Title

Victoria Road Crash Data

File names

Core dataset: Victorian_Road_Crash_Data.geojson

Additional data tables: ACCIDENT.csv, ACCIDENT_EVENT.csv, ACCIDENT_LOCATION.csv, ATMOSPHERIC_COND.csv, NODE.csv, ROAD_SURFACE_COND.csv, SUB_DCA.csv, VEHICLE.csv, PERSON.csv

Abstract

This data has been consolidated from Victoria Police reports and Hospital injury information, then validated and enriched to provide a comprehensive and detailed view of road crashes and injuries across Victoria. The data provides users with information about Victorian fatal and injury road crash data based on time, location, conditions, crash type, road user type, and other relevant attributes.

The core dataset is a single flat file containing a subset of the attributes from the CSV files. It provides a single set of attributes for each road crash that has occurred within Victoria. Supporting documentation in this metadata file provides further details of the attributes.

The additional data tables are split across multiple CSV files with attributes to facilitate joins between the information. This has been captured as part of the supporting documentation in this metadata file. The tables and attributes include:

- accident (basic accident details, time, severity, location)
- person (person based details, age, gender etc)
- vehicle (vehicle based data, vehicle type, make etc)
- accident_event (sequence of events e.g. left road, rollover, caught fire)
- road_surface_cond (whether road was wet, dry, icy etc)
- atmospheric_cond (rain, winds etc)
- sub_dca (detailed codes describing accident)
- accident_node (master location table - NB subset of accident table)
- Node Table with Lat/Long references

Data Quality

Accuracy – Whilst every effort has been made to ensure this information is accurate, there may be instances where attributes relating to a crash are amended over time.

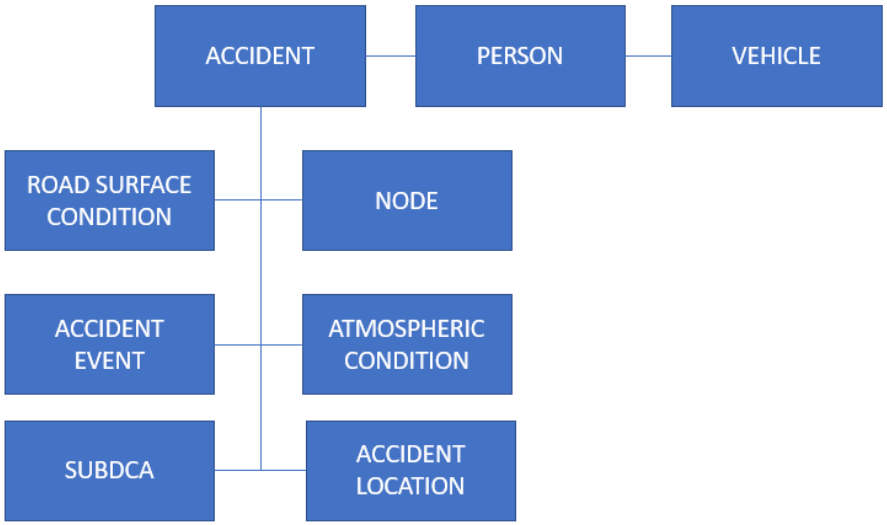
Completeness – Be aware that it can take time for crashes to be documented through the business process lifecycle. Our typical expectation is that the majority of crashes flow through the system into Open Data within 7 months.

Data source

Victorian Government, Department of Transport and Planning

Licensing

Table Relationships



DCA Chart

Definition for **C**lassifying **A**ccidents (see next page…)

Pedestrian on foot in toy/pram	Vehicles from adjacent directions (intersections only)	Vehicles from opposing directions	Vehicles from same direction	Manoeuvring	Overtaking	On path	Off path on straight	Off path on curve	Passenger and miscellaneous
X'n C A B M/B C NEAR SIDE 100	CROSS TRAFFIC 110	L 1- Wrong side 2 - other K HEAD ON (NOT OVERTAKING) 120	VEHICLES IN SAME LANES X'n N A M/B N REAR END 130	P M U TURN 140	HEAD ON (INCL SIDE SWIPE) 150	R PARKED 160	V OFF CARRIAGEWAY TO LEFT 170	VW OFF CARRIAGWAY RIGHT BEND 180	X FELL IN/FROM VEHICLE 190
X'n A B CD M/B D EMERGING 101	RIGHT FAR 111	X'n IM M/B IM RIGHT THRU 121	X'n N A I M/B N LEFT REAR 131	Q M U TURN INTO FIXED OBJECT/ PARKED VEHICLE Y 141	Q Y OUT OF CONTROL 151	DOUBLE PARKED 161	LEFT OFF CARRIAGEWAY INTO OBJECT/PARKED VEHICLE V Q Y 171	OFF RIGHT BEND INTO OBJECT/PARKED VEHICLE V Q W Y 181	LOAD OR MISSILE STRUCK VEHICLE 191
X'n A B CD M/B CD FAR SIDE 102	LEFT FAR 112	X'n IM M/B IM LEFT THRU 122	X'n N A I M/B N RIGHT END 132	R LEAVING PARKING 142	B 02 PULLING OUT 152	ACCIDENT OR BROKEN DOWN 162	V OFF CARRIAGEWAY TO RIGHT 172	OFF CARRIAGWAY LEFT BEND V W 182	STRUCK TRAIN 192
Playing, working, lying, standing on carriageway E 103	RIGHT NEAR 113	X'n IM M/B IM RIGHT LEFT 123	VEHICLES IN PARRALLEL LANES LANE SIDE SWIPE 133	R ENTERING PARKING 143	U CUTTING IN 153	VEHICLE DOOR 163	V Q Y RIGHT OFF CARRIAGEWAY INTO OBJECT/PARKED VEHICLE 173	V Q W Y OFF LEFT BEND INTO OBJECT/PARKED VEHICLE 183	STRUCK RAILWAY CROSSING FURNITURE 193
F WALKING WITH TRAFFIC 104	TWO RIGHT TURNING 114	X'n IM M/B IM RIGHT RIGHT 124	O LANE CHANGE RIGHT (NOT OVERTAKING) 134	R PARKING VEHICLES ONLY 144	PULLING OUT - REAR END 154	Q PERMANENT OBSTRUCTION ON CARRIAGEWAY 164	V OUT OF CONTROL ON CARRIAGEWAY 174	V OUT OF CONTROL ON CARRIAGEWAY 184	V Q PARKED CAR RUN AWAY 194
F FACING TRAFFIC 105	RIGHT/LEFT FAR 115	X'n IM M/B IM LEFT LEFT 125	O LANE CHANGE LEFT 135	REVERSING 145		TEMPORARY ROADWORKS 165	V Q Y OFF END OF ROAD/ T INTERSECTION 175		
G ON FOOTPATH/ MEDIAN 106	LEFT NEAR 116	126	X'n N I M/B N IM RIGHT TURN SIDE SWIPE 136	Q Y REVERSING INTO FIXED OBJECT/ PARKED VEHICLE 146		STRUCK OBJECT ON CARRIAGEWAY 166			
FHI DRIVEWAY 107	RIGHT/LEFT NEAR 117	127	X'n N I M/B N IM LEFT TURN SIDE SWIPE 137	IHS EMERGING FROM DRIVEWAY/LANE 147		Q ANIMAL (NOT RIDDEN) 167			
C J D STRUCK WHILE BOARDING OR ALIGHTING VEHICLE 108	TWO LEFT TURN 118	128	138	INC BIKES K FROM FOOTWAY 148					DELIBERATE TREE ON CAR OTHER 198
BOARDING & STRUCK BY SAME THIS INCLUDES WORKING/ PUSHING VEHICLE OTHER PEDESTRIAN 109	OTHER ADJACENT 119	OTHER CROSSING 129	OTHER SAME DIRECTION 139	OTHER MANOEUVRING 149	OTHER OVERTAKING 159	Y HIT PARKED CAR OPPOSITE SIDE OF ROAD OTHER ON PATH 169	V Q OTHER STRAIGHT 179	V Q OTHER CURVE 189	? UNKNOWN 199

