

TRAVEL SAFE DELAWARE: An Action Plan for Safe Streets

Appendix F. Crash Type Definitions



Crash Type Definitions

The chart below lists descriptions for each crash type identified in the crash data used throughout *Travel Safe Delaware* plan documents.

Crash Type	Crash Type Definition
Angle	Any collision resulting in the involved vehicles hitting at or near right angles, with the front of one vehicle striking the side of the other vehicle. Most often occurs at an intersection when two vehicles are going straight on intersecting roads and neither vehicle is turning.
Animal	Any collision involving a vehicle and an animal, herded or unattended.
Backing	Any collision in which one vehicle backs into another, generally stopped or parked vehicle.
Fixed Object	Any collision involving a motor vehicle in transport and any object, which is fixed (not movable).
Head On	Any collision of motor vehicles moving in opposite directions in which initial contact is on the fronts of both vehicles.
Left Turn	Any collision of motor vehicles in which one or both vehicles were turning left.
Other Non-Collision	Any other event involving only the motor vehicle in transport, that is of a non-collision nature.
Other Non-Vehicle	Any collision in which there is only one unit involved in the crash and it is designated as a non-vehicle unit type.
Other Object	Any collision involving a motor vehicle in transport and any other object which is movable or moving, but not fixed.
Overturning	Any event in which a motor vehicle in transport overturns for any reason.
Parked Vehicle	Any collision involving a motor vehicle in transport and a motor vehicle <i>not</i> in transport.
Pedalcycles	Any collision involving a vehicle and a pedalcyclist, including devices known as bicycles, pedalcycles, etc.
Pedestrian	Any collision involving a motor vehicle in transport and a pedestrian.
Rear End	Any collision involving one vehicle striking the rear of another vehicle.
Right Turn	Any collision of motor vehicles in which one or both vehicles were turning right.
Sideswipe - Meeting	Any collision of motor vehicles, traveling in <i>opposite</i> directions, in which contact usually results from attempting to pass too closely, skidding, or other side-to-side initial contact.
Sideswipe - Passing	Any collision of motor vehicles, traveling in the <i>same</i> direction, in which contact usually results from attempting to pass too closely, skidding, or other side-to-side initial contact.
Train	Any collision involving a motor vehicle in transport and a railway train or railway vehicle.
Unknown	Any collision in which the crash type has not been determined.