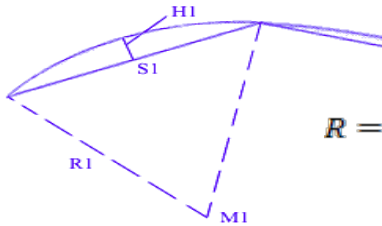


ON SCENE ROAD INSPECTION ROAD 2		CASE NUMBER: _____
<b>General</b>		
<b>Road Information</b>		
Road Label		(A-Z)
Road number		
Road name		
Road type		2 = Principal arterial; 3 = Secondary arterial; 4 = Collector; 5 = Local
Round about type		2 = Normal; 3 = Mini; 4 = Small; 5 = Double; 6 = Separated
<b>Sight Line</b>		
Sight restrictions contributed to the accident		0 = No; 1 = Yes
Restricted sightline, left (intersection)		
Restricted sightline, right (intersection)		
Restricted sightline, along path		
Main cause of blind		2 = Vegetation/embankment; 3 = Signs; 4 = Billboard; 5 = Urban furniture; 6 = Walls/dwellings; 7 = Temporary cause; 8 = Elements linked to road works; 9 = Temporary signs; 10 = Parked vehicles; 11 = Vehicles in circulation (traffic); 12 = Atmospheric conditions
<b>General</b>		
Curve radius, R		[m] 
Roadway width		[m]
Road gradient		[%]
Construction / maintenance zone		2 = None; 3 = Construction Zone; 4 = Maintenance Zone; 5 = Utility Zone
Traffic control plan (only if construction/maintenance zone)		0 = No; 1 = Yes
Control of Traffic control plan		0 = No; 3 = Yes, approved; 4 = Yes, not approved; 5 = Yes, unknown
Did signage contribute to the accident		0 = No; 2 = Yes (give details and take photos); 3 = Possibly (give details and take photos)
Location of the curve		2 = No curve; 3 = Isolated curve; 4 = First in a series of curves; 5 = Curve within a series of curves
Was there any specific equipment on the road?		0 = No; 2 = Yes, comment

When applicable, use below proposed codes.

--= Not applicable (7777)

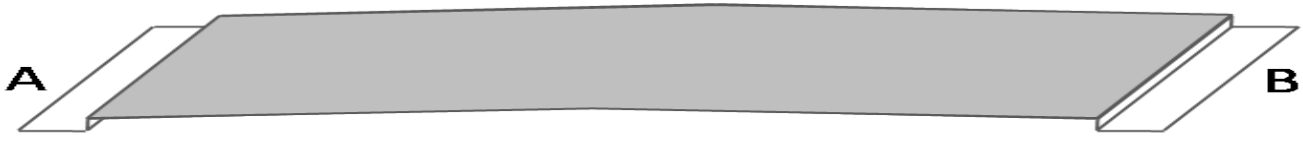
OT= Other (8888)

U= Unknown (9999)

Geometry			
	<b>Horizontal Geometry</b>		
	<b>Before Locus</b>	<b>At Locus</b>	<b>Beyond Locus</b>
	2 = Left sharp; 3 = Left; 4 = Left slight; 5 = Straight; 6 = Right slight; 7 = Right; 8 = Right sharp		
	<b>Vertical Geometry</b>		
	<b>Before Locus</b>	<b>At Locus</b>	<b>Beyond Locus</b>
2 = Up steep; 3 = Up; 4 = Up slight; 5 = Level; 6 = Down slight; 7 = Down; 8 = Down steep			
Bend direction at locus		2 = Bend left; 3 = Bend right	
Camber at locus		2 = Positive; 3 = None; 4 = Negative; 5 = Complex	
Vulnerable Road User			
Vulnerable Road User Facilities			
	<b>A</b>	<b>B</b>	
Vulnerable road user facilities			2 = Mixed Traffic 3 = Wide Shoulder 4 = Bicycle Lane 5 = Separated from roadway with kerb 6 = Bicycle lane separated from roadway 7 = Totally separated bicycle path
Bicycle lane - Roadway separation width (only if separated)			m
Kerb height			mm
Separation strip type			2 = None; 3 = In-level area; 4 = Elevated area; 5 = Lowered area
Separation strip material			2 = Asphalt; 3 = Grass; 4 = Soil; 5 = Gravel; 6 = Leca
Pedestrian crossing facilities			2 = None present 3 = Desire line only 4 = Crossing without markings 5 = Marked pedestrian crossing without traffic signal 6 = Marked pedestrian crossing with traffic signal 7 = Pegasus Crossing 8 = Pelicon Crossing 9 = Puffin Crossing
Cycle crossing facilities			2 = None present 3 = Desire line only 4 = Cycle passage 5 = Marked crossing without traffic signal 6 = Marked crossing with traffic signal

When applicable, use below proposed codes.

