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Apparent Contributing Circumstances 25 None Driver/Pedalcyclist Actions (01 - 29) 58 Improper/Inadequate Lane Markings' 01 Unsafe Speed 02 Driver Inattention 29 Other Drive/Pedalcyclist Action 59 Sunglare*
60 Traffic Congestion - Prior Incident* State of New Jersey Vehicle Factors (31-49) 61 Traffic Congestion - Regular 69 Other Roadway Factors* 03 Failed to Obey Traffic Signal 31 Defective Lights* **Police Crash** 04 Failed to Yield ROW to Vehicle/Pedes 05 Improper Lane Change 32 Brakes Pedestrian Factors (71-89) Investigation 33 Steering* 06 Improper Passing 34 Tires* 71 Failed to Obey Traffic Control Device **Report NJTR-1** 07 Improper Use/Failed to Use Turn Signal 35 Wheels* 72 Crossing Where Prohibited 73 Dark Clothing/Low Visibility to Drive 74 Inattentive* 08 Improper Turning 36 Windows/Windshield* 09 Following Too Closely 37 Mirrors* 75 Failure to Yield ROW 10 Backing Unsafely 11 Improper Use/No Lights 38 Wipers 76 Walking on Wrong Side of Road 77 Walking in Road when Sidewalks Presen 39 Veh Coupling/Hitch/Safety Chains* 40 Separated Load/Spill 49 Other Vehicle Factors* 12 Wrong Way Use Code 00 for Unknown. 78 Running/Darting Across Traffic 13 Improper Parking 85 None 14 Failure to Keep Right Road/Environ Factors (51-69) 89 Other Pedestrian Factors* 51 Road Surface Condition*
52 Obstruction/Debris in Road* Use Code 99 for Other, 15 Failure to Remove Snow/Ice 16 Failed to Obey Stop Sign Apparent Physical Status except when Other Code 17 Distracted - Hand Held Electronic Dev 53 Ruts, Holes, Bumps* 01 Apparently Normal 06 Physical Handicaps already exists for field. 07 Illness 18 Distracted - Hands Free Electronic Devi 54 Control Device Defective or Missing 02 Alcohol Use 19 Distracted by Passenger 55 Improper Work Zone* 08 Fatigue 09 Fell Asleep 03 Drug Use (Illicit) 20 Other Distraction Inside Veh* 56 Physical Obstructions (viewing, etc)* 04 Medication Explain Other in Crash 21 Other Distraction Outside Veh* 57 Animals in Roadway 05 Alcohol & Drug Medication Use* Description Vehicle/Pedalcyclist Action (01-29) Pedestrian Action (31-49) Pre-Crash Action 01 Going Straight Ahead 11 Changing Lanes 02 Making Right Turn 12 Merging/Entering 31 Pedestrian off Road 41 Coming From Behind Parked Veh Also, Explain Items Marked 12 Merging/Entering Traf Lane 32 Walking To/From School 42 Crossing/Jaywalking (not turn on red) 13 Backing 33 Walking/Jogging With Traffic with asterisk (*) in Crash 43 Crossing at "Marked" 03 Making Left Turn 34 Walking/Jogging Against Traffic 14 Driverless/Moving Crosswalk at Intersection Description 04 Making U-Turn 15 Passing 35 Playing in Road 44 Crossing at "Unmarked" 05 Starting From Parking 16 Negotiating Curve 36 Standing/Lying/Kneeling in Road Crosswalk at Intersection 06 Starting in Traffic Items marked with ** 17 Driving on Shoulder 37 Getting On/Off Vehicle 45 Crossing at "Marked" 07 Slowing or Stopping 38 Pushing/Working on Vehicle 18 Right Turn on Red Crosswalk at Mid-Block cannot be First Harmful or 08 Stopped in Traffic 19 Deliberate Action* 39 Other Working in Roadway 46 Deliberate Action* 09 Parking Most Harmful Event 29 Other Veh/Cyclist Action* 40 Approaching/Leaving School Bus 49 Other Pedestrian Action* 10 Parked 01 Police Officer 05 Channelization - Painted 09 Yield Sign **Traffic Controls** If an Item Does Not Apply, 02 RR Watchmen, Gates, etc. 10 Flagmen 11 No Control Present 06 Channelization - Physical 13 School Zone (Signs/Controls) Enter a Dash (-) 03 Traffic Signal 07 Warning Signal 14 Adult Crossing Guard 04 Lane Markings 08 Stop Sign 12 Flashing Traffic Control Sequence of Events - Most Harmful Event - First Harmful Event **Vehicle Color Codes** Non-Collision (01-19) Collision w/Person, MV, or Collision w/Fixed Object (41-69) (box 40, 70) 01 Overturn/Rollover Non-Fixed Object (21-39) 41 Impact Attenuator/Crash Cushion Beige BG 02 Fire/Explosion 21 Pedalcyclist 42 Bridge Overhead Structure Veh 1 BK Black 03 Immersion 22 Pedestrian 43 Bridge Pier or Support Events Blue ΒI 04 Jackknife 23 Train/Trolley/Other Railcar 44 Bridge Parapet End Brown BN 05 Ran Off Road - Right** 24 Deer 45 Bridge Rail 06 Ran Off Road - Left** 46 Guide Rail Face 25 Other Animal Coral CL 47 Guide Rail End 07 Crossed Median** 26 MV in Transport Cream CM 48 Concrete Traffic Barrier 08 Crossed Centerline** 27 MV in Transport, Other Roadway Gold GD Most Harmful Event 09 Cargo/Equipment Loss 28 Parked MV 49 Other Traffic Barrier GY Grav or Shift 29 Work Zone or Maint Equipment 50 Traffic Sign Support Green GN 10 Separation of Units** 30 Struck by Object Set in 51 Traffic Signal Standard 11 Fell/Jumped From 52 Utility Pole Motion by MV Maroon MN Vehicle 53 Light Standard OG Orange 12 Thrown/Fallen/Falling 39 Other Non-Fixed Object* 54 Other Post, Pole, Support Veh 2 PΚ Pink 55 Culvert Object **Events** Purple Ы 13 Equipment Failure** 56 Curb Red RD 14 Downhill /Runaway** 57 Ditch 58 Embankment 15 Reentered Roadway* Silver SL 59 Fence Tan TN 60 Tree 19 Other Non-Collision Turquoise TQ 61 Mailbox Most Harmful Even 62 Fire Hydrant White WT Yellow YL ** Cannot Be Harmful Event 69 Other Fixed Object* First Harmful Event Initial Impact 13 Roof Principal 14 Undercarriage Damage 15 Overturned Clockpoint Diagram Vehicle Impact Area Initial 17 None Visible Impact Overlay Page 2 of 2 Principle Damage Extent of Damage 03 Moderate/Functional 01 None 02 Minor 04 Disabling Veh 2 TRIM TRIM

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