ACCIDENT SKETCH FORM

CASE NUMBER:_____

☐ Road Layout　　☐ Point(s) of Impact　☐ Road marks/traces　☐ Object contact(s)

☐ Vehicle/VRU rest pos.　☐ Splinter field(s)　☐ Sight restriction(s)　☐ Other object(s)

When applicable, use below proposed codes.

—= Not applicable (7777)　　OT= Other (8888)　　U= Unknown (9999)

Object / Localisation

Reference Point(s)	☐ Reference Point 1 (REF1)	☐ Reference Point 2 (REF2)

Road Layout	☐ Road Edge Layout (REx)	☐ Road Marking (RMx)
	☐ Road Sign / Post (RSx)	☐ Road Guard Rail (RGx)

Point of Impact	☐ Collision Point (CPx)	☐ Collision Object (COx)
	☐ Splinter Field (CSx)	☐

Vehicle	☐ Tyre Marks (VMx,y)	☐ Surface Contact (VCx)
	☐ Rest Position (VRx,y)	☐ Separated Objects (VOx)

VRU	☐ Scuff / Shoe Mark (PMx)	☐ Body Liquids (PLx)
	☐ End Position (PRx,y)	☐ Lost clothes (PCx)

Others	☐ Pre-Impact Path	☐ Sight Restriction Objects
	☐ Road Side Layout	☐ 3D Info of Road and Road Side

Type of measurement

x-/y-Rectangular Coordinate System
   Measure distance from a reference point in x- and y-axis direction

Triangulation
   Measure distance from two reference points (pos1, pos2) that have a distinctive position to each other

Path Coordinate System
   Measure distance along a path (e.g. edge of a road) in longitudinal and lateral direction

When applicable, use below proposed codes.
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Measurements

Ref x/y _____

Type of
Measurement   Ref tria _____

Object / Localisation	x/y	tria	path	measure 1 x/pos 1/long	measure 2 y/pos 2/lat
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2					
3					
4					
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