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

<b>Road Area</b>					
<b>Road Design</b>					
<b>Road Component</b>					
<p>Make a brief sketch of the road components from left to right (dont't forget to take a picture to fill out more details back in the office)</p> <div style="text-align: center;">  </div>					
Road component type	2 = Barrier; 3 = Median barrier; 4= Hard shoulder; 5 = Marking; 6 = Rumblestrip; 7 = Lane active; 8 = Lane inactive; 9 = Median				
<b>Lane</b>					
<b>Road Surface</b>					
<b>LANE ID</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	
Design order					
Roadway surface type					See 1. below
Road surface contaminants					See 2. below
Road conditions					See 3. below
<b>1. Roadway surface type</b>	<b>2. Road surface contaminants</b>		<b>3. Road conditions</b>		
2 = Asphalt 3 = Drainage Asphalt 4 = Gravel 5 = Concrete 6 = Brick 7 = Block	2 = None 3 = Mud 4 = Gravel 5 = Leaves 6 = Oil 7 = Fuel 8 = Dropped tires 9 = Discarded load 10 = Multiple, comment		2 = Dry 3 = Wettish 4 = Wet 5 = Thin ice 6 = Thick ice/packed snow 7 = Fresh snow/slash 8 = Hail		
<b>Road Surface (continued)</b>					
Snow depth					(cm)
Road surface temperature					(degrees C)
Snow clearance status					2 = Cleared 3 = Not Cleared
Snow clearance date					yyyymmdd
Skid-control status					2 = Performed 3 = Not performed
Skid-control date					yyyymmdd

When applicable, use below proposed codes.

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

LANE ID	1	2	3	4	
Microscopic road surface condition					(mm)
Macroscopic road surface condition					2 = None 3 = Lane grooves 4 = Tram rails 5 = Potholes 6 = Asphalt patchwork 7 = Bitumen patchwork 8 = Bleeding asphalt 9 = Multiple
Road friction coefficient (table value)					
Road friction coefficient (measured value)					
Track depth					(mm)
Track depth according to inspector					(mm)
Lane cross fall %					
Lane cross fall according to inspector					
<b>Traffic Regulation</b>					
LANE ID	1	2	3	4	
Restrictions in passing/overtaking					See 1. below
Traffic regulation					See 2. below
Traffic light type					See 3. below
Traffic light function					See 4. below
Special lane type					0 = No; 1 = Yes
1. Restrictions in passing/overtaking	2. Traffic regulation		3. Traffic light type		4. Traffic light function
0 = No 3 = Yes, No passing sign 4 = Yes, No passing for heavy vehicles 5 = Yes, No passing + special rule	2 = Right-side priority rule 3 = Priority road 4 = Mandatory give-way 5 = STOP-sign 6 = Traffic lights 7 = Weaving 8 = Entrance		2 = Ordinary, red, yellow, green 3 = Right-turn 4 = Left-turn 5 = Public transport signal		2 = In operation 3 = Amber flashing light 4 = Out of order

When applicable, use below proposed codes.

--= Not applicable (7777)

OT= Other (8888)

U= Unknown (9999)

Road Side			
1. Drop-off height (mm)		4. Ditch depth towards the back slope (m)	
2. Support strip width (m)		5. Slope length (m)	
3. Ditch depth (m)		6. Slope gradient (m)	

Support strip material stiffness		2= Hard; 3= Medium; 4= Light
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	Slope 1	Slope 2	
Material in slope			2 = Grass; 3 = Soil; 4 = Gravel; 5 = Leca; 6 = Asphalt
Material stiffness			2 = Hard; 3 = Medium; 4 = Light

Distance to rigid object		m
Reduced view in road side		0 = No; 1= Yes

When applicable, use below proposed codes.

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