

MOTOR VEHICLE CRASH REPORT OVERLAY NO. 1

North Dakota Department of Transportation
Drivers License & Traffic Safety

DOT 2356 (Rev.12-2006)

GENERAL INSTRUCTIONS

1. USE BLACK INK OR TYPE ONLY
2. COMPLETE ALL BLOCKS UNLESS OTHERWISE DIRECTED. EXCEPTIONS ARE LISTED IN APPENDIX A OF THE OFFICERS MANUAL.
3. ALL ITEMS WITH AN ASTERISK (*) MUST BE EXPLAINED IN THE NARRATIVE.

CRASH AND GENERAL INFORMATION

A. REPORT TYPE

1. Original
2. Supplemental (Send copy of original report with all supplemental reports.)

B. CRASH TYPE

1. Traffic
2. Non-Traffic
3. Non-Reportable

C. CRASH SEVERITY

1. Fatal
2. Injury
3. Property Damage Only

D. HIT AND RUN

1. Yes
2. No (If code "Yes" used for original, then all supplement reports must be "Yes")

E. AGENCY TYPE

1. Highway Patrol
2. City Police
3. County Sheriff
4. BIA
5. Campus PD
6. Military Police
7. Park Ranger

F. INTERSECTION TYPE

1. Non-Intersection
2. Three Roads
3. Four Roads
4. Five or More Roads

G. RELATION TO ROADWAY

1. On Roadway
2. Shoulder
3. Median
4. Gore
5. Outside Shoulder-Left (Includes Ditch)
6. Outside Shoulder-Right (Includes Ditch)
7. Off Roadway (Location Unknown)
8. Parking Lot
9. Alley
- Private Property

H. RELATION TO JUNCTION

1. Non-Junction
2. Intersection
3. Interchange Area
4. Alley / Driveway Access
5. Entrance / Exit Ramp
6. Railroad Grade Crossing
7. Bridge
8. Intersection Related

I. ROADWAY GEOMETRICS

1. Straight (On Level)
2. Straight (On Grade)
3. Curve (On Level)
4. Curve (On Grade)
5. Hill Crest

J. TRAFFICWAY

1. Not Divided (Two-Way Traffic)
2. Divided Highway (Median Strip Without Barrier)
3. Divided Highway (Median Strip With Barrier)
4. One-Way Trafficway

K. ACCESS CONTROL

1. No Control (Unlimited Access)
2. Full Control (Only Ramp Entry and Exit)
3. Other *

L. ROAD CONDITION

1. Normal
2. Under Construction, Maintenance
3. Soft / Defective Shoulder
4. Obstruction / Flood
5. Debris On Road
6. Reduced Road Width
7. Holes / Ruts / Bumps / Washout
8. Loose Material Surface

M. SURFACE TYPE

1. Concrete
2. Asphalt
3. Gravel / Scoria
4. Dirt
5. Brick

IF BRIDGE DECK:

6. Concrete Bridge Deck
7. Asphalt Bridge Deck
8. Metal Bridge Deck
9. Wood Bridge Deck

N. SURFACE CONDITION

1. Dry
2. Wet
3. Muddy
4. Snow
5. Slush
6. Ice / Compacted Snow
7. Frost

O. WEATHER

1. Clear
2. Cloudy
3. Rain
4. Snow
5. Blowing Soil / Snow
6. Sleet / Hail / Freezing Rain
7. Fog / Smoke / Dust
8. Severe Wind

P. LIGHT

1. Daylight
2. Dawn
3. Dusk
4. Dark (Lighted)
5. Dark (Not Lighted)

Q. VISUAL OBSTRUCTION

1. None
1. Rain / Snow / Frost on Window
2. Trees / Crops / Sign
3. Building
4. Embankment
5. Hillcrest
6. Parked MV
7. MV in Roadway
8. Glare
9. Fog / Smoke / Dust

R. UNIT CONFIGURATION

01. Pass. Car
02. Pickup / Van / Utility
03. Bus (Seats For \geq 16, Incl. Driver)
04. School Bus
05. Motorhome / Camper
06. Snowmobile
07. All-Terrain Veh.
08. Motorcycle
09. Moped
10. Pedal Cycle
11. Const. Equip.
12. Emergency Vehicle
13. Train
14. Farm Equipment
15. Modified Vehicle
16. Hit and Run Vehicle
17. Roadway Maintenance Vehicle
18. Other Publicly-Owned Vehicle
19. Pedestrian
20. 2-Axle 6-Tire Single Unit Truck / Stepvan
21. 3 or More Axles Single Unit Truck
22. Single Unit Truck
23. Truck Tractor
24. Unknown Heavy Trucks

S. ATTACHMENTS

0. None
1. Single Trailer
2. Double Trailer
3. Triple Trailer

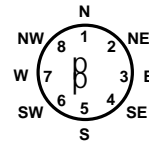
T. TRUCK CARGO BODY TYPE

00. Not Applicable
01. Van / Enclosed Box
02. Dry Bulk Cargo Tank
03. Liquid Bulk Cargo Tank
04. Gaseous Bulk Cargo Tank
05. Flatbed / Platform
06. Dump
07. Concrete Mixer
08. Auto Transporter
09. Garbage / Refuse
10. Bus (16 Incl. Driver)
11. Combination *
12. Special Permit Load
90. Other *
99. Unknown

U. ANTILOCK BRAKE SYSTEM

0. None
1. Rear Only
2. Front Only
3. Front and Rear

V. ORIGINAL DIRECTION OF TRAVEL



W. TRAFFIC CONTROL

00. None
01. Stop Sign
02. No Passing Zone
03. Flashing Beacon
04. RR Signals With Gates
05. RR Signals Only
06. RR Crossbucks / Pavement Marking
07. Officer / Flagperson
08. Traffic Signal
09. Yield Sign
10. Barricade
11. Control Not Visible / Broken