1. DEFINITION FOR CLASSIFYING ACCIDENTS (DCA) SHOULD BE DETERMINED BY FIRST SELECTING A COLUMN USING THE TEXT ABOVE EACH COLUMN AND THEN BY DIAGRAMATIC SUB-DIVISION
2. THE SUB-DIVISION CHOSEN SHOULD BE DESCRIBE THE GENERAL MOVEMENT OF VEHICLES INVOLVED IN THE INITIAL EVENT. IT DOES NOT ASSIGN A CAUSE TO THE ACCIDENT
3. SUPPLEMENTARY CODES HAVE BEEN DEFINED FOR MOST SUB-DIVISION. THESE CODES GIVE FURTHER DETAIL OF THE INITIAL EVENT.
4. THE NUMBER 1, 2 INDENTIFY INDIVIDUAL VEHICLES INVOLVED WHEN THE DCA IS LINKED WITH OTHER VEHICLE/DRIVER INFORMATION.
5. THESE CODES WERE USED FOR 1987 ACCIDENTS AND REPLACE THE ROAD MOVEMENT (RUM) CODE.

IHS COMPULSORY

IHS OPTIONAL

SUB DCA Z TO APPLY TO ALL FREEWAY ACCIDENTS

Data dictionary

Core Dataset

Field name	Data type	Width	Definition	Domain
ACCIDENT_NO	Text	12	ACCIDENT_NO is the Primary Key for the database to uniquely identify the accident and cannot contain NULL values. First character T indicates TIS incident and characters 2-5 typically represent the year in which the accident created in TIS system and characters 6-11 are a numeric sequencing number	Example: 12001012345, T20060006259
ACCIDENT_TIME	Text	255	hh.mm.ss. Original date stored in 24 hour format (ie 1pm = 1300 hours) Note the common practice used by the Police, when originally coding up the accident details, of 'rounding off the time' to the nearest 5 minutes or even nearest hour. This naturally occurs because in the vast majority of accidents police arrive at the scene well after the accident occurred and so the 'REAL' time of the accident is never precisely known.	Examples of various PC time formats: 24 Hour format 2:35:00 PM = 14:35 12 Hour format 2:35:00 PM = 02:35PM 9999 Unknown time midnight = 00:00
ACCIDENT_TYPE	Number		Is a character field indicates the type of accident. It is a basic description of what occurred, based on nine categories. E.g. Collision with Vehicle	1 Collision with vehicle • 2 Struck pedestrian • 3 Struck animal • 4 Collision with a fixed object • 5 Collision with some other object • 6 Vehicle overturned (no collision) • 7 Fall from or in moving vehicle • 8 No collision and no object struck • 9 Other accident
DAY_OF_WEEK	TEXT		The field indicates the day of the week upon which the accident occurred	1 Sunday • 2 Monday • 3 Tuesday • 4 Wednesday • 5 Thursday • 6 Friday • 7 Saturday
DCA_CODE			The field indicates the Definitions for Classifying Accidents. It cannot contain NULL values.	100 Pedestrian near side hit by vehicle from the right • 101 Pedestrian emerges from in front of parked or stationary vehicle • 102 Pedestrian far side hit by vehicle from the left • 103 Pedestrian playing, lying, working, standing on carriageway. • 104 Pedestrian walking with traffic • 105 Pedestrian walking against traffic. • 106 Vehicle strikes pedestrian on footpath, median, traffic island • 107 Pedestrian on footpath struck by vehicle entering/leaving driveway • 108 Pedestrian struck walking to/from or boarding/alighting vehicle • 109 Any manoeuvre

				involving Pedestrian not included in DCAs 100-108. • 110 Cross traffic (intersections only) • 111 Right far (intersections only) • 112 Left far (intersections only) • 113 Right near (intersections only) • 114 Two right turning (intersections only) • 115 Right/left far (intersections only) • 116 Left near (intersections only) • 117 Left/right far (intersections only) • 118 Two left turning (intersections only) • 119 Other adjacent (intersections only) • 120 Head on (not overtaking) • 121 Right through • 122 Left through • 123 Right/left (one vehicle turning right the other left) • 124 Right/right (both vehicles from opposite directions turning right) • 125 Left/left (both vehicles from opposite directions turning right) • 129 Other opposing (manoeuvres not included in DCAS 120-125) • 130 Rear end (vehicles in same lane) • 131 Left rear • 132 Right rear • 133 Lane side swipe (vehicles in parallel lanes) • 134 Lane change right (not overtaking) • 135 Lane change left (not overtaking) • 136 Right turn sideswipe • 137 Left turn sideswipe • 139 Other same direction (manoeuvres not included in DCAs 130-137) • 140 U turn • 141 U turn into fixed object/parked vehicle • 142 Leaving parking • 143 Entering parking • 144 Parked vehicles only • 145 Reversing in stream of traffic • 146 Reversing into fixed object/parked vehicle • 147 Vehicle strikes another vehicle while emerging from driveway • 148 Vehicle off footpath strikes vehicle on carriageway • 149 Other (manoeuvres not included in DCAs 140-148) • 150 Head on (overtaking) • 151 Out of control (overtaking) • 152 Pulling out (overtaking) • 153 Cutting in (overtaking) • 154 Pulling out rear end • 159 Other overtaking (manoeuvres not included in DCAs 150-154) • 160 Vehicle collides with vehicle parked on left of road • 161 Double parked • 162 Accident or broken down • 163 Vehicle strikes door of parked/stationary vehicle • 164 Permanent obstruction on carriageway • 165 Temporary roadworks • 166 Struck object on carriageway • 167 Struck animal • 169 Other on path • 170 Off carriageway to left • 171 Left off carriageway into object/parked vehicle • 172 Off carriageway to right • 173 Right off carriageway into object/parked vehicle • 174 Out of control on carriageway (on straight) • 175 Off end of road/T intersection • 179 Other accidents off straight not included in DCAs 170-175 • 180 Off

