Table 1: "Slippery Road Surface"  $(R_1)$  scores for the "Accident Nature" property

Code	Description	Weight
31	Slipping, carving, overturning on the road	$ \begin{array}{c} W^{1}_{accnat=31} = 0.9 \\ W^{1}_{accnat=32} = 0.4 \\ WS^{1}_{accnat=33} = 0.4 \end{array} $
32	Track leaving, with solid object collision	$W_{accnat=32}^1 = 0.4$
33	Track leaving, without solid object collision	$WS^1_{accnat=33} = 0.4$
?	Other cases	$W^1_{accnat=?} = 0.0$

Table 2: "Slippery Road Surface"  $(R_1)$  scores for the "Road Surface" property

Code	Description	Weight
1	normal	$W_{roadsrf=1}^1 = 0.0$
2	wet	$W_{roadsrf=2}^1 = 0.3$
3	snowy	$W_{roadsrf=3}^1 = 0.6$
4	oily, slippery	$W_{roadsrf=4}^1 = 1.0$
5	other staining (mud, etc.)	$W_{roadsrf=5}^1 = 0.7$
6	not a road	$\begin{split} W^1_{roadsrf=1} &= 0.0\\ W^1_{roadsrf=2} &= 0.3\\ W^1_{roadsrf=3} &= 0.6\\ W^1_{roadsrf=4} &= 1.0\\ W^1_{roadsrf=5} &= 0.7\\ W^1_{roadsrf=6} &= 0.0 \end{split}$

Table 3: "Slippery Road Surface"  $(R_1)$  scores for the "Weather" property

Code	Description	Weight
1	sunny	$W^1_{wthr=1} = 0.0$
2	overcast	$W^1_{wthr=1} = 0.0$ $W^1_{wthr=2} = 0.0$
3	foggy	$W^{1}_{wthr=3} = 0.1$ $W^{1}_{wthr=4} = 0.2$
4	rainy	$W_{wthr=4}^1 = 0.2$
5	stormy	$W_{wthr=5}^{1} = 0.3$
6	snowy	$W_{wthr=6}^{1} = 0.5$