# Collisions—All Years

## Data Set Summary

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Collisions—All Years
All collisions provided by SPD and recorded by Traffic Records.
This includes all types of collisions. Collisions will display at the intersection or mid-block of a segment. Timeframe: 2004 to Present.
Weekly
SDOT, Seattle, Transportation, Accidents, Bicycle, Car, Collisions, Pedestrian,
Traffic, Vehicle
on
SDOT Traffic Management Division, Traffic Records Group
SDOT GIS Analyst
DOT_IT_GIS@seattle.gov

### **Attribute Information**

Attribute	Data type, length	Description			
OBJECTID	ObjectID	ESRI unique identifier			
SHAPE	Geometry	ESRI geometry field			
INCKEY	Long	A unique key for the incident			
COLDETKEY	Long	Secondary key for the incident			
ADDRTYPE	Text, 12	Collision address type:			
		• Alley			
		Block			
		• Intersection			
INTKEY	Double	Key that corresponds to the intersection associated with a collision			



Attribute	Data type, length	Description				
LOCATION	Text, 255	Description of the general location of the collision				
EXCEPTRSNCODE	Text, 10					
EXCEPTRSNDESC	Text, 300					
SEVERITYCODE	Text, 100	A code that corresponds to the severity of the collision:  • 3—fatality  • 2b—serious injury  • 2—injury  • 1—prop damage  • 0—unknown				
SEVERITYDESC	Text	A detailed description of the severity of the collision				
COLLISIONTYPE	Text, 300	Collision type				
PERSONCOUNT	Double	The total number of people involved in the collision				
PEDCOUNT	Double	The number of pedestrians involved in the collision. This is entered by the state.				
PEDCYLCOUNT	Double	The number of bicycles involved in the collision. This is entered by the state.				
VEHCOUNT	Double	The number of vehicles involved in the collision. This is entered by the state.				
INJURIES	Double	The number of total injuries in the collision. This is entered by the state.				
SERIOUSINJURIES	Double	The number of serious injuries in the collision. This is entered by the state.				
FATALITIES	Double	The number of fatalities in the collision. This is entered by the state.				
INCDATE	Date	The date of the incident.				
INCDTTM	Text, 30	The date and time of the incident.				
JUNCTIONTYPE	Text, 300	Category of junction at which collision took place				
SDOT_COLCODE	Text, 10	A code given to the collision by SDOT.				
SDOT_COLDESC	Text, 300	A description of the collision corresponding to the collision code.				
INATTENTIONIND	Text, 1	Whether or not collision was due to inattention. (Y/N)				
UNDERINFL	Text, 10	Whether or not a driver involved was under the influence of drugs or alcohol.				



Attribute	Data type,	Description		
	length			
WEATHER	Text, 300	A description of the weather conditions during the time of the collision.		
ROADCOND	Text, 300	The condition of the road during the collision.		
LIGHTCOND	Text, 300	The light conditions during the collision.		
PEDROWNOTGRNT	Text, 1	Whether or not the pedestrian right of way was not granted. (Y/N)		
SDOTCOLNUM	Text, 10	A number given to the collision by SDOT.		
SPEEDING	Text, 1	Whether or not speeding was a factor in the collision. (Y/N)		
ST_COLCODE	Text, 10	A code provided by the state that describes the collision. For more information about these codes, please see the State Collision Code Dictionary.		
ST_COLDESC	Text, 300	A description that corresponds to the state's coding designation.		
SEGLANEKEY	Long	A key for the lane segment in which the collision occurred.		
CROSSWALKKEY	Long	A key for the crosswalk at which the collision occurred.		
HITPARKEDCAR	Text, 1	Whether or not the collision involved hitting a parked car. (Y/N)		

### State Collision Code Dictionary

Code	Description
0	Vehicle Going Straight Hits Pedestrian
1	Vehicle Turning Right Hits Pedestrian
2	Vehicle Turning Left Hits Pedestrian
3	Vehicle Backing Hits Pedestrian
4	Vehicle Hits Pedestrian - All Other Actions
5	Vehicle Hits Pedestrian - Actions Not Stated
10	Entering At Angle
11	From Same Direction -Both Going Straight-Both Moving- Sideswipe
12	From Same Direction -Both Going Straight-One Stopped- Sideswipe
13	From Same Direction - Both Going Straight - Both Moving - Rear End



14	From Same Direction - Both Going Straight - One			
	Stopped - Rear End			
15	From Same Direction - One Left Turn - One Straight			
16	From Same Direction - One Right Turn - One Straight			
19	One Car Entering Parked Position			
20	One Car Leaving Parked Position			
21	One Car Entering Driveway Access			
22	One Car Leaving Driveway Access			
23	From Same Direction - All Others			
24	From Opposite Direction - Both Moving - Head On			
25	From Opposite Direction - One Stopped - Head On			
26	From Opposite Direction - Both Going Straight -			
	sideswipe			
27	From Opposite Direction - Both Going Straight - One			
	Stopped - sideswipe			
28	From Opposite Direction - One Left Turn - One			
	Straight			
29	From Opposite Direction - One Left Turn - One Right Turn			
30	From Opposite Direction - All Others			
31	Not Stated			
32	One Parked - One Moving			
40	Train Struck Moving Vehicle			
41	Train Struck Stopped or Stalled Vehicle			
42	Vehicle Struck Moving Train			
43	Vehicle Struck Stopped Train			
44	Unicycle			
45	Bicycle			
46	Tricycle			
47	Domestic Animal (horse, cow, sheep, etc)			
48	Domestic Animal Other (Cat, Dog etc)			
49	Non Domestic Animal (deer, bear, elk, etc)			
50	Struck Fixed Object			
51	Struck Other Object			
52	Vehicle Overturned			
53	Person Fell, Jumped, or was Pushed From Vehicle			
54	Fire Started In Vehicle			
55	Accidently Overcame By Carbon Monoxide Poison			
1				