				carriageway on right bend • 181 Off right bend into object/parked vehicle • 182 Off carriageway on left bend • 183 Off left bend into object/parked vehicle • 184 Out of control on carriageway (on bend) • 189 Other accidents on curve not included in DCAs 180-184 • 190 Fell in/from vehicle • 191 Load or missile struck vehicle • 192 Struck train • 193 Struck railway crossing furniture • 194 Parked car run away • 198 Other accidents not classifiable elsewhere • 199 Unknown no details on manoeuvres of road users in accident • 775 RUN OFF ROAD + SOME HEAD ONS • 777 SPEEDING DCA GROUP FOR POLICE • 778 Pedestrian DCAs • 779 Cross - Rears Cross traffic rear ends • 780 Run Off Road DCAs 170 -184 • 781 R Taylor (TAC)
DCA_CODE_DESCRIPTION			Description for the Accident Classification	As above
LIGHT_CONDITION	Text		Indicates the light condition or level of brightness at the time of the accident. This field cannot contain NULL values.	1 Day • 2 Dusk/dawn • 3 Dark street lights on • 4 Dark street lights off • 5 Dark no street lights • 6 Dark street lights unknown • 9 Unknown
POLICE_ATTEND	Text		Indicates whether the police attended the scene of the accident or not.	1 Yes • 2 No • 9 Not known
ROAD_ROUTE_1	Number	4	ROAD_ROUTE_1 is character field indicates primary route for Road_Name	Group Classifications are: • 2000-2999 Freeways or Highways • 3000-3999 Forest Rds • 4000-4999 Tourist Rds • 5000-5999 Main Rds • 7000-7999 Ramps (mainly Freeway ramps) • 9999 Unclassified Roads e.g. Council / "Local" roads
ROAD_NAME	Text	45	ROAD_NAME is character field indicates highest priority road at intersection OR road on which accident took place.	
ROAD_TYPE	Text	15	ROAD_TYPE is character field indicates type of Road_Name	
ROAD_GEOMETRY	Text		Code for layout of the road where the accident occurred	1 Cross intersection • 2 'T' Intersection • 3 'Y' Intersection • 4 Multiple intersections • 5 Not at intersection • 6 Dead end • 7 Road closure • 8 Private property • 9 Unknown
SEVERITY	Text		Estimation of the severity or seriousness of the accident	1 Fatal accident • 2 Serious injury accident • 3 Other injury accident • 4 Non injury accident
SPEED_ZONE	Text		the speed zone at the location of the accident. The speed zone is generally assigned to the main vehicle involved.	040 40 km/hr • 050 50 km/hr • 060 60 km/hr • 075 75 km/hr • 080 80 km/hr • 090 90 km/hr • 100 100 km/hr • 110 110 km/hr • 777 Other speed limit • 888 Camping grounds, off road • 999 Not known
RUN_OFFROAD	Text		If the crash is considered a run off road (DCA Codes: 151, 170-173, 180-183)	Yes/No
LONGITUDE	Double	8	Geographical coordinates	

LATITUDE	Double	8	Geographical coordinates	
LGA_NAME	Text	25	LGA_NAME is a character field contains the LGA name for the location of the crash	e.g. DANDENONG
VICGRID_X			VicGrid94 coordinates	
VICGRID_Y			VicGrid94 coordinates	
TOTAL_PERSONS	Number		the number of people involved in the accident	
INJ_OR_FATAL	Number		the number of people involved in the accident killed or injured	
FATALITY	Number		Number of people who have died in the crash	
SERIOUSINJURY	Number		Number of people with a serious injury	
OTHERINJURY	Number		Number of people with an other injury	
NONINJURED	Number		Number of people with no injuries	
MALES	Number		Number of males involved in the crash	
FEMALES	Number		Number of females involved in the crash	
BICYCLIST	Number		Number of bicyclists involved in the crash	
PASSENGER	Number		Number of passengers involved in the crash	
DRIVER	Number		Number of drivers involved in the crash	
PEDESTRIAN	Number		Number of pedestrians involved in the crash	
PILLION	Number		Number of pillion passengers involved in the crash	
MOTORCYCLIST	Number		Number of motorcyclists involved in the crash	
UNKNOWN	Number		Number of unknown road users involved in the crash	
PED_CYCLIST_5_12	Number		Number of pedestrians and cyclists between the ages 5 and 12	
PED_CYCLIST_13_18	Number		Number of pedestrians and cyclists between the ages 13 and 18	
OLD_PED_65_AND_OVER	Number		Number of pedestrians aged 65 and over	
OLD_DRIVER_75_AND_OVER	Number		Number of drivers aged 75 and older	
YOUNG_DRIVER_18_25	Number		Number of drivers aged between 18 and 25	
NO_OF_VEHICLES	Number		the number of vehicles involved in the accident. Includes bicycles but not objects, property, toys (skate boards), etc.	
HEAVYVEHICLE	Number		Number of heavy vehicles involved in the crash	

PASSENGERVEHICLE	Number		Number of passenger vehicles involved in the crash	
MOTORCYCLE	Number		Number of motorcycles involved in the crash	
PT_VEHICLE	Number		Number of public transport vehicles involved in the crash (tram, bus, train)	
DEG_URBAN_NAME	Text		DEG_URBAN_NAME is a character field indicates degree of urban name for the location of the crash.	
SRNS	Text		State road numbering system code	
RMA	Text		RMA Classification of the road contains VicRoads road classification.	
DIVIDED	Text		DIVIDED is a character field indicating divided portion of road.	
STAT_DIV_NAME	Text		STAT_DIV_NAME is a character field indicates statistical division name for the location of the crash.	

ACCIDENT Table

Field name	Data type	Width	Definition	Domain
ACCIDENT_NO	Text	12	ACCIDENT_NO is the Primary Key for the database to uniquely identify the accident and cannot contain NULL values. First character T indicates TIS incident and characters 2-5 typically represent the year in which the accident created in TIS system and characters 6-11 are a numeric sequencing number	Example: 12001012345, T20060006259
ACCIDENTDATE	Text	255	ACCIDENT_DATE is a date field indicates the date that the accident occurred. Field can contain null values.	dd/mm/yyyy. (e.g.: 10 July 1995 = 10/07/1995)
ACCIDENTTIME	Text	255	hh.mm.ss. Original date stored in 24 hour format (ie 1pm = 1300 hours) Note the common practice used by the Police, when originally coding up the accident details, of 'rounding off the time' to the nearest 5 minutes or even nearest hour. This naturally occurs because in the vast majority of accidents police arrive at the scene well after the accident occurred and so the 'REAL' time of the accident is never precisely known.	Examples of various PC time formats: 24 Hour format 2:35:00 PM = 14:35 or 12 Hour format 2:35:00 PM = 02:35PM 9999 Unknown time midnight = 00:00

ACCIDENT_TYPE	Number		Is a character field indicates the type of accident. It is a basic description of what occurred, based on nine categories. E.g. Collision with Vehicle	1 Collision with vehicle • 2 Struck pedestrian • 3 Struck animal • 4 Collision with a fixed object • 5 Collision with some other object • 6 Vehicle overturned (no collision) • 7 Fall from or in moving vehicle • 8 No collision and no object struck • 9 Other accident
ACCIDENT_TYPE_DESCRIPTION	TEXT		Is a character field indicates the type of accident. It is a basic description of what occurred, based on nine categories. E.g. Collision with Vehicle	As above
DAY_OF_WEEK	Number		A number defining the Day of the week when the accident occurred	1 Sunday • 2 Monday • 3 Tuesday • 4 Wednesday • 5 Thursday • 6 Friday • 7 Saturday
DAY_OF_WEEK_DESCRIPTION	TEXT		The field indicates the day of the week upon which the accident occurred	As above
DCA_CODE			The field indicates the Definitions for Classifying Accidents. It cannot contain NULL values.	100 Pedestrian near side hit by vehicle from the right • 101 Pedestrian emerges from in front of parked or stationary vehicle • 102 Pedestrian far side hit by vehicle from the left • 103 Pedestrian playing, lying, working, standing on carriageway. • 104 Pedestrian walking with traffic • 105 Pedestrian walking against traffic. • 106 Vehicle strikes pedestrian on footpath, median, traffic island • 107 Pedestrian on footpath struck by vehicle entering/leaving driveway • 108 Pedestrian struck walking to/from or boarding/alighting vehicle • 109 Any manoeuvre involving Pedestrian not included in DCAs 100-108. • 110 Cross traffic (intersections only) • 111 Right far (intersections only) • 112 Left far (intersections only) • 113 Right near (intersections only) • 114 Two right turning (intersections only) • 115 Right/left far (intersections only) • 116 Left near (intersections only) • 117 Left/right far (intersections only) • 118 Two left turning (intersections only) • 119 Other adjacent (intersections only) • 120 Head on (not overtaking) • 121 Right through • 122 Left through • 123 Right/left (one vehicle turning right the other left) • 124 Right/right (both vehicles from opposite directions turning right) • 125 Left/left (both vehicles from opposite directions turning right) • 129 Other opposing (manoeuvres not included in DCAS 120-125) • 130 Rear end (vehicles in same lane) • 131 Left rear • 132 Right rear • 133 Lane

