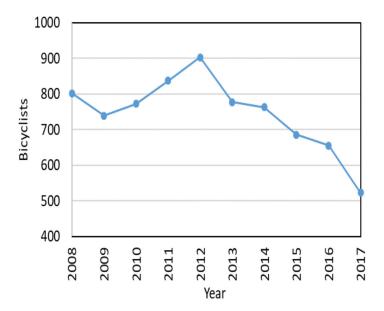




In 2017, 551 crashes involved bicyclists un Utah, resulting in 517 bicyclists injured and 6 bicyclist deaths.

A combined 50% of bicycle-motor vehicle crashes occurred when vehicles were turning (right or left)

Bicyclists in Motor-Vehicle Crashes (Utah 2017)

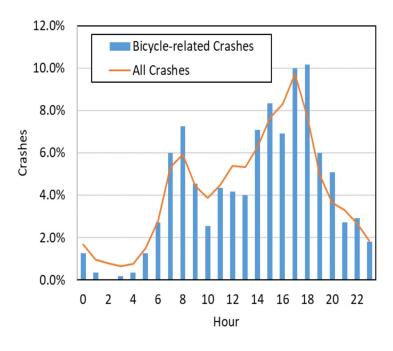


The number of bicyclists in motor-vehicle crashes in Utah has decreased for the fifth straight year.

Leading Contributing Factors of Drivers in Bicycle Crashes (Utah 2017)

- 1. Failed to Yield the Right of Way (63%)
- 2. Hit and Run (6.2%)
- 3. Improper Turn (5.2%)
- 4. Failed to Keep in Proper Lane (2.3%)
- 5. Disregard Traffic Signs (2%)

Bicycle-Motor Vehicle Crashes by Hour (Utah 2017)



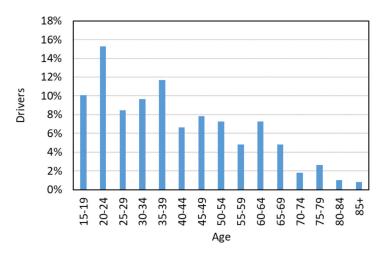
- Overall, the distribution of bicycle-related crashes by hour of the day followed a distribution similar to that of all crashes.
- Slightly higher proportion of bicycle crashes occurred between 8 a.m. and 9 a.m. and between 6 p.m. and 7 p.m.

Driver distraction was a factor in 5% of bicycle-related crashes

Bicyclists



Age of Drivers in Bicycle-Motor Vehicle Crashes (Utah 2017)



 25% of the drivers in bicycle-related crashes were under 25 years of age. This age group represents 19% of all registered drivers.

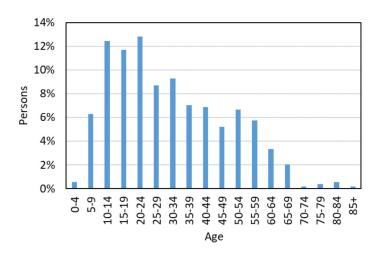
Bicyclist Action Prior to Crash (Utah 2017)

- 1. Entering or Crossing Road (32%)
- 2. Cycling Along Roadway with Traffic (28%)
- 3. Cycling on Sidewalk (24%)
- Cycling Along Roadway against Traffic (12%)
- 5. Other in Roadway (2%)

Motor-Vehicle Driver Action Prior to Crash (Utah 2017)

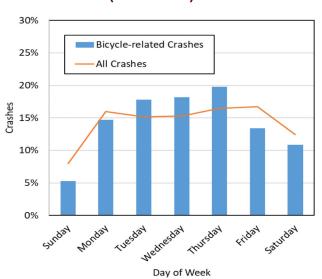
- 1. Straight Ahead (39%)
- 2. Turning Right (32%)
- 3. Turning Left (18%)
- 4. Entering Traffic Lane (4%)

Age of Bicyclists in Bicycle-Motor Vehicle Crashes (Utah 2017)



 Over 50% of the bicyclists in crashes were under the age of 30, and 19% were under the age of 15.

Bicycle-Motor Vehicle Crashes by Day of Week (Utah 2017)



 The largest proportion of bicycle-related crashes occurred on Tuesdays, Wednesdays, and Thursdays.
Weekends had the lowest proportions of crashes.