

Figure 1.9

## Passenger casualties^ by seat occupied, selected class of vehicle and degree of injury 2021

Class of vehicle	Degree of injury	Seat occupied			
		Front near-side		Rear	
Private car	Killed	1	(0)	0	(0)
	Seriously injured	30	(30)	21	(21)
	Slightly injured	1075	(1068)	867	(844)
	<i>Sub-total</i>	<i>1106</i>	<i>(1098)</i>	<i>888</i>	<i>(865)</i>
Taxi	Killed	0	(0)	0	(0)
	Seriously injured	4	(4)	33	(30)
	Slightly injured	80	(80)	771	(650)
	<i>Sub-total</i>	<i>84</i>	<i>(84)</i>	<i>804</i>	<i>(680)</i>
Public light bus	Killed	0	(0)	0	(0)
	Seriously injured	0	(0)	19	(8)
	Slightly injured	18	(16)	329	(201)
	<i>Sub-total</i>	<i>18</i>	<i>(16)</i>	<i>348</i>	<i>(209)</i>
Light goods vehicle	Killed	1	(1)	0	(0)
	Seriously injured	7	(7)	7	(7)
	Slightly injured	215	(212)	144	(140)
	<i>Sub-total</i>	<i>223</i>	<i>(220)</i>	<i>151</i>	<i>(147)</i>
Medium & heavy goods vehicles	Killed	0	(0)	0	(0)
	Seriously injured	7	(7)	0	(0)
	Slightly injured	27	(27)	11	(9)
	<i>Sub-total</i>	<i>34</i>	<i>(34)</i>	<i>11</i>	<i>(9)</i>

Note : Figures in ( ) denote passenger casualties with seat belt worn.

Class of vehicle	Degree of injury	Seat occupied			
		Front near-side		Rear	
Public bus	Killed	0		3	(3)
	Seriously injured	1		90	(59)
	Slightly injured	10		1297	(689)
	<i>Sub-total</i>	<i>11</i>		<i>1390</i>	<i>(751)</i>

Note : Figures in ( ) denote standing passenger casualties of public buses.

Class of vehicle	Degree of injury	Seat occupied			
		Front near-side		Rear	
Motor cycle	Killed	-		1	(0)
	Seriously injured	-		18	(18)
	Slightly injured	-		164	(159)
	<i>Sub-total</i>	<i>-</i>		<i>183</i>	<i>(177)</i>

Note : Figures in ( ) denote passenger casualties of motor cycles with crash helmet worn.

Class of vehicle	Degree of injury	Seat occupied			
		Front near-side		Rear *	
All vehicles	Killed	2		4	
	Seriously injured	51		195	
	Slightly injured	1 435		3 694	
	Total	1 488		3 893	

Notes : ^ Excluding those passenger casualties whose seat occupied information was unknown.

\* Including also standing passenger casualties.