				side swipe (vehicles in parallel lanes) • 134 Lane change right (not overtaking) • 135 Lane change left (not overtaking) • 136 Right turn sideswipe • 137 Left turn sideswipe • 139 Other same direction (manoeuvres not included in DCAs 130-137) • 140 U turn • 141 U turn into fixed object/parked vehicle • 142 Leaving parking • 143 Entering parking • 144 Parked vehicles only • 145 Reversing in stream of traffic • 146 Reversing into fixed object/parked vehicle • 147 Vehicle strikes another vehicle while emerging from driveway • 148 Vehicle off footpath strikes vehicle on carriageway • 149 Other (manoeuvres not included in DCAs 140-148) • 150 Head on (overtaking) • 151 Out of control (overtaking) • 152 Pulling out (overtaking) • 153 Cutting in (overtaking) • 154 Pulling out rear end • 159 Other overtaking (manoeuvres not included in DCAs 150-154) • 160 Vehicle collides with vehicle parked on left of road • 161 Double parked • 162 Accident or broken down • 163 Vehicle strikes door of parked/stationary vehicle • 164 Permanent obstruction on carriageway • 165 Temporary roadworks • 166 Struck object on carriageway • 167 Struck animal • 169 Other on path • 170 Off carriageway to left • 171 Left off carriageway into object/parked vehicle • 172 Off carriageway to right • 173 Right off carriageway into object/parked vehicle • 174 Out of control on carriageway (on straight) • 175 Off end of road/T intersection • 179 Other accidents off straight not included in DCAs 170-175 • 180 Off carriageway on right bend • 181 Off right bend into object/parked vehicle • 182 Off carriageway on left bend • 183 Off left bend into object/parked vehicle • 184 Out of control on carriageway (on bend) • 189 Other accidents on curve not included in DCAs 180-184 • 190 Fell in/from vehicle • 191 Load or missile struck vehicle • 192 Struck train • 193 Struck railway crossing furniture • 194 Parked car run away • 198 Other accidents not classifiable elsewhere • 199 Unknown no details on manoeuvres of road users in accident • 775 RUN OFF ROAD + SOME HEAD ONS • 777

				SPEEDING DCA GROUP FOR POLICE • 778 Pedestrian DCAs • 779 Cross - Rears Cross traffic rear ends • 780 Run Off Road DCAs 170 -184 • 781 R Taylor (TAC)
DCA_CODE_DESCRIPTION			Description for the Accident Classification	As above
LIGHT_CONDITION	Number		Indicates the light condition or level of brightness at the time of the accident. This field cannot contain NULL values.	1 Day • 2 Dusk/dawn • 3 Dark street lights on • 4 Dark street lights off • 5 Dark no street lights • 6 Dark street lights unknown • 9 Unknown
LIGHT_CONDITION_DESCRIPTION	Text			As above
NODE_ID	Text		The node id of the accident. It starts with 1 and incremented by one when a new accident location is identified. → **see NODE table**	e.g. 43078
NO_OF_VEHICLES	Number		the number of vehicles involved in the accident. Includes bicycles but not objects, property, toys (skate boards), etc.	
NO_PERSONS	Number		the number of people involved in the accident	
NO_PERSONS_INJ_2	Number		Number of people with a serious injury	
NO_PERSONS_INJ_3	Number		Number of people with an other injury	
NO_PERSONS_KILLED	Number		Number of people killed	
NO_PERSONS_NOT_INJ	Number		Number of people with no injuries	
POLICE_ATTEND	Number		Indicates whether the police attended the scene of the accident or not.	1 Yes • 2 No • 9 Not known
ROAD_GEOMETRY	Number		Code for layout of the road where the accident occurred	1 Cross intersection • 2 'T' Intersection • 3 'Y' Intersection • 4 Multiple intersections • 5 Not at intersection • 6 Dead end • 7 Road closure • 8 Private property • 9 Unknown
ROAD_GEOMETRY_DESCRIPTION	Text		Descriptions of the layout of the road where the accident occurred	As above
SEVERITY	Text		Estimation of the severity or seriousness of the accident	1 Fatal accident • 2 Serious injury accident • 3 Other injury accident • 4 Non injury accident
SPEED_ZONE	Text		the speed zone at the location of the accident. The speed zone is generally assigned to the main vehicle involved.	040 40 km/hr • 050 50 km/hr • 060 60 km/hr • 075 75 km/hr • 080 80 km/hr • 090 90 km/hr • 100 100 km/hr • 110 110 km/hr • 777 Other speed limit • 888 Camping grounds, off road • 999 Not known

ACCIDENT_EVENT Table

Field name	Data type	Width	Definition	Domain
ACCIDENT_NO	Text	12	ACCIDENT_NO is the Primary Key for the database to uniquely identify the accident and cannot contain NULL values. **→ see ACCIDENT table**	Example: 12001012345, T20060006259
EVENT_SEQ_NO				
EVENT_TYPE	Text	1	EVENT_TYPE is a character field indicates type of incident event.	0 Not applicable • 1 Rollover on/off carriageway • 2 Fell from vehicle • 3 Ran off carriageway • 4 Mechanical failure • 5 Struck by stone/projectile/load • 6 Fell in vehicle • 8 Other • 9 Not known • C Collision
EVENT_TYPE_Description			EVENT_TYPE_Description	As above
VEHICLE_1_ID	Text	1	VEHICLE_1_ID is character field indicates first vehicle involved in the event. Vehicle ID has a letter value assigned to them. **→ see VEHICLE table**	
VEHICLE_1_COLL_PT	Text	1	VEHICLE_1_COLL_PT is a character field indicates collision point on the vehicle.	0 Towed unit • 1 Right front corner • 2 Right side (forwards) • 3 Right side (rearwards) • 4 Right rear corner • 5 Left front corner • 6 Left side (forwards) • 7 Left side (rearwards) • 8 Left rear corner • 9 Not known or Not Applicable • F Front • N None • R Rear • S Sidecar • T Top/Roof • U Undercarriage
VEHICLE_1_COLL_PT_Description				As above
VEHICLE_2_ID	Text	1	VEHICLE_2_ID is character field indicates second vehicle involved in the event. Vehicle ID has a letter value assigned to them **→ see VEHICLE table**	
VEHICLE_2_COLL_PT	Text	1	VEHICLE_2_COLL_PT is a character field indicates collision point on the vehicle.	0 Towed unit • 1 Right front corner • 2 Right side (forwards) • 3 Right side (rearwards) • 4 Right rear corner • 5 Left front corner • 6 Left side (forwards) • 7 Left side (rearwards) • 8 Left rear corner • 9 Not known or Not Applicable • F Front • N None • R Rear • S Sidecar • T Top/Roof • U Undercarriage
VEHICLE_2_COLL_PT_Description				As above
PERSON_ID	Text	2	Uniquely identifies each person involved in the accident. Persons who are drivers of a vehicle have a letter value assigned to them and persons who are not drivers have a numerical	

			value assigned to them. → **see PERSON table**	
OBJECT_TYPE	Text	2	OBJECT_TYPE is a character field that identifies object involved in the specific accident event.	1 Pole (telephone/electricity) • 2 Tree (shrub/scrub) • 3 Fence/Wall (including gates) • 17 Traffic island
OBJECT_TYPE_DESC				As above

