OPEN DATA

Crash Analysis System data - field descriptions

Return to Crash Analysis Systems data

Attribute Name	Alias Name	Description
ADV_SPD	Advisory Speed	The advisory (adv) speed (spd) at the crash site at the time of the crash.
ANIMALS	Animals	Derived variable to indicate how many times an 'Animal(s)' was struck in the crash. This is used where the animals, being driven or led, were under control.
AU_ID	Area Unit ID	The unique identifier of an area unit.
BICYCLE	Bicycle	Derived variable to indicate how many bicycles were involved in the crash.
BRIDGE	Bridge	Derived variable to indicate how many times a bridge, tunnel, the abutments, handrails were struck in the crash.
BUS	Bus	Derived variable to indicate how many buses were involved in the crash (excluding school buses which are counted in the SCHOOL_BUS field).
CAR_STN_WAGON	Car/Station Wagon	Derived variable to indicate how many cars or station wagons were involved in the crash.
CLIFF_BANK	Cliff or Bank	Derived variable to indicate how many times a 'cliff' or 'bank' was struck in the crash. This includes retaining walls
CR_RD_SIDE_RD	Crash Road Side Road	Indicates whether the principal vehicle in a crash was on the crash road (cr_rd) [1] or side road (sd_rd) [2] at the time of the crash. Note that 'on side road' (2) can only happen if the crash occurred at an intersection.
CRASH_DIRN_DESC	Crash Direction Description	The direction (dirn) of the crash from the reference point. Values possible are 'North', 'East', 'South' or 'West'.

CRASH_DIST	Crash Distance	The distance (dist) of the crash from the reference point for the crash. The reference point is often the intersection of 'crash road' and 'side road' (refer to 'cr_rd_sd_rd' variable).
CRASH_FIN_YEAR	Crash Financial Year	The financial (fin) year in which a crash occurred, if known.
CRASH_LOCN1	Crash Location 1	Part 1 of the 'crash location' (crash_locn). May be a road name, route position (RP), landmark, or other, e.g. 'Ninety Mile Beach'. Used for location descriptions in reports etc.
CRASH_LOCN2	Crash Location 2	Part 2 of the 'crash location' (crash_locn). May be a side road name, landmark etc. Used for location descriptions in reports etc.
CRASH_RP_DIRN_DESC	Crash RP Direction Description	Indicates the direction of travel (where known) on a State Highway (SH) with respect to the highway origin. Possible values include 'Increasing' where the crash occurred in increasing distance from SH origin, 'Decreasing' where the crash occurred in decreasing distance to the SH origin, or blank.
CRASH_RP_DISP	Crash RP Displacement	The displacement (disp) of the crash from a reference station (RS). Part of the crash route position (RP).
CRASH_RP_NEWS_DESC	Crash RP News Description	Where the crash occurred on a median-divided State Highway (SH), this flag indicates which side of the median the crash happened. Values 'Northbound', 'Southbound, 'Eastbound' or 'Westbound'.
CRASH_RP_RS	Crash RS RP	The 'reference station' (RS) for the 'route position' (RP) of a crash.
CRASH_RP_SH	Crash RP SH	The State Highway (SH) on which a crash occurred. This is part of a 'route position' (RP) for the crash. Possible values can be any valid natural SH designation reference (e.g. '1N' is SH1 in the North Island.).
CRASH_SEV	Crash Severity	The severity of a crash. Possible values are 'F' (fatal), 'S' (serious), 'M' (minor), 'N' (non-injury). This is determined by the worst injury sustained in the crash at time of entry.
CRASH_SH_DESC	Crash SH Description	Indicates where a crash is reported to have occurred on a State Highway (SH). Possible

