p>Driver/Pedalcyclist Actions (01 - 29)</p> <p>01 Unsafe Speed 02 Driver Inattention* 03 Failed to Obey Traffic Signal 04 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 15 Failure to Remove Snow/Ice 16 Failed to Obey Stop Sign 17 Distracted - Hand Held Electronic Dev* 18 Distracted - Hands Free Electronic Dev* 19 Distracted by Passenger* 20 Other Distraction Inside Veh* 21 Other Distraction Outside Veh*</p>	<p>Apparent Contributing Circumstances</p> <p>25 None 29 Other Drive/Pedalcyclist Action*</p> <p>Vehicle Factors (31-49)</p> <p>31 Defective Lights* 32 Brakes* 33 Steering* 34 Tires* 35 Wheels* 36 Windows/Windshield* 37 Mirrors* 38 Wipers* 39 Veh Coupling/Hitch/Safety Chains* 40 Separated Load/Spill 49 Other Vehicle Factors*</p> <p>Road/Environ Factors (51-69)</p> <p>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*</p>	<p>58 Improper/Inadequate Lane Markings* 59 Sun glare* 60 Traffic Congestion - Prior Incident* 61 Traffic Congestion - Regular* 69 Other Roadway Factors*</p> <p>Pedestrian Factors (71-89)</p> <p>71 Failed to Obey Traffic Control Device 72 Crossing Where Prohibited 73 Dark Clothing/Low Visibility to Drive 74 Inattentive* 75 Failure to Yield ROW 76 Walking on Wrong Side of Road 77 Walking in Road when Sidewalks Present 78 Running/Darting Across Traffic 85 None 89 Other Pedestrian Factors*</p> <p>Apparent Physical Status</p> <p>01 Apparently Normal 02 Alcohol Use 03 Drug Use (Illicit)* 04 Medication 05 Alcohol & Drug Medication Use* 06 Physical Handicaps 07 Illness 08 Fatigue 09 Fell Asleep</p>
<p>Vehicle/Pedalcyclist Action (01-29)</p> <p>01 Going Straight Ahead 02 Making Right Turn (not turn on red) 03 Making Left Turn 04 Making U-Turn 05 Starting From Parking 06 Starting in Traffic 07 Slowing or Stopping 08 Stopped in Traffic 09 Parked 10 Parked</p>	<p>Pedestrian Action (31-49)</p> <p>11 Changing Lanes 12 Merging/Entering Traf Lane 13 Backing 14 Driverless/Moving 15 Passing 16 Negotiating Curve 17 Driving on Shoulder 18 Right Turn on Red 19 Deliberate Action* 29 Other Veh/Cyclist Action*</p>	<p>Pre-Crash Action</p> <p>31 Pedestrian off Road 32 Walking To/From School 33 Walking/Jogging With Traffic 34 Walking/Jogging Against Traffic 35 Playing in Road 36 Standing/Lying/Kneeling in Road 37 Getting On/Off Vehicle 38 Pushing/Working on Vehicle 39 Other Working in Roadway 40 Approaching/Leaving School Bus</p> <p>41 Coming From Behind Parked Veh 42 Crossing/Jaywalking 43 Crossing at "Marked" Crosswalk at Intersection 44 Crossing at "Unmarked" Crosswalk at Intersection 45 Crossing at "Marked" Crosswalk at Mid-Block 46 Deliberate Action* 49 Other Pedestrian Action*</p>
<p>01 Police Officer 02 RR Watchmen, Gates, etc 03 Traffic Signal 04 Lane Markings</p>	<p>05 Channelization - Painted 06 Channelization - Physical 07 Warning Signal 08 Stop Sign</p>	<p>09 Yield Sign 10 Flagmen 11 No Control Present 12 Flashing Traffic Control</p> <p>Traffic Controls</p> <p>13 School Zone (Signs/Controls) 14 Adult Crossing Guard</p>
<p>Non-Collision (01-19)</p> <p>01 Overturn/Rollover 02 Fire/Explosion 03 Immersion 04 Jackknife 05 Ran Off Road - Right** 06 Ran Off Road - Left** 07 Crossed Median** 08 Crossed Centerline** 09 Cargo/Equipment Loss or Shift 10 Separation of Units** 11 Fell/Jumped From Vehicle 12 Thrown/Fallen/Falling Object 13 Equipment Failure** 14 Downhill /Runaway** 15 Reentered Roadway** 19 Other Non-Collision*</p>	<p>Sequence of Events — Most Harmful Event — First Harmful Event</p> <p>Collision w/Person, MV, or Non-Fixed Object (21-39)</p> <p>21 Pedalcyclist 22 Pedestrian 23 Train/Trolley/Other Railcar 24 Deer 25 Other Animal 26 MV in Transport 27 MV in Transport, Other Roadway 28 Parked MV 29 Work Zone or Maint Equipment 30 Struck by Object Set in Motion by MV 39 Other Non-Fixed Object*</p>	<p>Collision w/Fixed Object (41-69)</p> <p>41 Impact Attenuator/Crash Cushion 42 Bridge Overhead Structure 43 Bridge Pier or Support 44 Bridge Parapet End 45 Bridge Rail 46 Guide Rail Face 47 Guide Rail End 48 Concrete Traffic Barrier 49 Other Traffic Barrier 50 Traffic Sign Support 51 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*</p>
<p>Clockpoint Diagram</p>	<p>Vehicle Impact Area</p> <p>13 Roof 14 Undercarriage 15 Overturned 17 None Visible</p>	<p>Initial Impact Veh 1 129</p> <p>Principal Damage Veh 1 130</p> <p>Initial Impact Veh 2 131</p> <p>Principle Damage Veh 2 132</p>
<p>Extent of Damage</p> <p>01 None 02 Minor 03 Moderate/Functional 04 Disabling</p>		<p>Extent of Damage</p> <p>Veh 1 133</p> <p>Veh 2 134</p>

Vehicle Configuration

Bus (9-15 Seats, Including Driver)



Truck/Trailer (Single-Unit Truck Pulling a Trailer)



Bus (16 or More Seats, Including Driver)



Truck Tractor (Bobtail)



Single-Unit (2 Axles, 6 Tires)



Tractor/Semi Trailer (One Trailer)



Single-Unit (3 or More Axles)



Truck Tractor/Double (Two Trailers)



Truck Tractor/Triple (Three Trailers)



Revised 06/05

Federal Motor Carrier
Safety Administration



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

Cargo Body Type

Bus (9-15 Seats, Including Driver)



Dump



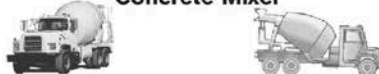
Pole



Bus (16 or More Seats, Including Driver)



Concrete Mixer



Log



Van/Enclosed Box



Auto Transporter



Intermodal Chassis



Cargo Tank



Garbage/Refuse



Vehicle Towing Motor Vehicle



Flat Bed



Grain, Chips, Gravel



No Cargo Body



Federal Motor Carrier
Safety Administration



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