

# STATE OF MICHIGAN TRAFFIC CRASH REPORT

Revised 09/2010

<p><b>Crash Type (First Impact)</b></p> <p>Single Motor Vehicle <i>Includes Car/Pedestrian, Car/Bicyclist, Car/Animal, Car/Train, Car/Fixed Object</i></p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p>Head On</p> <p>1. Single Motor Vehicle</p> </div> <div style="text-align: center;"> <p>Head On-Left Turn</p> <p>2.</p> </div> <div style="text-align: center;"> <p>Angle</p> <p>3.</p> </div> <div style="text-align: center;"> <p>Rear End</p> <p>4.</p> </div> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="text-align: center;"> <p>Rear End-Left Turn</p> <p>6.</p> </div> <div style="text-align: center;"> <p>Rear End-Right Turn</p> <p>7.</p> </div> <div style="text-align: center;"> <p>Sideswipe-Same Direction</p> <p>8. Left or Right</p> </div> <div style="text-align: center;"> <p>Sideswipe-Opposite Direction</p> <p>9. Left or Right</p> </div> <div style="text-align: center;"> <p>10. Other/Unknown</p> </div> </div>	<p><b>Special Vehicles</b></p> <table style="width:100%;"> <tr> <td>1 Police</td> <td>4 Ambulance</td> </tr> <tr> <td>2 Fire</td> <td>5 Farm equipment</td> </tr> <tr> <td>3 Bus</td> <td>6 Construction/maintenance equip.</td> </tr> </table>	1 Police	4 Ambulance	2 Fire	5 Farm equipment	3 Bus	6 Construction/maintenance equip.	<p><b>Vehicle Use</b></p> <ol style="list-style-type: none"> <li>1 Private</li> <li>2 Commercial</li> <li>3 In pursuit/on emergency</li> <li>4 Farm</li> <li>5 School/education</li> <li>6 Club/church (all Y-plates)</li> <li>7 Military</li> <li>8 Other government</li> <li>9 Utility (gas, cable, etc.)</li> <li>10 Road construction/road maintenance</li> <li>11 Other</li> </ol>
1 Police	4 Ambulance							
2 Fire	5 Farm equipment							
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<p><b>Vehicle Defects</b></p> <table style="width:100%;"> <tr> <td>1 Brakes</td> <td>4 Tires/wheels</td> </tr> <tr> <td>2 Lights/reflectors</td> <td>5 Windows</td> </tr> <tr> <td>3 Steering</td> <td>6 Other</td> </tr> </table>		1 Brakes	4 Tires/wheels	2 Lights/reflectors	5 Windows	3 Steering	6 Other	
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**Area**

**Freeway**

- 01 Entrance/exit ramp related
- 02 Median crossing related
- 03 Transition area\*
- 04 Rest area related
- 05 Scale/weight station related
- 06 All other freeway areas

**Intersection**

- 07 Within intersection
- 08 Intersection driveway related (within 150 feet of intersection)
- 09 Intersection related-other

**Other Non-Freeway Areas**

- 10 Straight roadway Not related to other selections
- 11 Curved roadway Not related to other selections
- 12 Driveway related
- 13 Parking related (legal roadside)
- 14 Transition area\*
- 15 Median crossing related
- 16 Rail crossing related
- 17 Rest area related
- 18 Scale/weight station related
- 19 Non-traffic area
- 20 Other
- 21 Unknown

\*Increase/decrease in the number of travel

**Position**

B Bicycle  
P Pedestrian  
E Engineer (railroad/train)

**1-9 Vehicle Interior**  
See Representation Below

**Motorcycles, snowmobiles, etc. (In-line seating)**

- 1 Driver
- 4 Passenger one
- 7 Passenger two
- 12 Other/unenclosed passenger area/cargo area

**Private Trailer Type**

- 1 Utility
- 2 Travel trailer
- 3 Boat trailer
- 4 Farm equipment
- 5 Towed auto
- 6 Recreation double
- 7 Other

**Trafficway**

- 01 Not physically divided (2-way trafficway)
- 02 Divided highway, median strip, without traffic barrier
- 03 Divided highway, median strip, with traffic barrier
- 04 One-way trafficway

**Unit Type**

MV Motor Vehicle  
B Bicyclist (all pedalcyclists)  
P Pedestrian  
E Engineer (railroad/train)

**Action Prior To Crash**

**Driver Action**

- 01 Going straight ahead
- 02 Turning left
- 03 Turning right
- 04 Stopped on roadway
- 05 Involved in prior crash at same location
- 06 Changing lanes
- 07 Backing
- 08 Slowing/stopping on roadway
- 09 Slowing/stopping other area
- 10 Starting up on roadway
- 11 Starting up other area
- 12 Entering parking
- 13 Leaving parking
- 14 Entering roadway
- 15 Leaving roadway
- 16 Making U-turn
- 17 Overtaking or passing
- 18 Avoiding object
- 19 Avoiding pedestrian
- 20 Avoiding vehicle (front/back)
- 21 Avoiding vehicle (angle)
- 22 Driverless moving
- 23 Parked
- 35 Other
- 36 Unknown
- 37 Avoiding animal

