ArcGIS Metadata Form

SDOT Collisions

Object Information

Metadata Form Date	11/23/2016

Data Set Summary

Data Set Basics	
Title	SDOT Collisions
Abstract	Traffic collisions in the City of Seattle
Description	Displays the locations and attributes of collisions that occur within Seattle associated with the closest intersection at which they occurred.
Supplemental Information	All collisions provided by SPD and recorded by Traffic Records for the last 10 years. This includes all types of collisions. Collisions will display at the intersection or mid-block of a segment.
Keyword(s)	Collisions, Accidents, SDOT, Traffic, Bicycle, Pedestrian, Car, Vehicle
Contact Information	
Contact organization	SDOT Traffic Management Division, Traffic Records Group
Contact person	
Contact email	

Attribute Information

Name	Data type, length	Description
OBJECTID	ObjectID	ESRI Object ID Field
SHAPE	Geometry	ESRI geometry field.

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Name	Data type, length	Description
INCKEY	Long	A unique key for the incident.
COLDETKEY	Long	A key that corresponds to the collision's detail.
REPORTNO	Text, 12	The report number for the collision.
STATUS	Text, 10	
ADDRTYPE	Text, 12	The address type for the collision. • **Alley** • **Block** • **Intersection**
INTKEY	Double, 38	A key corresponding to the intersection to which the collision is associated.
LOCATION	Text, 255	A general location description for the collision.
EXCEPTRSNCODE	Text, 10	
EXCEPTRSNDESC	Text, 300	
SEVERITYCODE	Text, 100	Codifies the severity of the collision based on the fatality and disabling injury counts as well as pre-existing state severity codes. These codes map to the following severities… • **3**—fatality • **2b**—serious injury • **2**—injury • **1**—prop damage

Name	Data type, length	Description
		• **0**—unknown
SEVERITYDESC	Text, 1073741822	A general description of the severity of the collision.
COLLISIONTYPE	Text, 300	A description of the type of collision that is represented.
PERSONCOUNT	Double, 38	The number of people involved in the collision.
PEDCOUNT	Double, 38	The number of pedestrians involved in the collision.
PEDCYLCOUNT	Double, 38	The number of cyclists involved in the collision.
VEHCOUNT	Double, 38	The number of vehicles involved in the collision.
INJURIES	Double, 38	The number of injuries in the collision.
SERIOUSINJURIES	Double, 38	The number of serious injuries in the collision.
FATALITIES	Double, 38	The number of fatalities in the collision.
INCDATE	Date	The date of the collision.
INCDTTM	Text, 30	The date and the time of the collision if an exact time is known.

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Name	Data type, length	Description
JUNCTIONTYPE	Text, 300	The type of junction at which the collision occurred.
SDOT_COLCODE	Text, 10	A code for the collision determined by the Seattle Department of Transportation. For more information about these codes, please see the SDOT Collision Code Matrix below.
SDOT_COLDESC	Text, 300	The human-readable description of the code given in the SDOT_COLCODE field.
INATTENTIONIND	Text, 1	Whether or not the collision was due to inattention of one or more of the involved parties.
UNDERINFL	Text, 10	Whether or not collision involved someone that was under the influence of drugs or alcohol. '1' if so, '0' if not, and "Null" if unknown.
WEATHER	Text, 300	The weather conditions at the time of the collision.
ROADCOND	Text, 300	The conditions of the road during the time of the collision.
LIGHTCOND	Text, 300	The light conditions during the accident.
PEDROWNOTGRNT	Text, 1	Whether or not the pedestrian involved in the collision was granted the right-of-way.
SDOTCOLNUM	Text, 10	
SPEEDING	Text, 1	Whether or not speeding was a factor in the collision.

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Name	Data type, length	Description
STCOLCODE	Text, 10	A state code for the type of collision. For more information about these codes and their meaning, please see the State Collision Code Dictionary below.
ST_COLDESC	Text, 300	A description of the state code for the type of collision. For more information about these descriptions, please see the State Collision Code Dictionary below.
SEGLANEKEY	Long	
CROSSWALKKEY	Long	
HITPARKEDCAR	Text, 1	Whether or not the collision included hitting a parked car.
SPDCASENO	Text, 20	The case number with the Seattle Police Department for the collision.

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

Code	Description
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

Code	Description
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

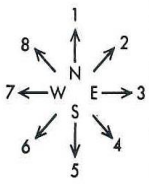
Code	Description
63	Vehicle Struck By County Road or Construction Machinery
64	Vehicle Hits City Road or Construction Machinery
65	Vehicle Struck By City Road or Construction Machinery
66	Vehicle Hits Other Road or Construction Machinery
67	Vehicle Sruck by Other Road or Construction Machinery
71	Same Direction - Both Turning Right - Both Moving - Sideswipe
72	Same Direction - Both Turning Right - One Stopped - Sideswip
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

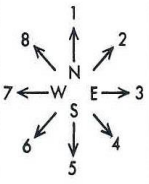
Directional codes –



9 = Parked

DIR. — Direction of travel at impact

Directional codes –



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)

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

DIR. — Direction of travel

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

DIR. — Leg of intersection

use only 9 = non intersection

COLLISION — STRUCK

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

COLLISION — STRUCK or STRIKING

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	" " "	NO X-WALK, NO APPARENT SIGHT OBSTRUCTION
75	" " "	FROM BETWEEN TWO PARKED VEHICLES
76	" " "	FROM BEHIND A PARKED VEHICLE OR OTHER OBSTRUCTION

PEDESTRIAN only

DIR.

applicable directional codes: 1–8, 1–8, 0, 1–8, 1–8, 0, 0

DIR. — Leg of intersection

applicable leg codes: 9, 9, 0 or 9, 9, 9, 0 or 9, 0 or 9

COLLISION — 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