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,	Description			
	length				
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,	Description			
	length				
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.			
		Category of junction at which collision took			
JUNCTIONTYPE	Text, 300	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.			
INIATTENITIONUND	Toyt 1	Whether or not collision was due to inattention.			
UNDERINFL	Text, 10	(Y/N) 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		
29	Straight From Opposite Direction - One Left Turn - One Right		
29	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		
	· · · · · · · · · · · · · · · · · · ·		

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 -			
22	Sideswipe			
83	Same Direction - Both Turning Left - Both Moving -			
2.1	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 Vehicle Driverless Pedalcyclist In Operation Moster Vehicle In Troffic				
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: 2nd Coll. Code Only	
					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 firs			Note: Code pedcyclist as first veh. and use 50-56 for Coll Code 1.	
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 " " DIAGONALLY 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)