**Pedestrian Action**

- 24 Crossing at intersection
- 25 Crossing not at intersection
- 26 Getting on/off vehicle
- 27 In roadway with traffic
- 28 In roadway against traffic
- 29 Standing/lying on roadway
- 30 Pushing/working on vehicle
- 31 Other working in roadway
- 32 Playing in roadway
- 33 In roadway other reason
- 34 Not in roadway
- 35 Other
- 36 Unknown

**Sequence of Events/ Most Harmful Events**

**Non-Collision**

- 01 Loss of control
- 02 Cross centerline/median
- 03 Ran off roadway-left
- 04 Ran off roadway-right
- 05 Re-enter roadway
- 06 Overturn
- 07 Separation of units
- 08 Fire/explosion
- 09 Immersion
- 10 Jackknife
- 11 Downhill runaway
- 12 Cargo loss/shift
- 13 Individual fell from vehicle
- 14 Other noncollision

**Access Control**

- 01 No access control (unlimited access)
- 02 Full access control (ramp entry & exit only)
- 03 Other (partial access control)

**Restraint Use**

- 01 No belts available
- 02 Shoulder belt used only
- 03 Lap belt only used
- 04 Shoulder & lap belt used
- 05 No belt used
- 06 Child restraint used
- 07 Child restraint not used, not available or improper
- 08 Restraint failure
- 09 Restraint use unknown
- 10 Helmet worn
- 11 Helmet not worn
- 12 Helmet use unknown

**Had a Collision With**

**Non-Fixed Object**

- 15 Pedestrian
- 16 Bicyclist
- 17 Motor vehicle in transport\*
- 18 Parked motor vehicle
- 19 Engineer (railroad/train)
- 20 Animal
- 21 Other non-fixed object

**Hazardous Action**

- 00 None
- 01 Speed too fast
- 02 Speed too slow
- 03 Failed to yield
- 04 Disregard traffic control
- 05 Drove wrong way
- 06 Drove left of center
- 07 Improper passing
- 08 Improper lane use
- 09 Improper turn
- 10 Improper/no signal
- 11 Improper backing
- 12 Unable to stop in assured clear distance
- 13 Other
- 14 Unknown
- 15 Reckless driving
- 16 Careless/negligent driving

**Code of Injury**

**K - Fatal Injury** Any injury which results in death.

**A - Incapacitating Injury** Any injury other than fatal which prevents normal activities and generally requires hospitalization.

**B - Non-incapacity Injury** Any injury not incapacitating but evident to others at the scene.

**C - Possible Injury** No visible injury but complaint of pain or momentary unconsciousness.

**O - No Injury** No indication of injury.

**Fixed Object**

- 22 Bridge/pier/abutment
- 23 Bridge parapet end
- 24 Bridge rail
- 25 Guardrail face
- 26 Guardrail end
- 27 Median barrier
- 28 Highway traffic sign post
- 29 Highway signal post
- 30 Luminaire/light support
- 31 Utility pole
- 32 Other pole
- 33 Culvert
- 34 Curb
- 35 Ditch
- 36 Embankment
- 37 Fence
- 38 Mailbox
- 39 Tree
- 40 Railroad crossing signal
- 41 Building
- 42 Traffic island
- 43 Fire hydrant
- 44 Impact attenuator
- 45 Other fixed object

**Driver Condition**

- 01 Appeared normal
- 02 Had been drinking
- 03 Illegal drug use
- 04 Sick
- 05 Fatigue
- 06 Asleep
- 07 Medication
- 08 Driver Distracted
- 09 Driver Using Cellular Phone
- 99 Unknown

\*In transport means a motor vehicle in motion or on a roadway.

## Commercial Motor Vehicle Categories

The vehicle type will be in Group "A," Group "B," Group "C" or Other.

**GROUP "A"** is any combination of vehicles with a gross combination weight rating (GCWR) of 26,001 pounds or more, provided the gross vehicle weight rating (GVWR) of the vehicle(s) being towed is in excess of 10,000 pounds GVWR.



### Vehicle Type

#### Code Definition

- AA = Group A vehicle
- AH = Group A vehicle, Hazardous
- AN = Group A vehicle, Tanks
- AP = Group A vehicle, Passenger
- AT = Group A vehicle, Double/Triple
- AX = Group A vehicle, Tank & Hazardous
- AY = Group A vehicle, Tank & Double/Triple
- AZ = Group A vehicle, Hazardous, Double/Triple
- AL = Group A vehicle, Hazardous, Tank, Double/Triple
- AS = Group A vehicle, School Bus

**GROUP "B"** is any single vehicle with a GVWR of 26,001 pounds or more or any combination of vehicles with a gross combination weight rating (GCWR) of 26,001 pounds or more, provided the gross vehicle weight rating (GVWR) of the vehicle(s) being towed is not in excess of 10,000 pounds GVWR.