		values include 'Yes' where the crash occurred on a SH, otherwise 'No'.
CRASH_YEAR	Crash Year	The year in which a crash occurred, if known.
DARK_LIGHT	Dark Light	A variable derived from the 'light' variable. Values 'Dark' (if 'light' = 'Dark' or 'Twilight'), 'Light' ('light' = 'Bright', 'Overcast') or ' Unknown' (light = ' ').
DEBRIS	Debris	Derived variable to indicate how many times debris, boulders or items dropped or thrown from a vehicle(s) were struck in the crash
DIRN_ROLE1_DESC	Direction Role Description	The direction (dirn) of the principal vehicle involved in the crash. Possible values are North, South, East or West.
DITCH	Ditch	Derived variable to indicate how many times a 'ditch' or 'waterable drainage channel' was struck in a crash.
EASTING	Easting	The easting coordinate of an object (usually a crash) expressed in NZMG referred to the WGS84 datum to a precision of 1m. Please note, in some instances crashes are not able to be assigned to GPS co-ordinates. These crashes have been assigned eastings and northings of ‘0,0’ in this dataset. There are two main reasons that a GPS coordinate cannot be allocated to a crash. Firstly, that the crash has been reported but the location was unknown. Secondly in a small number of instances, a crash may have occurred on a road which is not yet captured on the CAS spatial layer.
FATAL_COUNT	Fatal Count	A count of the number of fatal casualties associated with this crash.
FENCE	Fence	Derived variable to indicate how many times a 'fence' was struck in the crash. This includes letterbox(es), hoardings, private roadside furniture, hedges, sight rails, etc.
FLAT_HILL	Flat Hill	Whether the road is flat or sloped. Possible values include 'Flat or 'Hill'.
GUARD_RAIL	Guard Rail	Derived variable to indicate how many times a guard or guard rail was struck in the crash. This includes 'New Jersey' barriers, 'ARMCO', sand filled barriers, wire catch fences, etc.
HOLIDAY	Holiday	Indicates where a crash occurred during a 'Christmas/New Year', 'Easter', 'Queens

		Birthday' or 'Labour Weekend' holiday period, otherwise 'None'.
HOUSE_OR_BLDG	House or Building	Derived variable to indicate how many times a houses, garages, sheds or other buildings(Bldg) were struck in the crash
INTERSECTION	Intersection	Indicate if a crash happened at an 'Intersection', 'At Landmark' or 'Unknown'.
INTSN_MIDBLOCK	Intersection Midblock	A derived variable to indicate if a crash occured at an intersection (intsn) or not. The 'intsn_midblock' variable is calculated using the 'intersection' and 'junction_type' variables. Values are 'Intersection' (where intersection variable = 'Intersection' or {'Intersection' = 'At Landmark' and junction_type is not in ('Unknown' or 'Driveway')} OR {Intersection = 'Unknown' and crash_dist <= 10}), otherwise 'Midblock' for crashes not meeting the criteria for 'Intersection').
JUNCTION_TYPE	Junction Type	The type of junction the crash happened at. Possible road junctions include ‘Driveway’, ‘Roundabout’, ‘X Type Junction’, 'T Type Junction', 'Y Type Junction', or 'Multi Road Join'. The junction type may also be unknown. Note crashes that did not occur at a junction are also given a value of unknown.
KERB	Kerb	Derived variable to indicate how many times a kerb was struck in the crash, that contributed directly to the crash.
LIGHT	Light	The light at the time and place of the crash. Possible values: 'Bright Sun', 'Overcast', 'Twilight, 'Dark' or ' Unknown'.
LG_REGION_DESC	Region	Identifies the local government (LG) region. The boundaries match territorial local authority (TLA) boundaries
MB_ID	Meshblock ID	The unique identifier of a meshblock.
MINORINJ_COUNT	Minor Injury Count	A count of the number of minor injuries (inj) associated with this crash.
MOPED	Moped	Derived variable to indicate how many mopeds were involved in the crash.
MOTOR_CYCLE	Motorcycle	Derived variable to indicate how many motorcycles were involved in the crash.
MULTI_VEH	Multi Vehicle	A variable derived from the number of vehicles which are given roles in the crash.

