

Accident Sketch

Case Number:

Road Layout

Point(s) of Impact

Road marks / traces

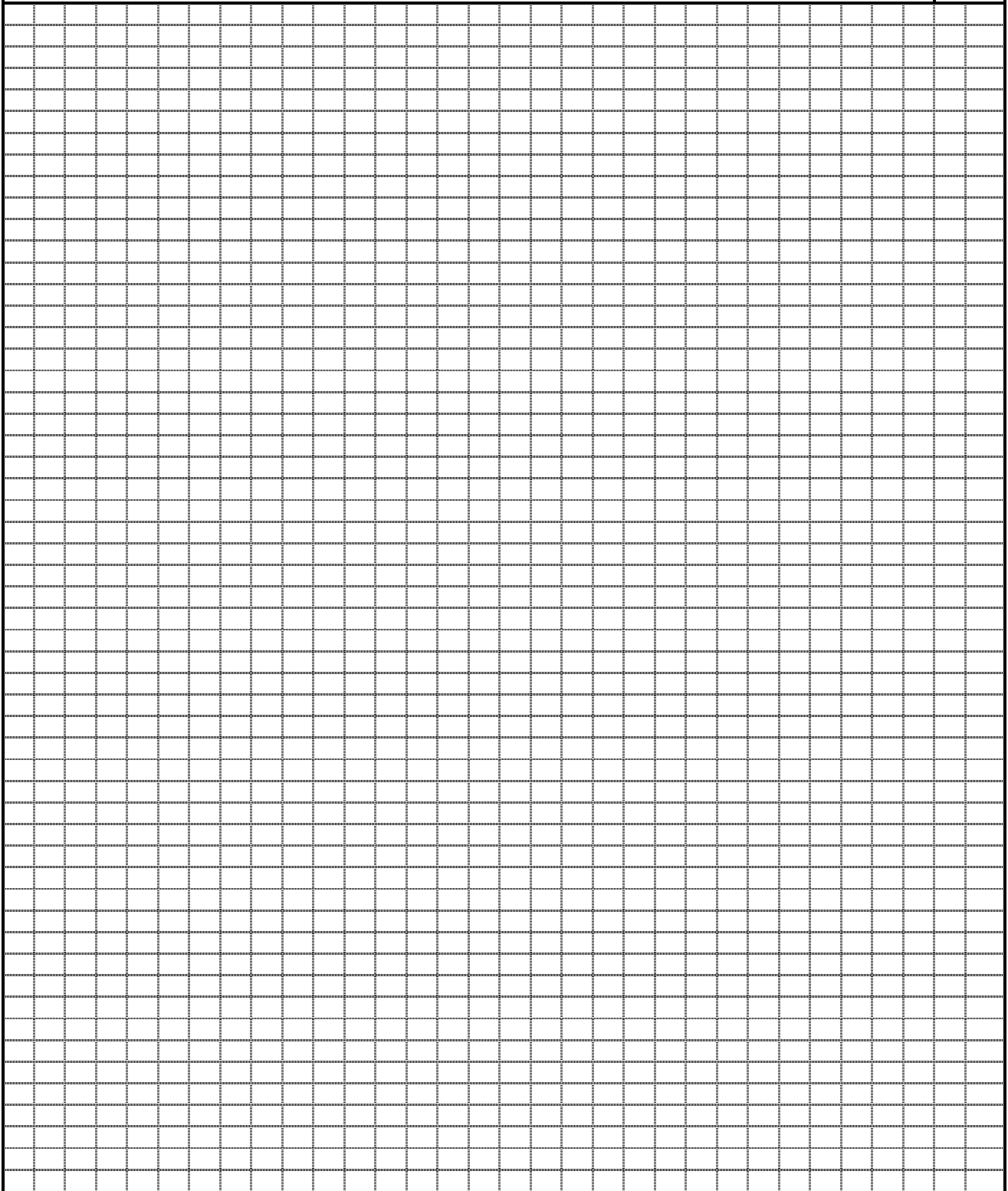
Object contact(s)

Vehicle/VRU rest position

Splinter field(s)

Sight restriction(s)

Other object(s)



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

Measurements

Object / Localisation	Type of Measurement			Ref x/y	Ref tria	
	x/y	tria	path	measure 1 x/pos 1/long	measure 2 y/pos 2/lat	
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