Collisions—All Years

Data Set Summary

Data Set Basics	
Title	Collisions—All Years
Abstract	All collisions provided by SPD and recorded by Traffic Records.
Description	This includes all types of collisions. Collisions will display at the intersection or mid-block of a segment. Timeframe: 2004 to Present.
Supplemental Information	
Update Frequency	Weekly
Keyword(s)	SDOT, Seattle, Transportation, Accidents, Bicycle, Car, Collisions, Pedestrian, Traffic, Vehicle
Contact Information	
Contact Organization	SDOT Traffic Management Division, Traffic Records Group
Contact Person	SDOT GIS Analyst
Contact Email	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

ArcGIS Metadata Form

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, length	Description
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

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 - Sideswipe
83	Same Direction - Both Turning Left - Both Moving - Rear End
84	Same Direction - Both Turning Left - One Stopped - Rear End

SDOT Collision Code Matrix

MOTOR VEHICLE (including TRAINS) and PEDALCYCLIST IN TRAFFIC

DIR. Direction of travel prior to collision
Directional codes —

```
      1
 8  ↖ ↑ ↗  2
7 ←W  N  E→ 3
      S
 6  ↙ ↓ ↘  4
      5
9 = Parked
```

DIR. Direction of travel at impact
Directional codes —

```
      1
 8  ↖ ↑ ↗  2
7 ←W  N  E→ 3
      S
 6  ↙ ↓ ↘  4
      5
9 = Stopped
0 = Backing
```

COLLISION — STRIKING

Motor Vehicle In Operation	Driverless Motor Vehicle	Pedalcyclist In Traffic	
10	30	50	STRUCK MOTOR VEHICLE HEAD-ON
11	31	51	" " " in FRONT END (not head-on)
12	32	52	" " " in RIGHT SIDE AT ANGLE
13	33	53	" " " in LEFT SIDE AT ANGLE
14	34	54	" " " in REAR END
15	35	55	" " " in RIGHT SIDE – SIDESWIPE
16	36	56	" " " in LEFT SIDE – SIDESWIPE
17	37	57	STRUCK PEDALCYCLIST HEAD-ON
18	38	58	(in or not in traffic) in FRONT END
19	39	59	" " in RIGHT SIDE AT ANGLE
20	40	60	" " in LEFT SIDE AT ANGLE
21	41	61	" " in REAR END
22	42	62	" " in RIGHT SIDE – SIDESWIPE
23	43	63	" " in LEFT SIDE – SIDESWIPE
24	44	64	STRUCK PEDESTRIAN
25	45	65	" TRAIN
26	46	66	" OBJECT IN ROADWAY (includes curbs, jersey barriers & tunnel walls)
27	47	67	RAN OFF ROADWAY – NO COLLISION
28	48	68	" " " – HIT FIXED OBJECT – (includes guardrails & crash cushions)
29	49	69	OVERTURNED IN ROADWAY (non-collision)

STRUCK

Note: 2nd Coll. Code Only

Motor Vehicle In Operation	Driverless Motor Vehicle	Pedalcyclist In Traffic	
blank	02	blank	STRUCK BY OTHER MOTOR VEHICLE
01	na	na	" " PEDESTRIAN
03	na	na	" " PEDALCYCLIST NOT IN TRAFFIC
04	05	06	" " TRAIN

Note: Code pedcyclist as first veh. and use 50-56 for Coll Code 1.

PEDESTRIAN and PEDALCYCLIST NOT IN TRAFFIC

Direction of travel use directional codes 1 thru 8 or 0 = direction unk.

Leg of intersection use only 9 = non intersection

STRUCK

07	OFF ROADWAY ON SIDEWALK OR PARKING STRIP
08	" " ON PRIVATE PROPERTY
09	" " OTHER or UNKNOWN

Direction of travel use directional codes 1 thru 8 only

Leg of intersection use directional codes 1 thru 8 or 9 = non intersection 0 = middle of int.

STRUCK or STRIKING

70	CROSSING – AT INTERSECTION NO X-WALK
71	" " IN X-WALK
72	" " DIAGONALLY
73	CROSSING – NON INTERSECTION IN X-WALK
74	" " NO X-WALK, NO APPARENT SIGHT OBSTRUCTION
75	" " FROM BETWEEN TWO PARKED VEHICLES
76	" " FROM BEHIND A PARKED VEHICLE OR OTHER OBSTRUCTION

PEDESTRIAN only

applicable directional codes { 1–8, 1–8, 0, 1–8, 1–8, 0, 0 }

applicable leg codes { 9, 9, 0 or 9, 9, 9, 0 or 9, 0 or 9 }

STRUCK

80	IN ROADWAY WALKING WITH TRAFFIC
81	" " " AGAINST TRAFFIC
82	" " STANDING OR LAYING
83	" " GETTING OUT OF VEHICLE ON LEFT SIDE (driver's side)
84	" " " " " RIGHT SIDE
85	" " PLAYING
86	" " OTHER or UNKNOWN