ACCIDENT_LOCATION Table

Field name	Data type	Width	Definition	Domain
ACCIDENT_NO	Text	12	ACCIDENT_NO is the Primary Key for the database to uniquely identify the accident and cannot contain NULL values. → **see ACCIDENT table**	Example: 12001012345, T20060006259
NODE_ID	Text	70	The node id of the accident. It starts with 1 and incremented by one when a new accident location is indentified. → **see NODE table**	e.g. 43078
ROAD_ROUTE_1	Number	4	ROAD_ROUTE_1 is character field indicates primary route for Road_Name	Group Classifications are: 2000-2999 Freeways or Highways 3000-3999 Forest Rds 4000-4999 Tourist Rds 5000-5999 Main Rds 7000-7999 Ramps (mainly Freeway ramps) 9999 Unclassified Roads e.g. Council / "Local" roads
ROAD_NAME	Text	45	ROAD_NAME is character field indicates highest priority road at intersection OR road on which accident took place.	
ROAD_TYPE	Text	15	ROAD_TYPE is character field indicates type of Road_Name	
ROAD_NAME_INT	Text	45	ROAD_NAME_INT is character field indicates other road at intersection OR nearest intersecting road (on_road)	
ROAD_TYPE_INT	Text	15	ROAD_TYPE is character field indicates type of Road_Name	
DISTANCE_LOCATION	Number	4	DISTANCE_LOCATION is an integer field indicating the distance (in metres) of the accident from the nearest intersecting road (if the crash is a non-intersection or mid-block accident).	Eg: 153
DIRECTION_LOCATION	Text	2	DIRECTION_LOCATION is a character field indicating the direction of the accident from the nearest intersecting road (if the crash is a non-intersection or mid-block accident).	N North • NE North East • E East • SE South East • S South • SW South West • W West • NW North West • UK Not known

ATMOSPHERIC_COND Table

Field name	Data type	Width	Definition	Domain
ACCIDENT_NO	Text	12	ACCIDENT_NO is the Primary Key for the database to uniquely identify the accident and cannot contain NULL values. → **see ACCIDENT table**	Example: 12001012345, T20060006259
ATMOSPH_COND	Text	1	Weather and atmospheric conditions at the time of the crash	1 Clear • 2 Raining • 3 Snowing • 4 Fog • 5 Smoke • 6 Dust • 7 Strong winds • 9 Not known
ATMOSPH_COND_SEQ	Number	4	1 and incremented by 1 if more than one atmospheric condition is entered for the same incident	
ATMOSPH_COND_Desc				As above

NODE Table

Field name	Data type	Width	Definition	Domain
ACCIDENT_NO	Text	12	ACCIDENT_NO is the Primary Key for the database to uniquely identify the accident and cannot contain NULL values. → **see ACCIDENT table**	Example: 12001012345, T20060006259
NODE_ID	Text	70	The node id of the accident. It starts with 1 and incremented by one when a new accident location is identified.	e.g. 43078
NODE_TYPE	Number	1	location type identified by the RCIS spatial system	I Intersection • N Non-Intersection • O Off Road • U Unknown
VICGRID94_X			VicGrid94 coordinates	
VICGRID94_Y			VicGrid94 coordinates	
LGA_NAME	Text	25	LGA_NAME is a character field contains the LGA name for the location of the crash	e.g. DANDENONG
DEG_URBAN_NAME			DEG_URBAN_NAME is a character field indicates degree of urban name for the location of the crash.	
LATITUDE	Double	8	Geographical coordinates	
LONGITUDE	Double	8	Geographical coordinates	

PERSON Table

Field name	Data type	Width	Definition	Domain
ACCIDENT_NO	Text	12	ACCIDENT_NO is the Primary Key for the database to uniquely identify the accident and cannot contain NULL values. **→ see ACCIDENT table**	Example: 12001012345, T20060006259
PERSON_ID	Text	2	Uniquely identifies each person involved in the accident. Persons who are drivers of a vehicle have a letter value assigned to them and persons who are not drivers have a numerical value assigned to them.	
VEHICLE_ID			VEHICLE_ID is a character field that uniquely identifies each vehicle involved in the accident. Vehicles have a letter value assigned to them **→ see VEHICLE table**	
SEX	Text	1	the sex or gender of the person	M Male • F Female • U Not known
AGE_GROUP			The age grouping of the person involved in the crash	
INJ_LEVEL	Text	1	This is a character field indicates the level or degree of injury that the person has experienced as a result of the accident	1 Fatality • 2 Serious injury • 3 Other injury • 4 Not injured
INJ_LEVEL_Desc				1 Fatality • 2 Serious injury • 3 Other injury • 4 Not injured
SEATING_POSITION	Text	2	This is a character field indicates where the person was located on the vehicle.	CF Centre-front • CR Centre-rear • D Driver or rider • LF Left-front • LR Left-rear • NA Not applicable • NK Not known • OR Other-rear • PL Pillion passenger • PS Motorcycle sidecar passenger • RR Right-rear
HELMET_BELT_WORN	Text	1	This is a character field indicates whether or not the person was wearing a helmet or seatbelt at the time of the accident.	1 Seatbelt worn • 2 Seatbelt not worn • 3 Child restraint worn • 4 Child restraint not worn • 5 Seatbelt/restraint not fitted • 6 Crash helmet worn • 7 Crash helmet not worn • 8 Not appropriate • 9 Not known
ROAD_USER_TYPE	Text	2	ROAD_USER_TYPE is a character field indicates what the role of the person was at the time of the accident. It is calculated field using person_status and vehicle_type from vehicle table.	1 Pedestrian • 2 Driver (of V-type 1-9 17 60-63 70-71) • 3 Passenger (of V-type 1-9 17 60-63 70-71) • 4 Motorcyclist • 5 Pillion Passenger • 6 Bicyclist (incl. passengers) • 7 Other driver (V-type 14-16 99) • 8 Other passenger (V-type 14-16 99) • 9 Not known
ROAD_USER_TYPE_Desc				1 Pedestrian • 2 Driver (of V-type 1-9 17 60-63 70-71) • 3 Passenger (of V-type 1-9 17 60-63 70-71) • 4 Motorcyclist • 5 Pillion Passenger • 6

				Bicyclist (incl. passengers) • 7 Other driver (V-type 14-16 99) • 8 Other passenger (V-type 14-16 99) • 9 Not known
LICENCE_STATE	Text	1	This is a character field indicates the state of issue of the person s driver license.	A Australian Capital Territory • B Commonwealth • D Northern Territory • N New South Wales • O Overseas • Q Queensland • S South Australia • T Tasmania • V Victoria • W Western Australia • Z Not known • _ Not available (Blank value entered)
TAKEN_HOSPITAL	Text	1	This is a character field indicates whether or not the person was taken to hospital.	Y Yes • N No • _ Not Known
EJECTED_CODE	Text	1	This is a character field indicates whether or not the person was ejected or thrown out of the vehicle.	0 Not applicable • 1 Total ejected • 2 Partially ejected • 3 Partial ejection involving extraction • _ Not known

ROAD_SURFACE_COND Table

Field name	Data type	Width	Definition	Domain
ACCIDENT_NO	Text	12	ACCIDENT_NO is the Primary Key for the database to uniquely identify the accident and cannot contain NULL values. → **see ACCIDENT table**	Example: 12001012345, T20060006259
SURFACE_COND	Text	1	Road surface conditions on which the crash occurred e.g. dry, wet, muddy	1 Dry • 2 Wet • 3 Muddy • 4 Snowy • 5 Icy • 9 Unknown
SURFACE_COND_Desc				As above
SURFACE_COND_SEQ	Number	4	starts with 1 and incremented by 1 if more than one road surface condition is entered for the same incident.	