56	Breakage Of Any Part Of the Vehicle Resulting In				
	Injury or in Further Property Damage				
57	All Other Non-Collisions				
60	Vehicle Hits State Road or Construction Machinery				
61	Vehicle Struck By State Road or Construction				
	Machinery				
62	Vehicle Hits County Road or Construction				
	Machinery				
63	Vehicle Struck By County Road or Construction				
	Machinery				
64	Vehicle Hits City Road or Construction Machinery				
65	Vehicle Struck By City Road or Construction				
	Machinery				
66	Vehicle Hits Other Road or Construction Machinery				
67	Vehicle Struck by Other Road or Construction				
	Machinery				
71	Same Direction - Both Turning Right - Both Moving -				
	Sideswipe				
72	Same Direction - Both Turning Right - One Stopped -				
	Sideswipe				
73	Same Direction - Both Turning Right - Both Moving -				
	Rear End				
74	Same Direction - Both Turning Right - One Stopped -				
	Rear End				
81	Same Direction - Both Turning Left - Both Moving -				
	Sideswipe				
82	Same Direction - Both Turning Left - One Stopped -				
02	Sideswipe  Some Direction, Both Truming Left, Both Marriag				
83	Same Direction - Both Turning Left - Both Moving -				
0.4	Rear End				
84	Same Direction - Both Turning Left - One Stopped -				
	Rear End				



### SDOT Collision Code Matrix

	DIR.	DIR.	COLLISION				
MOTOR VEHICLE	Direction of travel prior to collision	Direction of travel at impact	STRIKING  Motor Yehicle Driverless Pedalcyclist In Operation Motor Yehicle In Traffic				
and PEDALCYCLIST IN TRAFFIC	Directional codes —	Directional codes —	10 11 12 13 14 15 16	30 31 32 33 34 35 36	50 51 52 53 54 55 56	STRUCK MOTOR VEHICLI	E HEAD-ON in FRONT END (not head-on) in RIGHT SIDE AT ANGLE in LEFT. SIDE AT ANGLE in REAR END in RIGHT SIDE - SIDESWIPE in LEFT SIDE - SIDESWIPE in LEFT SIDE - SIDESWIPE
	$ \begin{vmatrix} 8 & \uparrow & \uparrow^2 \\ 7 \leftarrow W & E \rightarrow 3 \end{vmatrix} $	$ \begin{vmatrix} 8 & \uparrow & \uparrow^2 \\ 7 & \longleftarrow & E \longrightarrow 3 \end{vmatrix} $	17 18 19 20 21 22 23	37 38 39 40 41 42 43	57 58 59 60 61 62 63	STRUCK PEDALCYCLIST (in or not in traffic)	HEAD-ON in PRONT END in RIGHT SIDE AT ANGLE in LEFT SIDE AT ANGLE in REAR END in RIGHT SIDE - SIDESWIPE in LEFT SIDE - SIDESWIPE
*	6 S 3	6 \$ 34	24 25 26 27	44 45 46	64 65 65	RAN OFF ROADWAY - N	DWAY (includes curbs, jersey barriers & tunnel walls)
	9 = Parked	9 = Stopped	28	48	68	OYERTURNED IN ROADW.	IIT FIXED OBJECT - (includes guardrails & crash cushions)  AY (non-collision)
	, a funda	0 = Backing	STRUCK				
			Motor Vehicle In Operation	Driverless Motor Vehicle	Pedalcyclist In Traffic	Note: 2n	d Coll. Code Only
			blank 01 03 04.	02 na na 05	blank na na 06	STRUCK BY OTHER MOTOR VEHICLE  # PEDESTRIAN  * PEDALCYCLIST NOT IN TRAFFIC  # TRAIN	
PEDESTRIAN and	Direction of travel use directional codes 1 thru 8 or	Leg of intersection  use only 9= non intersection	STRUCK as first v			as first veh. and use 50-56 for Coll	
PEDALCYCLIST	0 = direction unk.		STRUCK	or STRII	(ING	T .	
NOT IN TRAFFIC	use directional codes 1 thru 8 only	use directional codes  1 thru 8  or  9 = non intersection  0 = middle of int.	70 CROSSING - AT INTERSECTION NO X-WALK 71 " " IN X-WALK 72 " IN X-WALK 73 CROSSING - NON INTERSECTION IN X-WALK 74 " " WALK 75 " " FROM BETWEEN TWO PARKED VEHICLES 76 " FROM BETWEEN TWO PARKED VEHICLES 76 " FROM BEHIND A PARKED VEHICLE OR OTHER OBSTRUCTION				
PEDESTRIAN only	applicable directional codes     1 - 8	applicable   9   9   9   9   9   9   9   9   9	80 IN 81 82 83 84 85 86	ROADWAY WA	TTING OUT OF	T TRAFFIC YING VEHICLE ON LEFT SIDE (d * RIGHT SIDE	river's side)