

**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 (-)

**NOTE:**

Boxes 1 - 7 must be completed for a 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.state.nj.us/transportation/refdata/accide/policeres/shotm>

**Insurance Codes -**  
5 digit NAIC - <http://www.nj.gov/dobi/data/inscor>  
3 digit MVC - <http://www.state.nj.us/mvc/numeri>

**Hospital Codes**  
- <http://www.state.nj.us/health/ems/je>

96	<b>Road Divided By</b> 01 Barrier Median   02 Curbed Median   03 Grass Median   04 Painted Median   05 None			
97	<b>Temporary Traffic Control Zone</b> 01 None   02 Construction Zone   03 Maintenance Zone   04 Utility Zone   05 Incident Zone			
98	<b>Light Condition</b> 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	<b>Road System</b> 01 Interstates   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			
100	<b>Road Character</b> 01 Straight and Level   03 Straight at Hillcrest   05 Curve and Grade 02 Straight and Grade   04 Curve and Level   06 Curve at Hillcrest			
101	<b>Road Surface Type</b> 01 Concrete   02 Blacktop   03 Gravel   04 Steel Grid   05 Dirt			
102	<b>Road Surface Condition</b> 01 Dry   02 Wet   03 Snowy   04 Icy   05 Slush   06 Water (Standing/Moving)   07 Sand, Mud, Dirt   08 Oil			
103	<b>Environmental Condition</b> 01 Clear   03 Snow   05 Overcast   07 Blowing Snow   09 Severe Crosswinds 02 Rain   04 Fog/Smog/Smoke   06 Sleet/Hail/Freezing Rain   08 Blowing Sand/Dirt			
104	<b>Total Number of Motor Vehicles Involved in Crash</b> <span style="float:right;"><i>with Below as First Event</i></span>			
105	<b>Crash Type</b> <i>with Other MV as First Event</i> 01 Same Direction (Rear End)   07 Left Turn / U Turn   13 Pedestrian 02 Same Direction (Side Swipe)   08 Backing   14 Pedalcyclist 03 Right Angle   09 Encroachment   15 Non-fixed Object 04 Opposite Direction (Head On, Angular)   16 Railcar-vehicle 05 Opposite Direction (Side Swipe) 06 Struck Parked Vehicle			
106 Veh 1	<b>Oversize/Overweight Permit ?</b> (Comm Veh Only)		Trucks / Bus (20-30)	
107 Veh 2	01 Yes   02 No		20 Single Unit (2 axle) 21 Single Unit (3+ axle) 22 Light Truck w/Trailer 23 Single Unit Truck w/Trailer 24 Truck Tractor (Bobtail) 25 Tractor Semi-Trailer 26 Tractor Double 27 Tractor Triple	
108 Veh 1	<b>Vehicle Type</b>		11 Moped	
109 Veh 2	01 Car/Station Wagon/Minivan   06 Recreational Vehicle		12 Streetcar/Trolley	
110 Veh 1	02 Passenger Van (< 9 Seats)   07 All Terrain Vehicle		13 Pedalcycle	
111 Veh 2	03 Cargo Van (10K lbs or less)   08 Motorcycle		25 Tractor Semi-Trailer	
112 Veh 1	04 Sport Utility Vehicle   09 (reserved)		26 Tractor Double	
113 Veh 2	05 Pickup   10 any previous w/Trailer   19 Other Pass Vehicle		27 Tractor Triple	
114 Veh 1	<b>Vehicle Use</b>		29 Other Truck	
115 Veh 2	01 Personal   03 Government		30 Bus / Large Van (9 or more Seats)	
116 Veh 1	02 Business/Commerce   04 Responding to Emergency			
117 Veh 2	05 Machinery in Use			
118 Veh 1	<b>Special Function Vehicles</b>			
119 Veh 2	01 Work Equipment *   06 Taxi/Limo   11 Other Bus			
120 Veh 1	02 Police   07 Veh Used as School Bus   12 Veh Used as Snowplow			
121 Veh 2	03 Military   08 Veh Used as Other Bus   13 Vehicle Towing Another Veh			
122 Veh 1	04 Fire/Rescue   09 School Bus			
123 Veh 2	05 Ambulance   10 Transit Bus			
124 Veh 1	<b>Cargo Body Type (Comm Veh Only)</b>		07 Concrete Mixer   11 Pole (trailer)	
125 Veh 2	01 Bus (9-15 seats)   04 Cargo Tank		08 Auto Transporter   12 Intermodal Chassis	
126 Veh 1	02 Bus (> 15 seats)   05 Flatbed		09 Garbage/Refuse   13 No Cargo Body	
127 Veh 2	03 Van/Enclosed Box   06 Dump		10 Hopper (grain,gravel,chips)	
128 Veh 1	<b>Direction of Travel of Vehicle</b>		<b>Location of Most Severe Physical Injury</b>	
129 Veh 2	01 North   02 East		01 Head   07 Shoulder / Upper Arm	
130 Veh 1	03 South   04 West		02 Face   08 Elbow / Lower Arm / Hand	
131 Veh 2			03 Eye   09 Abdomen / Pelvis	
132 Veh 1			04 Neck   10 Hip / Upper Leg	
133 Veh 2			05 Chest   11 Knee / Lower Leg / Foot	
134 Veh 1			06 Back   12 Entire Body	
135 Veh 2				
136 Veh 1	<b>Which Vehicle Occupied</b>		<b>Type of Most Severe Physical Injury</b>	
137 Veh 2	1 Vehicle 1 B Pedalcycle		01 Amputation   06 Burn	
138 Veh 1	2 Vehicle 2 P Pedestrian   0 Other		02 Concussion   07 Fracture / Dislocation	
139 Veh 2			03 Internal   08 Complaint of Pain	
140 Veh 1			04 Bleeding	
141 Veh 2			05 Contusion/Bruise/Abrasion	
142 Veh 1	<b>Position In/On Vehicle</b>		<b>Refused Medical Treatment</b>	
143 Veh 2	01 Driver   02 thru 09 Passengers		1 Yes   2 No	
144 Veh 1	10 Cargo Area   11 Riding/Hanging on Outside		01 None   07 (reserved)	
145 Veh 2			02 Lap Belt   08 Airbag	
146 Veh 1	<b>Ejection From Vehicle</b>		03 Harness   09 Airbag & Seatbelts	
147 Veh 2	01 Not Ejected   03 Ejected		10 Safety Vest (Ped only)	
148 Veh 1	02 Partial Ejection   04 Trapped		04 Lap Belt	
149 Veh 2			05 Child Restraint	
150 Veh 1	<b>Victim's Physical Condition</b>		06 Helmet	
151 Veh 2	01 Killed		<b>Airbag Deployment</b>	
152 Veh 1	02 Incapacitated		01 Front   07 Other	
153 Veh 2	03 Moderate Injury		02 Side   08 Multiple	
154 Veh 1	04 Complaint of Pain			
155 Veh 2				
156 Veh 1	<b>Age</b>		<b>Availability of Safety Equipment</b>	
157 Veh 2			01 None   07 (reserved)	
158 Veh 1	<b>Sex</b>		02 Lap Belt   08 Airbag	
159 Veh 2			03 Harness   09 Airbag & Seatbelts	
160 Veh 1			10 Safety Vest (Ped only)	
161 Veh 2				
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**Eye Color (box 30, 60)**

