FRONT SIDE

DPS-HS-521-1/83

1 [ ]

RELATION TO JUNCTION

0=Nonjunction
1=Intersection
2=Intersection Related
3=Interchange Area
4=Driveway Access
5=Rail Grade Crossing
6=Crossover Related
9=Unknown

2 [ ]

RELATION TO ROADWAY

1=On Roadway
2=Shoulder
3=Median
4=Roadside
5=Outside of Right-of-way
6=Off Roadway - Location Unknown
7=In Parking Zone
9=Unknown

3 [ ]

CHARACTER OF ROADWAY

1=Straight Road - Level
2=Straight Road - Hillcrest
3=Straight Road - On Grade
4=Curve - Level
5=Curve - Hillcrest
6=Curve - On Grade
9=Unknown

4 [ ]

ROADWAY FLOW

1=Not Physically Divided
2=Divided, Median Strip
3=Divided, Physical Barrier
4=One-Way Trafficway
9=Unknown

5 [ ]

TRAFFIC CONTROL DEVICE TYPE

0=No Controls
1=Stop Sign
2=Yield Sign
3=Traffic Control Signal
4=Flashing Signal
5=RR Crossing Signal
6=RR Crossbucks/Pavement Markings/Signs
7=Other *
9=Unknown

6 [ ]

SPECIAL LOCATION

0=Not Special Location
1=Bridge - Veh. Traveling Over
2=Bridge - Veh. Traveling Under
3=Railroad Crossing
4=Entrance or Exit Ramp
9=Unknown

7 [ ]

LIGHT CONDITIONS

1=Daylight
2=Dawn
3=Dusk
4=Dark - Lighted
5=Dark - Not Lighted
6=Dark - Lighting Unknown
9=Unknown

8 [ ]

WEATHER CONDITIONS

1=Clear
2=Cloudy
3=Raining
4=Sleet, Hail, Freezing Rain
5=Snowing
6=Fog, Smoke
7=Dust Storm
97=Other *
99=Unknown

9 [ ]

ROADWAY SURFACE CONDITION

1=Dry
2=Wet
3=Ice
4=Frost
5=Slush
6=Snow
7=Mud
97=Other *
99=Unknown

10 [ ]

ROADWAY SURFACE TYPE

1=Concrete
2=Blacktop
3=Gravel
4=Dirt
7=Other *
9=Unknown

11 [ ]

SCHOOL BUS INVOLVED ACCIDENT

0=No Involvement
1=School Bus Involved
9=Unknown

12 [ ]

OBJECTS HIT Code up to 2, enter 0 in unused boxes. Start with top box.

0=No Objects Hit
1=Building
2=Culvert
3=Mailbox
4=Curb
5=Wall
6=Median Divider
7=Embankment
8=Approach
9=Fence
10=Guardrail
11=Light Pole
12=Sign Post
13=Utility Pole
14=Delineator Post
15=Impact Attenuator
16=Bridge - Veh. Traveling Over
17=Bridge - Veh. Traveling Under
18=Tree/Shubbery
19=Rock
20=Barricade
21=Animal - Wild (Deer, Antelope)
22=Animal - Domestic (Cow, Horse, Hog)
97=Other *
99=Unknown

13 [ ]

CONTRIBUTING CIRCUMSTANCES ACCIDENT LEVEL - VISION OBSCUREMENT

Code up to 2, enter 0 in unused boxes.
Start with top box.

0=None
1=Fog, Smoke
2=Blowing Soil, Dirt, Sand
3=Rain, Snow, Sleet, Hail
4=Windshield or Other Window Obscured by Frost, Snow, Mud, etc.
5=Glare From Sun, Lights, Reflection
6=Trees, Crops, Bushes, Other Vegetation
7=Snowbank
8=Hill
9=Curve
10=Motor Vehicle (Including Load) Not parked
11=Motor Vehicle (Including Load) Parked
12=Buildings
13=Signs, Billboards, etc.
97=Other *
99=Unknown

14 [ ]

CONTRIBUTING CIRCUMSTANCES ACCIDENT LEVEL - OTHER

Code up to 2, enter 0 in unused boxes.
Start with top box.

0=None
1=Crosswind
2=Wind from Passing Vehicle
3=Slippery Surface
4=Shoulder (High, Low, Soft)
5=Debris, Objects, Animals or Vehicles in Road
6=Ruts, Holes, Bumps in the Road
7=Phantom Vehicle in Road
8=Pedestrians, Bicyclists, Other Non-occupants in Road
9=Construction or Maintenance Created Conditions
10=Traffic Control Device Malfunction or Missing
97=Other *
99=Unknown

15 [ ]

HAZARDOUS MATERIALS SPILLED

0=No Spill
1=Material Spilled *
9=Unknown

16 [ ]

CONSTRUCTION MAINTENANCE ZONE

0=None
1=Construction Zone
2=Maintenance Zone
9=Unknown

17 [ ]

ON SCENE/OFF SCENE

1=On Scene One or More Accident Vehicle(s) Present
2=On Scene Accident Vehicle(s) Not Present
3=Off Scene

18 [ ]

AGENCY FILING REPORT

1=Highway Patrol
2=Sheriff Department
3=Municipal/City Police
4=BIA
5=Tribal Police
7=Other *

* SPECIFY IN NARRATIVE

LOCATION PRIOR TO IMPACT

For Occupants

1 2 3
4 5 6
7 8 9
10=Front Seat Other
11=Second Seat Other
12=Third Seat Other
13=Sleeper Section of Cab (Truck)
14=Riding on Exterior of Vehicle
15=Other Passenger (Bus, etc.)
16=Motorcycle or Bicycle Passenger
99=Unknown

For Pedestrians

1=In Intersection
2=In Crosswalk
3=Nonintersection - In Roadway
4=Nonintersection - Shoulder or Parking Zone
5=Nonintersection - Other
99=Unknown

SAFETY EQUIPMENT

0=No Safety Equipment Used
1=Lap Belt Only Used
2=Shoulder Harness Only Used
3=Lap Belt and Shoulder Harness Used
4=Helmet Only
5=Eye Protection Only
6=Helmet and Eye Protection
7=Child/Youth Restraint System Used Properly
8=Child/Youth Restraint System Used, But Not Properly
97=Other *
99=Unknown

AGE

0=Infants Under 1 Year Old
1-96=Enter Actual Age
97=97 or Older
99=Unknown

SEX

1=Male
2=Female
9=Unknown

EJECTION

0=Not Appl. - Ped., Bicycle, Motorcycle
1=Not Ejected
2=Partial Ejection
3=Total Ejection
9=Unknown

INJURY CLASS

0=No Injury
1=Fatal
2=Incapacitating Injury
3=Nonincapacitating Injury
4=Possible Injury

MOC [ ]

FHE [ ]

ORIGINAL

		UNIT NO.	OFF-ICE USE	AGE	SEX	EJEC-TION	IN-JURY	LOCA-TION	SAFETY EQ
UNIT 1 - ☐ MV DRIVER ☐ PEDESTRIAN ☐ BICYCLE DR. ☐ OTHER									
UNIT 2 - ☐ MV DRIVER ☐ PEDESTRIAN ☐ BICYCLE DR. ☐ OTHER									
Name, (Last, First, M.I.)	Address								
Name, (Last, First, M.I.)	Address								
Name, (Last, First, M.I.)	Address								
Name, (Last, First, M.I.)	Address								

LIST INJURED PASSENGERS ONLY

ACCIDENT NUMBER - OFFICE USE ONLY