

Pedestrian on foot in toy/pram	Vehicles from adjacent directions (intersections only)	Vehicles from opposing directions	Vehicles from same direction	Manoeuvring	Overtaking	On path	Off path on straight	Off path on curve	Passenger and miscellaneous
X'n MB C A B NEAR SIDE 100	CROSS TRAFFIC 110	L 1-Wrong side 2-other K HEAD ON (NOT OVERTAKING) 120	VEHICLES IN SAME LANES X'n M/B NA I REAR END 130	M P U TURN 140	HEAD ON (INCL SIDE SWIPE) 150	R PARKED 160	V OFF CARRIAGEWAY TO LEFT 170	V W OFF CARRIAGEWAY RIGHT BEND 180	X FELL IN/FROM VEHICLE 190
X'n M/B C A B D EMERGING 101	RIGHT FAR 111	X'n M/B I M RIGHT THRU 121	X'n M/B NA I LEFT REAR 131	Q/Y M U TURN INTO FIXED OBJECT/PARKED VEHICLE 141	Q Y OUT OF CONTROL 151	DOUBLE PARKED 161	Q/Y V LEFT OFF CARRIAGEWAY INTO OBJECT/PARKED VEHICLE 171	Q/Y V W OFF RIGHT BEND INTO OBJECT/PARKED VEHICLE 181	LOAD OR MISSILE STRUCK VEHICLE 191
X'n M/B C D A B FAR SIDE 102	LEFT FAR 112	X'n M/B I M LEFT THRU 122	X'n M/B NA I RIGHT END 132	R LEAVING PARKING 142	B02 PULLING OUT 152	ACCIDENT OR BROKEN DOWN 162	V OFF CARRIAGEWAY TO RIGHT 172	V W OFF CARRIAGEWAY LEFT BEND 182	STRUCK TRAIN 192
E Playing, working, lying, standing on carriageway 103	RIGHT NEAR 113	X'n M/B I M RIGHT LEFT 123	VEHICLES IN PARRALLEL LANES 2 LANE SIDE SWIPE 133	R ENTERING PARKING 143	U CUTTING IN 153	VEHICLE DOOR 163	Q/Y V RIGHT OFF CARRIAGEWAY INTO OBJECT/PARKED VEHICLE 173	Q/Y V W OFF LEFT BEND INTO OBJECT/PARKED VEHICLE 183	STRUCK RAILWAY CROSSING FURNITURE 193
F WALKING WITH TRAFFIC 104	TWO RIGHT TURNING 114	X'n M/B I M RIGHT RIGHT 124	O LANE CHANGE RIGHT (NOT OVERTAKING) 134	R PARKING VEHICLES ONLY 144	PULLING OUT REAR END 154	Q PERMANENT OBSTRUCTION ON CARRIAGEWAY 164	V OUT OF CONTROL ON CARRIAGEWAY 174	V OUT OF CONTROL ON CARRIAGEWAY 184	Q V PARKED CAR RUN AWAY 194
F FACING TRAFFIC 105	RIGHT/LEFT FAR 115	X'n M/B I M LEFT LEFT 125	O LANE CHANGE LEFT 135	REVERSING 145	PULLING OUT REAR END 155	TEMPORARY ROADWORKS 165	Q Y OFF END OF ROAD/T INTERSECTION 175		
G ON FOOTPATH/MEDIAN 106	LEFT NEAR 116	X'n M/B N I RIGHT TURN SIDE SWIPE 126	I M RIGHT TURN SIDE SWIPE 136	Q/Y REVERSING INTO FIXED OBJECT/PARKED VEHICLE 146		Q10 STRUCK OBJECT ON CARRIAGEWAY 166			
FHI DRIVEWAY 107	RIGHT/LEFT NEAR 117	X'n M/B N I LEFT TURN SIDE SWIPE 127	I M LEFT TURN SIDE SWIPE 137	IHS EMERGING FROM DRIVEWAY/LANE 147		Q ANIMAL (NOT RIDDEN) 167			
C J D STRUCK WHILE BOARDING OR ALIGHTING VEHICLE 108	TWO LEFT TURN 118			INC BIKES K FROM FOOTWAY 148					DELIBERATE TREE ON CAR OTHER 198
BOARDING & STRUCK BY SAME THIS INCLUDES WORKING/PUSHING VEHICLE OTHER PEDESTRIAN 109	OTHER ADJACENT 119	OTHER CROSSING 129	OTHER SAME DIRECTION 139	OTHER MANOEUVRING 149	OTHER OVERTAKING 159	Y HIT PARKED CAR OPPOSITE SIDE OF ROAD OTHER ON PATH 169	V Q OTHER STRAIGHT 179	V Q OTHER CURVE 189	? UNKNOWN 199

1. DEFINITION FOR CLASSIFYING ACCIDENTS (DCA) SHOULD BE DETERMINED BY FIRST SELECTING A COLUMN USING THE TEXT ABOVE EACH COLUMN AND THEN BY DIAGRAMATIC SUB-DIVISION
2. THE SUB-DIVISION CHOSEN SHOULD BE DESCRIBE THE GENERAL MOVEMENT OF VEHICLES INVOLVED IN THE INITIAL EVENT. IT DOES NOT ASSIGN A CAUSE TO THE ACCIDENT
3. SUPPLEMENTARY CODES HAVE BEEN DEFINED FOR MOST SUB-DIVISION. THESE CODES GIVE FURTHER DETAIL OF THE INITIAL EVENT.
4. THE NUMBER 1, 2 INDENTIFY INDIVIDUAL VEHICLES INVOLVED WHEN THE DCA IS LINKED WITH OTHER VEHICLE/DRIVER INFORMATION.
5. THESE CODES WERE USED FOR 1987 ACCIDENTS AND REPLACE THE ROAD MOVEMENT (RUM) CODE.