### Vehicle Type

- BB = Group B vehicle
- BH = Group B vehicle, Hazardous
- BN = Group B vehicle, Tank
- BP = Group B vehicle, Passenger
- BX = Group B vehicle, Tank & Hazardous
- BS = Group B vehicle, School Bus

**GROUP "C"** is any single vehicle with a GVWR of less than 26,001 pounds or a combination of vehicles having a combined GCWR under 26,001 pounds when the vehicle is required to display placards for hazardous material. Group "C" can also include any vehicle used to transport passengers with a seating capacity of 9 or more including the driver.



### Vehicle Type

- CH = Group C vehicle, Hazardous
- CP = Group C vehicle, Passenger
- CX = Group C vehicle, Tank & Hazardous
- CS = Group C vehicle, School Bus

**"OTHER"** is any vehicle being used for commercial purposes and does not fall into the categories of Group A, B or C but is over 10,001 pounds and less than 26,001 pounds. Vehicle type must be marked as Truck/Bus, and the Truck/Bus section must be completed. **Within the Truck/Bus section, vehicle type should be marked "Other."**



## Truck/Bus

### Truck or Bus Definition

The Truck/Bus information box located on the back of the form must be completed for each of these vehicles regardless of whether a CDL is issued. Do not report motor homes or implements of husbandry.

1. A truck or truck/trailer having a Gross Vehicle Weight Rating (GVWR) of more than 10,000 pounds.
2. Any vehicle that displays a hazardous materials placard including automobiles and vans.
3. Any bus or school bus designed or used to transport **9 or more** passengers including the driver (this includes courtesy vans and limousines).

### Cargo Body Type

- |                       |                   |
|-----------------------|-------------------|
| 1. Van (enclosed box) | 5. Concrete mixer |
| 2. Cargo tank         | 6. Auto transport |
| 3. Flatbed/platform   | 7. Garbage/refuse |
| 4. Dump               | 8. Other/unknown  |

### Type and Axles Per Unit

Enter the total number of axles for the truck or bus in the first box. Include the steering axle. There will always be at least two axles. Include axles whether they are on the ground or raised. Place the letter "T" before the number of axles if the truck is a truck tractor (equipped with a fifth wheel for towing, semi-trailer and there is no cargo body mounted on the truck).

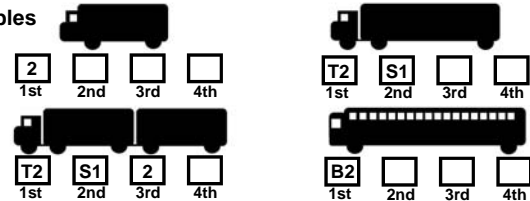
Next, enter the total number of axles for each trailer by entering one trailer per box. Place an "S" before the number of axles if the trailer is a semi-trailer which is designated when a portion of the load is supported by the towing unit.

**NOTE:** A bus (commercial or school) is designated by the number of seats in the vehicle (including the driver's) and will not list the number of axles.

Use the following rules:

1. Mark Truck/Bus in Vehicle Type in the Unit section and mark appropriate vehicle type in the Truck/Bus section.
2. For Type and Axles:
  - a. Enter B1 in the first box if a bus has seating of 9 to 15 including driver
  - b. Enter B2 in the first box if a bus has seating 16+

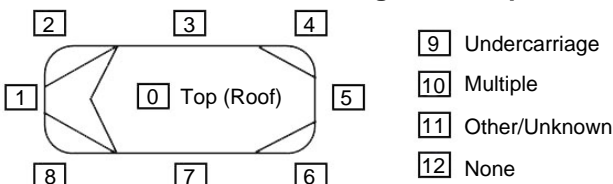
### Examples



### Vehicle Type

- |   |   |
|---|---|
| <b>PA</b> = Passenger car & station wagon   | <b>OR</b> = Off road vehicle (ATV type)   |
| <b>VA</b> = Van, motor home                 | <b>Other</b> = Non-registered vehicles (e.g., farm equip., trains, front-end loader)                      |
| <b>PU</b> = Pickup truck                    | <b>Truck/Bus</b> = Complete the Truck/Bus Section (includes medium trucks, limousines, and courtesy vans) |
| <b>ST</b> = Small truck (under 10,000 lbs.) |   |
| <b>CY</b> = Cycle                           |   |
| <b>MO</b> = Moped                           |   |
| <b>GC</b> = Go-cart                         |   |
| <b>SM</b> = Snowmobile                      |   |

### Location of Greatest Damage/First Impact



For each vehicle, select the degree of severity. "1" being least severe and "7" most severe, with "0" representing no damage. When a vehicle has multiple areas of damage, all damage should be considered.

### Extent of Vehicle Damage