SubDCA Table

Field name	Data type	Width	Definition	Domain
ACCIDENT_NO	Text	12	ACCIDENT_NO is the Primary Key for the database to uniquely identify the accident and cannot contain NULL values → **see ACCIDENT table**	Example: 12001012345, T20060006259
SUB_DCA_CODE	Text	3	SUB_DCA_CODE is character field indicates SUB_DCA code of the accident.	A01 Vehicle entering intersection • A02 Vehicle leaving intersection • A03 Vehicle within intersection • A04 Vehicle in left turn slip lane • B01 Vehicle going straight through • B02 Vehicle turning right • B03 Vehicle turning left • B04 Vehicle reversing • C01 Pedestrian stepped off median strip • C02 Pedestrian stepped off safety zone/tram shelter • D01 Pedestrian emerged from behind car etc • D02 Pedestrian emerged from behind truck • D03 Pedestrian emerged from behind bus • D04 Pedestrian emerged from behind tram • D05

				Pedestrian emerged from behind motorcycle • D06 Pedestrian emerged from behind other vehicles • D07 Pedestrian emerged from behind vehicle not known • E01 Pedestrian playing • E02 Pedestrian walking • E03 Pedestrian lying • E04 Pedestrian standing • E05 Pedestrian working/pushing or working on vehicle • E06 Pedestrian activity not known • F01 No paved footpath • F02 Paved footpath • F03 Footpath unknown • F04 Not on Footpath • G01 Vehicle moving forward - under control • G02 Vehicle moving forward - out of control • G03 Vehicle moving back - under control • G04 Vehicle moving back - out of control • H01 Vehicle forward entering • H02 Vehicle reverse entering • H03 Vehicle forward departing • H04 Vehicle reverse departing • I01 Private driveway/laneway • I02 Hotel/motel/hostel driveway or laneway • I03 Factory(including loading bays) driveway/laneway • I04 Commercial(includes shops/school/station) driveway • I05 Not known • I06 Laneway • J01 Boarding • J02 Alighting • K01 Median • K02 Other separator • L01 Road straight at intersection • L02 Road curved at intersection • L03 Road straight at mid-block • L04 Road curved at mid-block • M01 Vehicle turning through median opening • N01 Intersection • N02 Mid-block • NRQ Not Required • O01 Parked vehicle causes vehicle to change lanes • P01 Hit by veh from same dir as initial dir of U-turning veh • P02 Hit by veh fr dir opposite to initial dir of U-turning veh • Q01 Poles (telephone/electricity) • Q02 Tree (shrub/scrub) • Q03 Fences (including gates) • Q04 Embankments • Q05 Guide posts (including km/posts) • Q06 Traffic signs (No parking No standing etc) • Q07 Guard rail • Q08 Fire hydrant • Q09 Buildings • Q10 Other objects (Telephone/Culvert/RX) Fixed/Not Fixed • Q11 Object hit not known • Q12 Traffic signals(i.e.Traffic lights) • Q13 Bridge(When it is NOT on path) • Q14 Barriers (Road Closure) • Q17 Traffic island • Q21 Bridge (When it is ON path - see 1) • Q23 Roadworks (Dirt sign/barrier/excavation) • Q24 Safety zone (i.e. Tram safety zone) • Q30 Protruding kerb • Q31 Animals - Domestic (Cats and Dogs) • Q32 Animals - Cattle • Q33 Animals - Sheep • Q34 Animals - Horse (not ridden) • Q35 Animals - Other tame animals • Q36 Animals - Kangaroo or Wallaby • Q37 Animals - Wombat • Q38 Animals - Other wild animal or bird • Q39 Unknown animals • R01 Kerb parking - angle • R02 Kerb parking - parallel • R03 Centre of road parking - angle • R04 Centre of road parking - parallel • R05 Parking offroad/footpath • S01 Collision on first half of carriageway • S02 Collision on second half of carriageway • S03 On footpath • U01 Opposing direction vehicle present • V01 No vehicle mounted/struck • V02 Kerb(roadside) mounted/struck • V03 Traffic island mounted/struck • V04 Safety zone mounted/struck • V05 Median mounted/struck • V06 Separation mounted/struck • V07 Roundabout mounted/struck • W01 Leaves carriageway to left • W02 Leaves carriageway to right • X01 Fell in vehicle • X02 Fell from vehicle • Y01 Any vehicle (include trailer or parked car) • Z01 On freeway (between interchanges) • Z02 At entrance ramp/local road intersection • Z03 On entrance ramp • Z04 At entrance ramp/freeway • Z05 At freeway/exit ramp (vehicle about to leave freeway) • Z06 On exit ramp • Z07 At exit ramp/local road intersection • Z08 Freeway/freeway interchange • Z09 At local rd I/S or M/B with RRP/RS spanning part of freeway

SUB_DCA_CODE_Seq	Number	4	starts with 1 and incremented by 1 if more than one sub_dca is entered for the same incident Link to DCA Chart and Sub DCA Codes	
SUB_DCA_CODE_Desc				See SUB_DCA_CODE above

VEHICLE Table

Field name	Data type	Width	Definition	Domain
ACCIDENT_NO	Text	12	ACCIDENT_NO is the Primary Key for the database to uniquely identify the accident and cannot contain NULL values. **→ see ACCIDENT table**	Example: 12001012345, T20060006259
VEHICLE_ID	Text	1	VEHCILE_ID is a character field that uniquely identifies each vehicle involved in the accident. Vehicles have a letter value assigned to them.	
VEHICLE_YEAR_MANUF	Number	4	VEHICLE_YEAR_MANUF is an integer field indicates the year in which the vehicle was built or manufactured. The data is stored in yyyy format.	
VEHICLE_DCA_CODE	Text	1	VEHICLE_DCA_CODE is a character field indicates that links the vehicle with the movement depicted in the DCA table. For example, if the DCA code for the accident is 111 and the vehicle DCA code is 2, then an inspection of the DCA chart will show that the second vehicle involved in the accident was turning right.	1 Vehicle 1 • 2 Vehicle 2 • 3 Not known which vehicle was number 1 • 8 Not involved in initial event
INITIAL_DIRECTION	Text	2	INTIAL_DIRECTION is a character field indicates the initial or first direction of travel of the vehicle. For a vehicle that is turning, the initial direction will be different to the final direction. For a non-turning vehicle, the initial direction will be the same as the final direction.	E East • N North • NE North east • NW North west • S South • SE South east • SW South west • W West • NK Not known