		The variable has the following possible values; ‘single vehicle’, ‘multi-vehicle’ , ‘cyclist and vehicle(s)’, ‘pedestrian and vehicle(s)’ , ‘cyclist only’, ‘cyclist(s) and pedestrian(s)’ , ‘vehicle(s) and other’, ‘others, no vehicles’ and ‘other’. ‘Vehicle’ means non-parked vehicle. Parked vehicles are treated as objects in a crash.
NORTHING	Northing	The northing coordinate of an object (usually a crash) expressed in NZMG referred to the WGS84 datum to a precision of 1m. Please note, in some instances crashes are not able to be assigned to GPS co-ordinates. These crashes have been assigned eastings and northings of ‘0,0’ in this dataset. There are two main reasons that a GPS coordinate cannot be allocated to a crash. Firstly, that the crash has been reported but the location was unknown. Secondly in a small number of instances, a crash may have occurred on a road which is not yet captured on the CAS spatial layer.
NUM_LANES	Number of Lanes	The number(num) of lanes on the crash road.
OBJ_THROWN_DROPPED	Object thrown or dropped	Derived variable to indicate how many times objects were thrown at or dropped on vehicles in the crash.
OUTDTD_LOCN_DESC	Outdated Location Description	Indicates if the location for this crash is an 'Outdated Location'(outdtd_locn) or 'Current location'. A crash is said to have an 'Outdated location' where the road might have moved, or does not exist anymore.
OTHER	Other Object	Derived variable to indicate how many times an object was struck in a crash and the object struck was not pre-defined. This variable includes stockpiled materials, rubbish bins, fallen poles, fallen trees, etc.
OTHER_VEHICLE_TYPE	Other Vehicle Type	Derived variable to indicate how many other vehicles (not included in any other category) were involved in the crash.
OVER_BANK	Over Bank	Derived variable to indicate how many times an embankment was struck or driven over during a crash. This variable includes other vertical drops driven over during a crash.
PARKED_VEHICLE	Parked Vehicle	Derived variable to indicate how many times a parked or unattended vehicle was struck in the crash. This variable can include trailers.

PHONE_BOX_ETC	Phone Box etc.	Derived variable to indicate how many times a telephone kiosk traffic signal controllers, bus shelters or other public furniture was struck in the crash
PEDESTRIAN	Pedestrian	Derived variable to indicate how many pedestrians were involved in the crash. This includes pedestrians on skateboards, scooters and wheelchairs.
POST_OR_POLE	Post or Pole	Derived variable to indicate how many times a post or pole was struck in the crash. This includes light, power, phone, utility poles and objects practically forming part of a pole (i.e. 'Transformer Guy' wires)
ROAD_CHARACTER	Road Character	The general nature of the road. Possible values include 'Bridge', 'Motorway Ramp', 'Railway Crossing' or ' Unknown'.
ROAD_CURVATURE	Road Curvature	The curvature of the road. Possible values include 'Straight Road', 'Easy Curve', 'Moderate Curve' or 'Severe curve'.
ROAD_LANE	Road Lane	The lane configuration of the road. Possible values : '1' (one way), '2' (two way), 'M' (for where a median exists), 'O' (for off-road lane configuations), ' ' (for unknown or invalid configuarations).
ROAD_MARKINGS	Road Markings	The road markings at the crash site. Possible values: 'Ped Crossing' (for pedestrian crossings), 'Raised Island', 'Painted Island', 'No Passing Lanes', 'Centre Line', 'No Marks' or ' Unknown'.
ROAD_SURFACE	Road Surface	The road surface description applying at the crash site. Possible values: 'Sealed' or 'Unsealed'.
ROAD_WET	Road Wet	The road wetness at the time and place of the crash. Possible values: 'Wet', 'Dry', 'Ice/Snow' or 'Unknown'
ROADWORKS	Roadworks	Derived variable to indicate how many times an object associated with 'roadworks' (including signs, cones, drums, barriers, but not roadwork vehicles) was struck during the crash
SCHOOL_BUS	School Bus	Derived variable to indicate how many school buses were involved in the crash.
SERIOUSINJ_COUNT	Serious Injury Count	A count of the number of serious injuries (inj) associated with this crash.

