CAS Database - Data structure

crashesDetail

- 🔑 OBJECTID
- region
- crashFinancialYear
- crashSeverity
- crashYear
- directionRoleDescription
- fatalCount
- Holiday
- minorInjuryCount
- seriousInjuryCount

location

- 🔑 OBJECTID
- X
- Y
- areaUnitID
- crashDirectionDescription
- crashLocation1
- crashLocation2
- crashSHDescription
- directionRoleDescription
- meshblockId
- region
- tlaId
- tlaName
- urban

environmentalCon

- 🔑 OBJECTID
- light
- weatherA
- weatherB

vehicleInvolved

- 🔑 OBJECTID
- bicycle
- bus
- carStationWagon
- moped
- motorcycle
- otherVehicleType
- pedestrian
- schoolBus
- suv
- taxi
- truck
- unknownVehicleType
- vanOrUtility
- vehicle

VKT

- 🔑 region
- 🔑 year
- VKT

population

- 🔑 region
- 🔑 year
- population

surroundingCon

- 🔑 OBJECTID
- advisorySpeed
- bridge
- cliffBank
- debris
- ditch
- fence
- flatHill
- guardrail
- houseOrBuilding
- kerb
- NumberOfLanes
- objectThrownOrDropped
- otherObject
- overbank
- parkedVehicle
- phoneBoxEtc
- postOrPole
- roadCharacter
- roadLane
- roadSurface
- roadworks
- slipOrFlood
- speedLimit
- strayAnimal
- streetlight
- temporarySpeedLimit
- trafficControl
- trafficIsland
- trafficSign
- train
- tree
- waterRiver

Data table field description

Attribute Name	Alias Name	Description
OBJECTID	Object Id	The unique identifier of a crash case
X	Longitude	Longitude coordinates in WGS-84 format
Y	Latitude	Latitude coordinates in WGS-84 format
advisorySpeed	Advisory Speed	The advisory (adv) speed (spd) at the crash site at the time of the crash.
areaUnitID	Area Unit ID	The unique identifier of an area unit.
bicycle	Bicycle	Derived variable to indicate how many bicycles were involved in the crash.
bridge	Bridge	Derived variable to indicate how many times a bridge, tunnel, the abutments, handrails were struck in the crash.
bus	Bus	Derived variable to indicate how many buses were involved in the crash (excluding school buses which are counted in the SCHOOL_BUS field).
carStationWagon	Car/Station Wagon	Derived variable to indicate how many cars or station wagons were involved in the crash.
cliffBank	Cliff or Bank	Derived variable to indicate how many times a 'cliff' or 'bank' was struck in the crash. This includes retaining walls
crashDirectionDescription	Crash Direction Description	The direction (dirn) of the crash from the reference point. Values possible are 'North', 'East', 'South' or 'West'.
crashFinancialYear	Crash Financial Year	The financial (fin) year in which a crash occurred, if known. This is displayed as a string field. eg 2004/2005
crashLocation1	Crash Location 1	Part 1 of the 'crash location' (crash_locn). May be a road name, route position (RP), landmark, or other, e.g. 'Ninety Mile Beach'. Used for location descriptions in reports etc.
crashLocation2	Crash Location 2	Part 2 of the 'crash location' (crash_locn). May be a side road name, landmark etc. Used for location descriptions in reports etc.
crashSeverity	Crash Severity	The severity of a crash. Possible values are 'F' (fatal), 'S' (serious), 'M' (minor), 'N' (non-injury). This is determined by the worst injury sustained in the crash at time of entry.
crashSHDescription[1]	Crash SH Description	Indicates where a crash is reported to have occurred on a State Highway (SH) marked '1', or on another road type marked '2'.
crashYear	Crash Year	The year in which a crash occurred, if known.
debris	Debris	Derived variable to indicate how many times debris, boulders or items dropped or thrown from a vehicle(s) were struck in the crash
directionRoleDescription	Direction Role Description	The direction (dirn) of the principal vehicle involved in the crash. Possible values are North, South, East or West.
ditch	Ditch	Derived variable to indicate how many times a 'ditch' or 'waterable drainage channel' was struck in a crash.
fatalCount	Fatal Count	A count of the number of fatal casualties associated with this crash.
fence	Fence	Derived variable to indicate how many times a 'fence' was struck in the crash. This includes letterbox(es), hoardings, private roadside furniture, hedges, sight rails, etc.
flatHill	Flat Hill	Whether the road is flat or sloped. Possible values include 'Flat or 'Hill'.
guardRail	Guard Rail	Derived variable to indicate how many times a guard or guard rail was struck in the crash. This includes 'New Jersey' barriers, 'ARMCO', sand filled barriers, wire catch fences, etc.
holiday	Holiday	Indicates where a crash occurred during a 'Christmas/New Year', 'Easter', 'Queens Birthday' or 'Labour Weekend' holiday period, otherwise 'None'.
houseOrBuilding	House or Building	Derived variable to indicate how many times a houses, garages, sheds or other buildings(Bldg) were struck in the crash
kerb	Kerb	Derived variable to indicate how many times a kerb was struck in the crash, that contributed directly to the crash.
light	Light	The light at the time and place of the crash. Possible values: 'Bright Sun', 'Overcast', 'Twilight, 'Dark' or ' Unknown'.
meshblockId	Meshblock ID	The unique identifier of a meshblock.
minorInjuryCount	Minor Injury Count	A count of the number of minor injuries (inj) associated with this crash.
moped	Moped	Derived variable to indicate how many mopeds were involved in the crash.
motorcycle	Motorcycle	Derived variable to indicate how many motorcycles were involved in the crash.
NumberOfLanes	Number of Lanes	The number(num) of lanes on the crash road.
objectThrownOrDropped	Object thrown or dropped	Derived variable to indicate how many times objects were thrown at or dropped on vehicles in the crash.
otherObject	Other Object	Derived variable to indicate how many times an object was struck in a crash and the object struck was not pre-defined. This variable includes stockpiled materials, rubbish bins, fallen poles, fallen trees, etc.
otherVehicleType	Other Vehicle Type	Derived variable to indicate how many other vehicles (not included in any other category) were involved in the crash.
overBank	Over Bank	Derived variable to indicate how many times an embankment was struck or driven over during a crash. This variable includes other vertical drops driven over during a crash.