- 1 - Black      4 - Blue
- 2 - Brown     5 - Hazel
- 3 - Gray       6 - Green
- 7, 8, and 9 = Other

**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

Overlay Page 2 of 2

- Driver/Pedalcyclist Actions (01 - 29)**
- 01 Unsafe Speed
  - 02 Driver Inattention \*
  - 03 Failed To Obey Traffic Control Device
  - 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

- 25 None
- 29 Other Driver/Pedalcyclist Action

- Vehicle Factors (31 - 49)**
- 31 Defective Lights \*
  - 32 Brakes \*
  - 33 Steering \*
  - 34 Tires \*
  - 35 Wheels \*
  - 36 Windows/ Windshield \*
  - 37 Mirrors \*
  - 38 Wipers \*
  - 39 Veh Coupling/Hitch/Safety Chains \*
  - 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 \*
  - 59 Sunglare \*
  - 69 Other Roadway Factors

**Pedestrian Factors (71 - 89)**

- 71 Failed To Obey Traffic Control Device
- 72 Crossing Where Prohibited
- 73 Dark Clothing/Low Visibility to Driver
- 74 Inattentive \*
- 75 Failure to Yield ROW
- 76 Walking on Wrong Side of Road
- 77 Walking in Road When Sidewalk Present
- 78 Running/Darting Across Traffic
- 85 None
- 89 Other Pedestrian Factors

**Apparent Physical Status**

- 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

**Cell Phone In Use By Driver**

- 01 Handheld
- 02 Hands Free

**Vehicle / Pedalcyclist Action (01-29)**

- 01 Going Straight Ahead
- 02 Making Right Turn
- 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 Parking
- 10 Parked
- 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
- 29 Other Veh/Cyclist Action \*

**Pedestrian Action (31-49)**

- 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 Schoolbus
- 41 Coming From Behind Parked Veh.
- 42 (reserved)
- 49 Other Pedestrian Action \*

**Pre-Crash Action**

**At Intersection**

- 43 Crossing at "marked" Crosswalk
- 44 Crossing at "unmarked" Crosswalk

**At Mid-Block**

- 45 Crossing at "marked" Crosswalk
- 46 Crossing / Jaywalking
- 49 Other Pedestrian Action \*

- 01 Police Officer
- 02 RR Watchman, Gates, etc
- 03 Traffic Signal
- 04 Lane Markings

- 05 Channelization - Painted
- 06 Channelization - Physical
- 07 Warning Signal
- 08 Stop Sign

- 09 Yield Sign
- 10 Flagman
- 11 No Control Present
- 12 Flashing Traffic Control

**Traffic Controls**

- 13 School Zone (Signs/Controls)
- 14 Adult Crossing Guard

**Sequence of Events (select up to 4 for each vehicle)**

**Non Collision (01 - 19)**

- 01 Overtum / 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
- 09 Cargo / Equipment Loss or Shift
- 10 Separation of Units
- 11 Fell / Jumped From Vehicle
- 12 Thrown / Falling Object
- 13 Equipment Failure
- 19 Other Non Collision

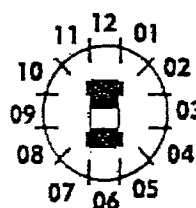
**Collision w/ Person, MV, or Non-Fixed Object (21 - 39)**

- 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

**Collision w/ Fixed Object (41 - 69)**

- 41 Impact Attenuator / Crash Cushion
- 42 Bridge Overhead Structure
- 43 Bridge Pier or Support
- 44 Bridge Parapet End
- 45 Bridge Rail
- 46 Guardrail Face
- 47 Guardrail 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

**Clockpoint Diagram**



- 13 Roof
- 14 Undercarriage
- 15 Overtumed
- 17 None Visible

**Vehicle Impact Area**

- Initial Impact Veh 1 130
- Principal Damage Veh 1 131
- Initial Impact Veh 2 132
- Principal Damage Veh 2 133