ROAD_SURFACE_TYPE	Text	1	Road surface type describes the type of road surface the crash occurred on (e.g. paved, unpaved, gravel etc)	1 Paved • 2 Unpaved • 3 Gravel • 9 Not known
ROAD_SURFACE_TYPE_Desc				As above
REG_STATE	Text	1	REG_STATE is a character field indicates the state which is the vehicle is registered in. This field will also indicate if the registration is overseas.	A Australian Capital Territory • B Commonwealth • D Northern Territory • N New South Wales • O Overseas • Q Queensland • S South Australia • T Tasmania • V Victoria • W Western Australia • Z Not known • _ (Blank value entered)/Not available
VEHICLE_BODY_STYLE	Text	6	VEHICLE_BODY_STYLE is a character field indicates the body type of the vehicle.	AFRAME A Frame • AG IMP Agricultural Implement For Prim.Prod. • AMB Ambulance Emergency Vehicle • AMPHIB Amphibian Land And Water Craft • AMUS Amusement • ARM V Armoured Vehicle • B BIN Bulk Bin • B HOE Back Hoe • B TR Boat Trailer • B/TR Boat Trailer • BD/PMR B Double Prime Mover (Feds Only) • BOX Box Trailer • BUGGY Buggy Beach Buggy, Golf Buggy • BUS Bus Used For Passenger Carriage • C CAR Car Carrier Used For Car Carriage • C MIX Concrete Mixer • CARAVN Caravan • CARVN Mobile Caravan Self Propelled Caravan • CHAIR Motor Chair Motorized Wheelchair • COMPAC Compactor • CONT C Container Carrier • CONVRT Convertible Car with removable top • COUPE Coupe Car With 2 Doors • CRANE Mobile Crane • CYCLE Motor Cycle • DITCH Ditch Witch • DOLLY Dolly • DOZER Bulldozer • DUMPER Dumper • EDUCTR Eductor • EXCVTR Excavator • F LIFT Fork Lift • F UNIT Fire Unit • FLOAT Moomba Float • FLUSH Flusher • FRAME Frame • G UNIT Garbage Unit • GRADER Grader • H FLT Horse Float H/FLT Horse Float • HEARSE Hearse • HOE B Hoe • HOR FL Horse Float • IND/CN Individual Construction • INDCON Individual Construction • JEEP Jeep • JINKER Jinker • L FRM Log Frame (Rigid) • L LOAD Low Loader • L MARK Line Marker • LADDER Ladder Truck • LOADER Loader • M BILL Mobile Billboard • M CCH Mourning Coach • M STDO Mobile Studio • M STND Mobile Grandstand • MACH Machine • MACHNE Machine • MISC Miscellaneous • MOPED Motor Cycle • MOWER Mower • MULTI Multi • MULTIX Multix • OF SHD Office Shed • OF/SHD Office Shed • OUTFIT Motor Cycle • P CARR Personnell Carrier • P MVR Prime Mover • P VAN Panel Van • PMAMUS Prime Mover Amusement • R AMUS Rigid Amusement • RDSTR Roadster Convertible with 2 seats • RLINER Road Liner • ROLLER Roller • S AMB Semi Ambulance • S AMRV Semi Armoured Vehicle • S AMUS Semi Amusement Vehicle • S BULK Semi Bulk Bin • S CAR Semi Car Carrier • S CONT Semi Container Carrier • S CRVN Semi Mobile Caravan • S DCMP Semi Decompression Chamber • S FLSH Semi Flusher • S FLT Semi Float • S FRM Semi Frame • S JINK Semi Timber Jinker • S LOAD Semi Loader • S MACH Semi Machine • S SERV Semi Service • S SPRD Semi Lime Spreader • S SPRY Semi Sprayer • S TANK Semi Tanker • S TRL Semi

				Trailer • S TTWR Semi Travel Tower • S VAN Semi Trailer Van • S WAG Station Wagon Car With Internal Boot • SCOOP Shovel • SCOOTR Scooter • SED Sedan - Car with external boot • SEDAN Sedan - Car with external boot • SWV1 Quad Bike • SWV2 4 Wheel Drive – All Terrain Vehicle
VEHICLE_MAKE	Text	6	VEHICLE_MAKE is a character field indicates the vehicle make or manufacturer.	AEC A E C • ALBION Albion • ALFA R Alfa Romeo • ALLARD Allard • ALLIS Allis • ANSAIR Ansair • ASI A S I • ASIA Asia • ASTON Aston Martin • ATHEY Athey • ATKINS Atkinson • AUDI Audi • AUSTIN Austin • AUSTRL Austral • B KNOX Blaw Knox • BED Bedford • BED IS Bedford Isuzu • BELARS Belarus • BENFRD Benford • BENT Bentley • BERL Berliet • BHB B H B • BMW B M W • BOMBDR Bombardier • BSA B S A • BUICK Buick • CAD Cadillac • CASE Case • CATPLR Caterpillar • CHAMB Chamberlain • CHAMP Champion • CHEV Chevrolet • CHRYS Chrysler • CITRN Citroen • COLES Coles • COMMER Commer • CONQ Conquip • CUMMIN Cummins • D BRN David Brown • DAEWOO Daewoo • DAF D A F • DAIHAT Diahatsu • DAIM Daimler • DATSUN Datsun • DENING Denning • DENNIS Dennis • DETOM Detomaso • DEUTZ Deutz • DIA R Diamond Reo • DIA T Diamond • T DIAMON Diamond • DIATTO Diatto • DODGE Dodge • DOMINO Domino • DYNAPC Dynapac • ENFLD Enfield • ERF E R F • ESSEX Essex • EUNOS Eunos500 EUREKA Eureka • F LINE Freightliner • FENDT Fendt • FERG Ferguson • FERRAR Ferrari • FIAT Fiat • FMC F M C • FORD Ford • FORDSN Fordson • FRANNA Franna • FRGHTR Freighter-Lawton • FRMLNR Farmliner • FSM F S M • FUJI Fuji • FURUKA Furukawa • GALANT Galant(Chrysler) GALION Galion • GMC G M C • GRAD Gradall • H COCK Hancock • H DAV Harley Davidson • H MADE Homemade • HAFL Haflinger • HANOM Hanomag • HILL Hillman • HITACH Hitachi • HOLDEN Holden • HSQVRN Husqvarna • HUST Hustler • HYNDAI Hyundai • HYSTER Hyster • I RAND Ingerson Rand • INTERN International • ISEKI Iseki • ISUZU Isuzu • J DEER John Deere • JAGUAR Jaguar • JBJ J B J • JCB J C B • JEEP Jeep • JENSEN Jensen • KATO Kato • KAWASA Kawasaki • KENWTH Kenworth • KIA Kia • L ROV Land Rover • LADA Lada • LOTUS Lotus • MAZDA Mazda • MERC B Mercedes-Benz • NISSAN Nissan • OLDS Oldsmobile • PEUGEOT Peugeot • PONT Pontiac • PORSCH Porsche • R ROV Range Rover • RAMBLR Rambler • REN Renault • ROLLS Rolls-Royce • ROVER Rover • SAAB Saab • SUBARU Subaru • SUZUKI Suzuki • TOYOTA Toyota • VOLKS Volkswagen • VOLVO Volvo • YAMAHA Yamaha
VEHICLE_MODEL	Text	6	VEHICLE_MODEL is a character field indicates the model of the vehicle.	E.g. FALCON 0 Unknown 66 Sleeper 75 Tow
VEHICLE_POWER	Number	4	VEHICLE_POWER is an integer field indicating the power of the vehicle, in CCs or horsepower. For motor cycles, motor scooters and mopeds, the units will be CCs	0 Unknown