parkedVehicle	Parked Vehicle	Derived variable to indicate how many times a parked or unattended vehicle was struck in the crash. This variable can include trailers.
phoneBoxEtc	Phone Box etc.	Derived variable to indicate how many times a telephone kiosk traffic signal controllers, bus shelters or other public furniture was struck in the crash
pedestrian	Pedestrian	Derived variable to indicate how many pedestrians were involved in the crash. This includes pedestrians on skateboards, scooters and wheelchairs.
postOrPole	Post or Pole	Derived variable to indicate how many times a post or pole was struck in the crash. This includes light, power, phone, utility poles and objects practically forming part of a pole (i.e. 'Transformer Guy' wires)
region	Region	Identifies the local government (LG) region. The boundaries match territorial local authority (TLA) boundaries
roadCharacter	Road Character	The general nature of the road. Possible values include 'Bridge', 'Motorway Ramp', 'Rail crossing' or 'Nil'.
roadCurvature	Road Curvature	The curvature of the road is simplified. Possible values include 'Curved' or 'Straight'.
roadLane	Road Lane	The lane configuration of the road. Possible values : '1' (one way), '2' (two way), 'M' (for where a median exists), 'O' (for off-road lane configuations), ' ' (for unknown or invalid configuarations).
roadSurface	Road Surface	The road surface description applying at the crash site. Possible values: 'Sealed' or 'Unsealed'.
roadworks	Road works	Derived variable to indicate how many times an object associated with 'roadworks' (including signs, cones, drums, barriers, but not roadwork vehicles) was struck during the crash
schoolBus	School Bus	Derived variable to indicate how many school buses were involved in the crash.
seriousInjuryCount	Serious Injury Count	A count of the number of serious injuries (inj) associated with this crash.
slipOrFlood	Slip or Flood	Derived variable to indicate how many times landslips, washouts or floods (excluding rivers) were objects struck in the crash
speedLimit	Speed Limit	The speed (spd) limit (lim) in force at the crash site at the time of the crash. May be a number, or 'LSZ' for a limited speed zone.
strayAnimal	Stray Animal	Derived variable to indicate how many times a stray animal(s) was struck in the crash. This variable includes wild animals such as pigs, goats, deer, straying farm animals, house pets and birds.
streetLight	Street Light	The street lighting at the time of the crash. Possible values 'On', 'Off', 'None' or ' Unknown'.
suv	SUV	Derived variable to indicate how many SUVs were involved in the crash.
taxi	Taxi	Derived variable to indicate how many taxis were involved in the crash.
tlaId	TLA ID	The unique identifier for a territorial local authority (TLA). Each crash is assigned a TLA based on where the crash occurred.
tlaName	TLA Name	The name of the territorial local authority (TLA) the crash has been attributed.
temporarySpeedLimit	Temporary Speed Limit	The temporary (temp) speed (spd) limit (lim) at the crash site if one exists (e.g. for road works).
trafficControl	Traffic Control	The traffic control (ctrl) signals at the crash site. Possible values are 'Traffic Signals', 'Stop Sign', 'Give Way Sign', 'Pointsman', 'School Patrol', 'Nil' or ' N/A'.
trafficIsland	Traffic Island	Derived variable to indicate how many times a traffic island, medians (excluding barriers)was struck in the crash.
trafficSign	Traffic Sign	Derived variable to indicate how many times 'traffic signage' (including traffic signals, their poles, bollards or roadside delineators) was struck in the crash.
train	Train	Derived variable to indicate how many times a train, rolling stock or jiggers was struck in the crash, whether stationary or moving
tree	Tree	Derived variable to indicate how many times trees or other growing items were struck during the crash.
truck	Truck	Derived variable to indicate how many trucks were involved in the crash.
unknownVehicleType	Unknown Vehicle Type	Derived variable to indicate how many vehicles were involved in the crash (where the vehicle type is unknown).
urban	Urban	A derived variable using the 'spd_lim' variable. Possible values are 'Urban' (urban, spd_lim < 80) or 'Open Road' (open road, spd_lim >=80 or 'LSZ').
vanOrUtility	Van or Utility	Derived variable to indicate how many vans or utes were involved in the crash.
vehicle	Vehicle	Derived variable to indicate how many times a stationary attended vehicle was struck in the crash. This includes broken down vehicles, workmen's vehicles, taxis, buses.
waterRiver	Water River	Derived variable to indicate how many times a body of water (including rivers, streams, lakes, the sea, tidal flats, canals, watercourses or swanps) was struck in the crash.
weatherA	Weather A	Indicates weather at the crash time/place. See wthr_b. Values that are possible are 'Fine', 'Mist', 'Light Rain', 'Heavy Rain', 'Snow', 'Unknown'.
weatherB	Weather B	The weather at the crash time/place. See weather_a. Values 'Frost', 'Strong Wind' or 'Unknown'.