IHS COMPULSARY  
 IHS OPTIONAL

SUB DCA Z APPLIES TO ALL FREEWAY ACCIDENTS

**SUB CODES**  
**DESCRIPTION OF SUPPLEMENTARY FIELDS**

**DCA Vehicle and Direction**

DCA Vehicle Code 1 or 2  
Initial Direction E.g. N  
Final Direction E.g. N

Field A	*Location of vehicle in intersection*	Field O	*Parked vehicle causes deviation*
1	entering		1 Parked vehicle causes vehicle to change lanes
2	departing		
3	within intersection	Field P	*Direction of striking vehicle - same / opposite*
4	left turn slip lane		1 hit by vehicle from same direction as initial direction of U-turning vehicle
	n.b code 3 assigned with point of impact occurs within square formed by extension of kerb lines into intersections		2 hit by vehicle from direction opposite to the initial direction of U-turning vehicle
Field B	*Vehicle movement*	Field Q	*Object struck*
1	straight through		1 pole (telephone / electricity)
2	right turning		2 tree (shrub / scrub)
3	left turning		3 fence or gate
4	reversing		4 embankment
			5 guide post or km post
			6 traffic sign (no parking, no standing, etc)
Field C	*Median/Safety Zone*		7 guard rail
1	pedstepped off median		8 fire hydrant
2	ped stepped off safety zone, tram shelter etc		9 building
			10 other object (bus shelter, telephone, culvert)
Field D	*Vehicle type pedestrian emerged from behind (DCA 101, 102) / vehicle type boarded or alighted from (DCA 108)*		11 not known
1	ped emerged from behind car, utility, taxi etc		12 traffic signal (traffic light)
2	ped emerged from behind truck		13 bridge not on path
3	ped emerged from behind bus		14 barrier or road closure
4	ped emerged from behind tram		17 traffic island
5	ped emerged from behind motorcycle		21 bridge on path
6	ped emerged from behind other vehicle		23 roadworks
7	ped emerged from behind vehicle type unknown		24 safety zone or tram safety zone
			30 protruding kerb
			31 domestic animal (cats and dogs)
Field E	*Nature of pedestrian activity*		32 cattle
1	ped playing		33 sheep
3	ped lying		34 horse (not ridden)
4	ped standing		35 other tame animal
5	ped pushing or working on vehicle		36 kangaroo or wallaby
6	ped activity not known		37 wombat
			38 other wild animal or bird
			39 unknown animal
Field F	*Footpath*	Field R	*Type if parking*
1	footpath no paved		1 kerb parking - angle
2	footpath paved		2 kerb parking - parallel
3	footpath unknown		3 centre of road parking - angle
4	footpath not on		4 centre of road parking - parallel
			5 parking off road / footpath
Field G	*Direction of vehicle*	Field S	*First / second half of carriageway*
1	vehicle moving forward under control		1 collision on first half of carriageway
2	vehicle moving forward out of control		2 collision on second half of carriageway
3	vehicle moving back under control		3 on footpath
4	vehicle moving back out of control		
	n.b if it is unknown whether vehicle is under or out of control, assume "out of control"		
Field H	*Vehicle entering / leaving*	Field U	*Opposing direction vehicle present*
1	forward entering		1 vehicle in opposing direction
2	reverse entering		
3	forward departing	Field V	*Device mounted / struck?*
4	reverse departing		1 not known / none
	n.b if forward-reserve movements unknown, then use the codes 1 (for vehicle entering) and 4 (for vehicle departing)		2 kerb
			3 traffic island
			4 safety zone
			5 median
			6 outer separator
			7 roundabout
Field I	*Type of driveway / laneway*		n.b if unknown whether or not a kerb is present, code 1
1	private	Field W	*Vehicle leaves carriageway to left / right*
2	hotel, motel, hostel		1 to left
3	factory (including loading bays)		2 to right
4	commercial (includes shops, school, station)		
5	not known		
6	laneway		
Field J	*Boarding or alighting*	Field X	*Fell in / from vehicle*
1	boarding		1 fell in vehicle
2	alighting		2 fell from vehicle
Field K	*Median / other separator*	Field Y	
1	road median		1 Any vehicle (including trailer, parked car)
2	road other separator		
Field L	*straight / curve - intersection / mid-block*	Field Z	*Freeway and related locations*
1	road straight at intersection		1 on freeway (between interchanges)
2	road curved at intersection		2 at intersection of freeway entry ramp / other road
3	road straight at accident location		3 on entrance ramp
4	road curved at accident location		4 at intersection of freeway entry ramp / freeway
			5 at freeway exit ramp (vehicle about to leave freeway)
Field M	*Median opening*		6 on freeway exit ramp
1	vehicle turning through median opening		7 at intersection of freeway exit ramp / other road
			8 freeway / freeway interchange
			9 at local road intersection or mid-block attached to freeway
Field N	*Intersection / mid-block*		
1	intersection		
2	mid-block		
	n.b "Intersection" defined as at or within 10 metres of building line at intersection		