

**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	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 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	Road Character 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	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, Mud, Dirt 08 Oil																																					
103	Environmental Condition 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	Total Number of Motor Vehicles Involved in Crash <i>with Below as First Event</i>																																					
105	Crash Type <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	Oversize/Overweight Permit ? (Comm Veh Only)																																					
107 Veh 2	01 Yes 02 No																																					
108 Veh 1	Vehicle Type		Trucks / Bus (20-30)																																			
109 Veh 2	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) 24 Truck Tractor (Bobtail) 05 Pickup 10 any previous w/Trailer 19 Other Pass Vehicle 25 Tractor Semi-Trailer 26 Tractor Double 27 Tractor Triple		29 Other Truck																																			
110 Veh 1	Vehicle Use		30 Bus / Large Van (9 or more Seats)																																			
111 Veh 2	01 Personal 03 Government 02 Business/Commerce 04 Responding to Emergency 05 Machinery in Use																																					
112 Veh 1	Special Function Vehicles																																					
113 Veh 2	01 Work Equipment * 06 Taxi/Limo 11 Other Bus 02 Police 07 Veh Used as School Bus 12 Veh Used as Snowplow 03 Military 08 Veh Used as Other Bus 13 Vehicle Towing Another Veh 04 Fire/Rescue 09 School Bus 05 Ambulance 10 Transit Bus																																					
114 Veh 1	Cargo Body Type (Comm Veh Only)		07 Concrete Mixer 11 Pole (trailer) 08 Auto Transporter 12 Intermodal Chassis 09 Garbage/Refuse 13 No Cargo Body 10 Hopper (grain, gravel, chips)																																			
115 Veh 2	01 Bus (9-15 seats) 04 Cargo Tank 02 Bus (> 15 seats) 05 Flatbed 03 Van/Enclosed Box 06 Dump																																					
116 Veh 1	Direction of Travel of Vehicle		Location of Most Severe Physical Injury																																			
117 Veh 2	01 North 02 East 03 South 04 West		01 Head 07 Shoulder / Upper Arm 02 Face 08 Elbow / Lower Arm / Hand 03 Eye 09 Abdomen / Pelvis 04 Neck 10 Hip / Upper Leg 05 Chest 11 Knee / Lower Leg / Foot 06 Back 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		Type of Most Severe Physical Injury																																		
		<table border="1" style="width:100%; border-collapse: collapse;"> <tr> <td style="text-align:center;">11</td> <td colspan="2"></td> </tr> <tr> <td style="text-align:center;">11</td> <td style="text-align:center;">1</td> <td style="text-align:center;">11</td> </tr> <tr> <td style="text-align:center;">11</td> <td style="text-align:center;">2</td> <td style="text-align:center;">11</td> </tr> <tr> <td style="text-align:center;">11</td> <td style="text-align:center;">3</td> <td style="text-align:center;">11</td> </tr> <tr> <td style="text-align:center;">11</td> <td style="text-align:center;">4</td> <td style="text-align:center;">11</td> </tr> <tr> <td style="text-align:center;">11</td> <td style="text-align:center;">5</td> <td style="text-align:center;">11</td> </tr> <tr> <td style="text-align:center;">11</td> <td style="text-align:center;">6</td> <td style="text-align:center;">11</td> </tr> <tr> <td style="text-align:center;">11</td> <td style="text-align:center;">7</td> <td style="text-align:center;">11</td> </tr> <tr> <td style="text-align:center;">11</td> <td style="text-align:center;">8</td> <td style="text-align:center;">11</td> </tr> <tr> <td style="text-align:center;">11</td> <td style="text-align:center;">9</td> <td style="text-align:center;">11</td> </tr> <tr> <td style="text-align:center;">11</td> <td style="text-align:center;">10</td> <td style="text-align:center;">11</td> </tr> </table>		11			11	1	11	11	2	11	11	3	11	11	4	11	11	5	11	11	6	11	11	7	11	11	8	11	11	9	11	11	10	11	01 Amputation 06 Burn 02 Concussion 07 Fracture / Dislocation 03 Internal 08 Complaint of Pain 04 Bleeding 05 Contusion/Bruise/Abrasion	
11																																						
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11	10	11																																				
		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																																				
		Refused Medical Treatment 1 Yes 2 No		Safety Equipment																																		
		01 None 07 (reserved) 02 Lap Belt 08 Airbag 03 Harness 09 Airbag & Seatbelts 04 Lap Belt & Harness 10 Safety Vest (Ped only) 05 Child Restraint 06 Helmet		Airbag Deployment 01 Front 07 Other 02 Side 08 Multiple																																		
83	84	85	86	87	88	89	90	91	92	93	94	95																										

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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

- 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

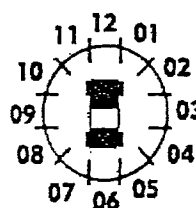
Collision w/ Person, MV, or Non-Fixed Object (21 - 39)

- 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 Overtum
- 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