Crash Type Diagrams

1. **Same Direction (Rear End)** - Two vehicles moving one behind the other and collide, regardless of what 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 (Side Swipe)** - 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-opposite 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 onto 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 (Sideways)** - Two vehicles approaching opposite directions and intending to continue in opposite directions collide in a sideway 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 striking a parked vehicle within the roadway or in a parking lot.

7. **Left Turn/Right 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 crash, is defined as any multi-vehicle collision when at least one vehicle was in the act of backing.

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 over- or under-turning.

10. **Overturn** - A crash in which the vehicle overturns on or off the roadway without having been involved in some other type single or multiple vehicle crash. This includes motorcycles 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. **Pedalcyclist** - 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 roadway like ditches, curb or sidewalk, other miscellaneous stationary or airborne road debris such as garbage, tree limbs, fallen-off parts of other vehicles, broken and scattered signs, 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**
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
If an Item Does Not Apply, Enter a Dash (-)

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

Vehicle / Pedestrian Action (01-29)
01 Going Straight Ahead
02 Making Right Turn
03 Making Left Turn
04 Starting From Parking
05 Starting In Traffic
06 Sloping or Stopping
07 Parking
11 Changing Lanes
12 Pedestrian Crossing
13 Pedestrian On Road
14 Child Crossing
15 Fainting
16 Pedestrian芬
17 Pedestrian in Road
18 Pedestrian芬
19 Other Pedestrian Action
20 Police Action
21 Road Block
22 Vehicular Motion
23 Traffic Signal
24 Lane Markings
25 Other VehICLES
Action
26 Other Pedestrian
Action
27 Non Collision Action
28 Fire / Explosion
29 Impact
30 Struck By Object
31 Impact Grounded
32 Impact Other Vehicle
33 Impact Building
34 Impact Barriers
35 Impact Guardrail
36 Impact Bridge
37 Impact Other Object
38 Impact Other
39 Other Non-Collision

Collision of Person, Vehicle, or Non-Fixed Object (21-39)
02 Pedestrian
03 Immersion
04 Jackknife
06 Run Off Road - Right
07 Crossed Median / Centerline
08 Downhill Runaway
09 Cargo / Equipment / Load Shift
10 Separation of Units
11 Fall / Jumped From Vehicle
12 Thrown / Falling Object
13 Equipment Failure
39 Other Non-Fixed Object

Collision of Fixed Object (41 - 69)
03 Impact Power Pole
04 Impact Guardrail
05 Impact Terminal
06 Impact Bridge
07 Impact Other Object
08 Impact Other
09 Impact Other
10 Impact Other
11 Impact Other
12 Impact Other
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97 Impact Other
98 Impact Other
99 Impact Other

Accident Diagram

Overlay Page 2 of 2
# New Jersey Police Crash Investigation Report

## Motor Vehicle Crash Description

### (Refer to vehicle by number)

<table>
<thead>
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<th>Veh Occ</th>
<th>Poc In/Ddr</th>
<th>Elect</th>
<th>Phys Cond</th>
<th>Age</th>
<th>Sex</th>
<th>Loc Inj</th>
<th>Type Inj</th>
<th>Ref</th>
<th>Beat Avail</th>
<th>Equip Used</th>
<th>Bag</th>
<th>Hosp Code</th>
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**Names & Addresses of occupants - If deceased, date & time of death**

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### Crash Description

135

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**Officer’s Signature**

**Badge Number**