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City Summary Crash Report

1/1/2010 to 12/31/2010

		Number Of Cr	ashes			Injury Severity						
Niantic	Total	Fatal	Injury	Property Damage	Total Vehicles	Total Killed	Total Injured	Α	В	С	0	
WEATHER CONDITION			•									
Clear	2	0	1	1	3	0	1	0	0	1	3	
TOTALS	2	0	1	1	3	0	1	0	0	1	3	
TYPE OF CRASH												
Parked motor vehicle	1	0	0	1	2	0	0	0	0	0	1	
Pedestrian	1	0	1	0	1	0	1	0	0	1	2	
TOTALS	2	0	1	1	3	0	1	0	0	1	3	

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City Summary Crash Report

1/1/2010 to 12/31/2010

	Number Of Crashes								Injury Severity						
Niantic	Total	Fatal	Injury	Property Damage	Total Vehicles	Total Killed	Total Injured	Α	В	С	0				
CLASS OF CITY		'	•	ı											
0 TO 2,500	2	0	1	1	3	0	1	0	0	1	3				
TOTALS	2	0	1	1	3	0	1	0	0	1	3				
ROAD SURFACE CONDITION															
Dry	2	0	1	1	3	0	1	0	0	1	3				
TOTALS	2	0	1	1	3	0	1	0	0	1	3				

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City Summary Crash Report

1/1/2010 to 12/31/2010

		Nur	nber of Crashes	3		Injury Severity						
Niantic	Total	Fatal	Injury	Property Damage		Total Vehicles	Total Total Killed Injured		А	В	С	0
CLASS OF TRAFFICWAY	·		•	•	•							
County & Local Roads Rural		2	0	1	1	3	0	1	0	0	1	3
TOTALS		2	0	1	1	3	0	1	0	0	1	3
DAY OF WEEK												
Monday		1	0	0	1	2	0	0	0	0	0	1
Wednesday		1	0	1	0	1	0	1	0	0	1	2
TOTALS		2	0	1	1	3	0	1	0	0	1	3

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City Summary Crash Report

1/1/2010 to 12/31/2010

		Number Of Crashes					Injury Severity						
Niantic	Total	Fatal	Injury	Property Damage	Total Vehicles	Total Killed	Total Injured	Α	В	С	0		
TIME OF DAY	'	•								'			
10 AM	1	0	0	1	2	0	0	0	0	0	1		
5 PM	1	0	1	0	1	0	1	0	0	1	2		
TOTALS	2	0	1	1	3	0	1	0	0	1	3		

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City Summary Crash Report

1/1/2010 to 12/31/2010

		Number Of Crashes					Injury Severity						
Niantic	Total	Fatal	Injury	Property Damage	Total Vehicles	Total Killed	Total Injured	Α	В	С	0		
LIGHT CONDITION		·	·	·									
Daylight	1	0	1	0	1	0	1	0	0	1	2		
Unknown	1	0	0	11	2	0	0	0	0	0	1		
TOTALS	2	0	1	1	3	0	1	0	0	1	3		
ROAD DEFECTS													
No defects	2	0	1	1	3	0	1	0	0	1	3		
TOTALS	2	0	1	1	3	0	1	0	0	1	3		

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City Summary Crash Report

1/1/2010 to 12/31/2010

		Number Of Crashes					Injury Severity						
Niantic	Total	Fatal	Injury	Property Damage	Total Vehicles	Total Killed	Total Injured	Α	В	С	0		
TRAFFIC CONTROL			•	•									
No controls	2	0	1	1	3	0	1	0	0	1	3		
TOTALS	2	0	1	1	3	0	1	0	0	1	3		
ROADWAY FEATURE													
Not Applicable	2	0	1	1	3	0	1	0	0	1	3		
TOTALS	2	0	1	1	3	0	1	0	0	1	3		

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City Summary Crash Report

1/1/2010 to 12/31/2010

		Number Of Persons						Injury Severity						
Niantic	Total	Fatal	Injury	Property Damage	Total Vehicles	Total Killed	Total Injured	Α	В	С	0			
DRIVER CONDITION														
Normal	1	0	1	0	1	0	0	0	0	0	1			
Other/unknown	1	0	0	1	1	0	0	0	0	0	1			
TOTALS	2	0	1	1	2	0	0	0	0	0	2			

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City Summary Crash Report

1/1/2010 to 12/31/2010

Total Tot /ehicles Kille	ed Injured	A	В	С	0
1					
1					
1					
	0 0	0	0	0	1
11	0 0	0	0	0	1
2	0 0	0	0	0	2
			Injury Severif	ty	
Total Tot /ehicles Kille	al Total ed Injured	Α	В	С	0
11	0 0	0	0	0	1
1	0 0	0	0	0	1
			Injury Severi	ity	
		Α	В	С	0
1	0 1	0	0	1	0
1	0 1	0	0	1	0
	Total Tot Vehicles Kille 1 1 Total Total Vehicles Kille	Total Total Total Vehicles Killed Injured 1 0 0 1 0 0 Total Total Injured Total Total Total Vehicles Killed Injured	2 0 0 0 Total Vehicles Total Killed Total Injured A 1 0 0 0 1 0 0 0 Total Vehicles Total Killed Total Injured A	Total Total Total A B	2 0 0 0 0 0 Injury Severity Total Vehicles Total Killed Total Injured A B C 1 0 0 0 0 0 1 0 0 0 0 0 Total Vehicles Total Killed Injured A B C 1 0 1 0 0 1

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City Summary Crash Report

1/1/2010 to 12/31/2010

		Number Of Pe	ersons						Injury Sever	ity	
	Total	Fatal	Injury	Property Damage	Total Vehicles	Total Killed	Total Injured	Α	В	С	0
PEDALCYCLIST AGE/GENDER	·	·	•	,					'	,	
		Number Of Pe	ersons						Injury Sever	ity	
Niantic	Total	Fatal	Injury	Property Damage	Total Vehicles	Total Killed	Total Injured	Α	В	С	0
PEDESTRIAN PRIOR ACTION AGE/GENDER	•		<u>.</u>								
Crossing not at intersection											
15											
Female	1	0	1	0	1	0	1	0	0	1	0
TOTALS	1	0	1	0	1	0	1	0	0	1	0

		Number Of Vehicles						Injury Severity					
Niantic	Total	Fatal	Injury	Property Damage	Total Vehicles	Total Killed	Total Injured	Α	В	С	0		
VEHICLE DEFECTS							,						
Unknown	3	0	1	2	3	0	0	0	0	0	3		
TOTALS	3	0	1	2	3	0	0	0	0	0	3		
VEHICLE TYPE													
Passenger	2	0	1	1	2	0	0	0	0	0	2		
Unknown/NA	1	0	0	1	1	0	0	0	0	0	1		
TOTALS	3	0	1	2	3	0	0	0	0	0	3		

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City Summary Crash Report

1/1/2010 to 12/31/2010

City: Niantic | *See Notes at End of Report.

Notes

Current year and previous year data are not yet complete and are subject to change as more information becomes available. Calendar date selections include data based on the date of the crash. Year selections include data based on the statistical year in which the crash was processed.