SLIP_OR_FLOOD	Slip or Flood	Derived variable to indicate how many times landslips, washouts or floods (excluding rivers) were objects struck in the crash
SPD_LIM	Speed Limit	The speed (spd) limit (lim) in force at the crash site at the time of the crash. May be a number, or 'LSZ' for a limited speed zone.
STRAY_ANIMAL	Stray Animal	Derived variable to indicate how many times a stray animal(s) was struck in the crash. This variable includes wild animals such as pigs, goats, deer, straying farm animals, house pets and birds.
STREET_LIGHT	Street Light	The street lighting at the time of the crash. Possible values 'On', 'Off', 'None' or ' Unknown'.
SUV	SUV	Derived variable to indicate how many SUVs were involved in the crash.
TAXI	Taxi	Derived variable to indicate how many taxis were involved in the crash.
TLA_ID	TLA ID	The unique identifier for a territorial local authority (TLA). Each crash is assigned a TLA based on where the crash occurred.
TLA_NAME	TLA Name	The name of the territorial local authority (TLA) the crash has been attributed.
TMP_SPD_LIM	Temporary Speed Limit	The temporary (temp) speed (spd) limit (lim) at the crash site if one exists (e.g. for road works).
TRAFFIC_CTRL	Traffic Control	The traffic control (ctrl) signals at the crash site. Possible values are 'Traffic Signals', 'Stop Sign', 'Give Way Sign', 'Pointsman', 'School Patrol', 'Nil' or ' N/A'.
TRAFFIC_ISLAND	Traffic Island	Derived variable to indicate how many times a traffic island, medians (excluding barriers)was struck in the crash.
TRAFFIC_SIGN	Traffic Sign	Derived variable to indicate how many times 'traffic signage' (including traffic signals, their poles, bollards or roadside delineators) was struck in the crash.
TRAIN	Train	Derived variable to indicate how many times a train, rolling stock or jiggers was struck in the crash, whether stationary or moving
TREE	Tree	Derived variable to indicate how many times trees or other growing items were struck during the crash.

TRUCK	Truck	Derived variable to indicate how many trucks were involved in the crash.
UNKNOWN_VEHICLE_TYPE	Unknown Vehicle Type	Derived variable to indicate how many vehicles were involved in the crash (where the vehicle type is unknown).
URBAN	Urban	A derived variable using the 'spd_lim' variable. Possible values are 'Urban' (urban, spd_lim < 80) or 'Open Road' (open road, spd_lim >=80 or 'LSZ').
VAN_OR_UTILITY	Van or Utility	Derived variable to indicate how many vans or utes were involved in the crash.
VEHICLE	Vehicle	Derived variable to indicate how many times a stationary attended vehicle was struck in the crash. This includes broken down vehicles, workmen's vehicles, taxis, buses.
WATER_RIVER	Water River	Derived variable to indicate how many times a body of water (including rivers, streams, lakes, the sea, tidal flates, canals, watercourses or swanps) was struck in the crash.
WEATHER_A	Weather A	Indicates weather at the crash time/place. See wthr_b. Values that are possible are 'Fine', 'Mist', 'Light Rain', 'Heavy Rain', 'Snow', 'Unknown'.
WEATHER_B	Weather B	The weather at the crash time/place. See weather_a. Values 'Frost', 'Strong Wind' or 'Unknown'.
WHEELED_PED	Wheeled Pedestrian	Derived variable to indicate how many wheeled pedestrians were involved in the crash.