X. OBSERVATIONS *

00. None
01. Need Signing
02. Trees / Shrubs / Tall Grass
03. Pavement Marking
04. Hill / Curve
05. Narrow Bridge / Roadway
06. Rough Road
07. Lighting
08. Traffic Signals
09. Clearance Height
10. Road Maintenance
11. Delineators / Bridge Markings
12. Guardrail
13. Geometrics
14. Speed Limit

Y. MANNER OF COLLISION

1. Angle
2. Rear-End
3. Head-On
4. Sideswipe (Same Direction)
5. Sideswipe (Opposite Direction)
6. Rear-to-Rear
7. Non-Collision With Motor Vehicle in Transport

Z. FIRST HARMFUL EVENT

(Initial Collision - Characterizes the crash type. Use one of the codes below.)

AA. SEQUENCE OF EVENTS (Use up to 3 of the codes below for each vehicle. If necessary, to describe the sequence of accident-related events following the first harmful event.)

COLLISION WITH OBJECT - NOT FIXED

01. Motor Vehicle in Transport
02. Motor Vehicle in Transport in Other Rdwy
03. Pedestrian
04. Pedal Cycle
05. Railway Train
06. Deer
07. Other Large Game
08. Farm Animal
09. Small Animal
10. Parked Motor Vehicle
11. Other Object (Not Fixed)

COLLISION WITH FIXED OBJECT

30. Impact Attenuator
31. Bridge / Pier / Abutment
32. Bridge Parapet End
33. Bridge Rail
34. Guardrail Face
35. Guardrail End
36. Median Barrier
37. Highway Traffic Sign Post
38. Overhead Sign Support
39. Luminaire / Light Support
40. Utility Post
41. Other Post
42. Culvert
43. Curb
44. Ditch
45. Embankment
46. Fence
47. Mail Box
48. Tree
49. Other Fixed Object

NON-COLLISION

20. Overturn / Rollover
21. Fire / Explosion
22. Immersion
23. Jackknife
24. Downhill Runaway
25. Cargo Loss or Shift
26. Separation of Units
27. Ran off Roadway
28. Other Non-Collision

BB. MOST HARMFUL EVENT (If an event following the initial collision causes the most damage, use the codes above. One for each vehicle, if necessary, to identify this most harmful event.)

LEAVE BLANK IF SAME AS "Z" ABOVE

MOTOR VEHICLE CRASH REPORT OVERLAY NO. 3

ACTION SEQUENCE, CITATIONS, AND DAMAGE

A Summary By Unit Number, of the Sequence of Actions, Events, Contributing Factors, Citations, and Vehicle Damage.

TOWED DUE TO DAMAGE		1. Yes	2. No	9. Unknown																																	
EXTENT OF DEFORMITY		0. None	1. Minor	2. Moderate	3. Severe	9. Unknown																															
DRIVER CONDITION		00. None	01. Center Front	02. Right Front	03. Right Side	04. Right Rear	05. Center Rear	06. Left Rear	07. Left Side	08. Left Front	09. Top and Windows	10. Under Carriage	11. Submerged	12. Burned	13. Total (All Areas)	98. Other *	99. Unknown																				
DRIVER CONDITION		0. Appeared Normal	1. Had Been Drinking	2. Illegal Drug Use	3. Physical Impairment	4. Fatigue	5. Asleep	6. Sick	7. Medication	8. Other *	9. Unknown																										
EVASIVE ACTION		1. Slowed / Stopped	2. Accelerated	3. Turned Right	4. Turned Left	5. Backed Up	6. Did Nothing																														
CITATIONS/Written WARNINGS		Use the narrative to provide more specific information on Citations / Written Warnings.																																			
		00. None	01. DUI (Alcohol)	02. DUI (Drugs)	03. Care Required	04. Careless Driving	05. Failed to Yield	06. Failed to Stop	07. Following	08. Improper Turning	09. Improper Backing	10. Overtaking	11. Wrong Way	12. Speeding	13. Defective Equipment	14. Illegal Parking	98. Other Offense *	NOT CONTRIBUTING TO CRASH		15. Open Container	16. Driver's License	17. Left Accident Scene															
CONTRIBUTING FACTORS		Use up to two of the codes below for each unit.																																			
		00. No Clear Contributing Factor	01. Attention Distracted	02. Vision Obstructed	03. Speed / Too Fast for Conditions	04. Vehicle Mechanical Failure	05. Wrong Way	06. Failed to Yield	07. Following too Close	08. Weather	09. Defective Equipment	10. Improper Evasive Action	11. Improper Backing / Tuning	12. Improper Overtaking	13. Drove Left of Center	98. Other *																					
VEHICLE MOVEMENT		01. Going Straight	02. Turning Left	03. Turning Right	04. Backing	05. Passing	06. Wrong Side of Road	07. Wrong Way on One-Way	08. Starting in Traffic	09. Entering / Leaving Parked Position	10. Merging / Diverging	11. Changing Lanes	12. Driverless Vehicle (Moving)	13. Driverless Vehicle (Stalled)	14. Driverless Vehicle (Stopped)	15. U-Turn	16. Swerving	17. Negotiating Curve	18. Slowing / Stopping	19. Stopped	20. Waiting to Turn Left	21. Waiting to Turn Right	22. Waiting for Traffic Signal	23. Waiting for Pedestrian	24. Waiting for Vehicle To Turn	25. Waiting for Vehicle Ahead	PEDESTRIAN MOVEMENT										
OTHER PROPERTY DAMAGE		Estimate of total damage amount to property other than vehicle.																																			
		q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q	q		
		* DESCRIBE OR EXPLAIN IN NARRATIVE																																			