			and for all other vehicles the units are rated horsepower.	
VEHICLE_TYPE	Text	2	VEHICLE_TYPE is a character field indicates the type or category of vehicle.	01 Car • 02 Station wagon • 03 Taxi • 04 Utility • 05 Panel van • 06 Prime Mover (No of Trailers Unknown) • 07 Rigid Truck (Weight Unknown) • 08 Bus/coach • 09 Mini bus (9 • 13) seats • 10 Motor cycle • 11 Moped • 12 Motor scooter • 13 Bicycle • 14 Horse (ridden or drawn) • 15 Tram • 16 Train • 17 Other vehicle • 18 Not Applicable • 19 Parked Trailers • 20 Quad Bike • 27 Plant machinery and Agricultural equipment • 60 Prime Mover Only • 61 Prime Mover – Single Trailer • 62 Prime Mover – B-Double • 63 Prime Mover B-Triple • 71 Light Commercial Vehicle (Rigid) <= 4.5 Tonnes GVM Heavy Vehicle (Rigid) > 4.5 Tonnes • 99 Not known
VEHICLE_TYPE_Desc				As above
VEHICLE_WEIGHT	Number	4	VEHICLE_WEIGHT is an integer field indicating the weight or mass of the vehicle. The unit of measurement is kilograms.	
CONSTRUCTION_TYPE	Text	1	CONSTRUCTION_TYPE is a character field indicates the construction or formation of the vehicle. The quality of the data is dependent on a successful match between the accident and vehicle (VRIS) databases. This match is based on the registration number with confirmation of the date of expiry and the owner s name	A Articulated • P Interpretation is not known • R Rigid • _ (Blank value entered) Unknown
FUEL_TYPE	Text	1	FUEL_TYPE is a character field indicates the type of fuel used by the vehicle. The quality of the data is dependent on a successful match between the accident and vehicle (VRIS) databases. This match is based on the registration number with confirmation of the date of expiry and the owner s name.	D Diesel • E Electric • G Gas • M Multi • P Petrol • R Rotary • Z Unknown
NO_OF_WHEELS	Number	4	NO_OF_WHEELS is an integer field indicates the number of wheels that the vehicle has.	
NO_OF_CYLINDERS	Number	4	NO_OF_CYLINDERS is an integer field indicates the number of engine cylinders that the vehicle has.	
SEATING_CAPACITY	Number	4	SEATING_CAPACITY is an integer field indicates the number of seats in the vehicle.	

TARE_WEIGHT	Number	4	TARE_WEIGHT is an integer field indicates the tare or unladen weight of the vehicle. The unit of measurement is kilograms.	
TOTAL_NO_OCCUPANTS	Number	4	TOTAL_NO_OCCUPANTS is an integer field indicates the number of occupants or people in the vehicle at the time of the accident.	
CARRY_CAPACITY	Number	4	CARRY_CAPACITY is an integer field indicates the carry or load capacity of the vehicle. The unit of measurement is kilograms.	
CUBIC_CAPACITY	Number	4	CUBIC_CAPACITY is an integer field indicates the cubic capacity of the engine of the vehicle. The unit of measurement is cubic centimetres.	
FINAL_DIRECTION	Text	2	FINAL_DIRECTION is a character field indicates the final or last direction of travel of the vehicle. For a vehicle that is turning, the initial direction will be different to the final direction. For a non-turning vehicle, the initial direction will be the same as the final direction.	E East • N North • NE North east • NW North west • S South • SE South east • SW South west • W West • NK Not known
DRIVER_INTENT	Text	2	DRIVER_INTENT is a character field indicates what the driver of the vehicle was attempting to undertake at the time of the accident. This information is meant to obtain via an interview of the vehicle s driver.	01 Going straight ahead • 02 Turning right • 03 Turning left • 04 Leaving a driveway • 05 'U' turning • 06 Changing lanes • 07 Overtaking • 08 Merging • 09 Reversing • 10 Parking or unparking • 11 Parked legally • 12 Parked illegally • 13 Stationary accident • 14 Stationary broken down • 15 Other stationary • 16 Avoiding animals • 17 Slow/stopping • 18 Out of control • 19 Wrong way • 99 Not known
VEHICLE_MOVEMENT	Text	2	VEHICLE_MOVEMENT is a character field indicates the actual movement of the vehicle prior to the accident.	01 Going straight ahead • 02 Turning right • 03 Turning left • 04 Leaving a driveway • 05 'U' turning • 06 Changing lanes • 07 Overtaking • 08 Merging • 09 Reversing • 10 Parking or unparking • 11 Parked legally • 12 Parked illegally • 13 Stationary accident • 14 Stationary broken down • 15 Other stationary • 16 Avoiding animals • 17 Slow/stopping • 18 Out of control • 19 Wrong way • 99 Not known • _ (Blank value entered)
TRAILER_TYPE	Text	1	TRAILER_TYPE is a character field indicates the type of trailer towed by the vehicle involved in the accident, as reported by the police.	A Caravan • B Trailer (general) • C Trailer (boat) • D Horse float • E Machinery • F Farm/agricultural equipment • G Not known what is being towed • H Not applicable • I Trailer (Exempt) • J Semi Trailer • K Pig Trailer • L Dog Trailer

VEHICLE_COLOUR_1	Text	3	VEHICLE_COLOUR_1 is a character field indicates the primary or main colour of the vehicle.	BLK Black • BLU Blue • BRN Brown • CRM Cream • FWN Fawn • GLD Gold • GRN Green • GRY Grey • MRN Maroon • MVE Mauve • OGE Orange • PNK Pink • PUR Purple • RED Red • SIL Silver • WHI White • YLW Yellow • ZZ Unknown or Not applicable
VEHICLE_COLOUR_2	Text	3	VEHICLE_COLOUR_2 is a character field indicates the secondary colour of the vehicle.	BLK Black • BLU Blue • BRN Brown • CRM Cream • FWN Fawn • GLD Gold • GRN Green • GRY Grey • MRN Maroon • MVE Mauve • OGE Orange • PNK Pink • PUR Purple • RED Red • SIL Silver • WHI White • YLW Yellow • ZZ Unknown or Not applicable
CAUGHT_FIRE	Text	1	CAUGHT_FIRE is a character field indicates whether or not the vehicle caught fire as a result of the accident.	0 Not applicable • 1 Yes • 2 No • 9 Not known
INITIAL_IMPACT	Text	1	INITIAL_IMPACT is a character field indicates the position on the vehicle where the initial impact occurred.	0 Towed unit • 1 Right front corner • 2 Right side forwards • 3 Right side rearwards • 4 Right rear corner • 5 Left front corner • 6 Left side forwards • 7 Left side rearwards • 8 Left rear corner • 9 Not known/not applicable • F Front • N None • R Rear • S Sidecar • T Top/roof • U Undercarriage • _ (Blank value entered)
LAMPS	Text	1	LAMPS is a character field indicates whether the lamps or headlights for the vehicle (under the ambient lighting conditions) were alight (on).	0 Not applicable • 1 Yes • 2 No • 9 Not known
LEVEL_OF_DAMAGE	Text	1	LEVEL_OF_DAMAGE is a character field indicates the damage level of the vehicle.	1 Minor • 2 Moderate (driveable vehicle) • 3 Moderate (unit towed away) • 4 Major (unit towed away) • 5 Extensive (unrepairable) • 6 Nil damage • 9 Not known
TOWED_AWAY_FLAG			TOWED_AWAY_FLAG is a character field indicates whether or not the vehicle was towed from the accident site.	1,2
TRAFFIC_CONTROL			TRAFFIC_CONTROL is a character field indicates the traffic control that was facing the vehicle, prior to the accident.	
TRAFFIC_CONTROL_Desc				

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