

Correct as at 26th June 2026. It may be superseded at any time.

Extract taken from: In-service certification (WoF and CoF) > Heavy trailers > Vehicle identification

## 1 Vehicle identification

- See also Introduction 3-2: [Identifying the vehicle class](#).

### 1-1 VIN and chassis number

**Important** Ensure that the VIN or chassis number is recorded in full on the checksheet.

This number must be:

- the VIN if fitted – not the chassis number (locally allocated VIN)
- the stamped VIN on the VIN plate – not the VIN etched on the glazing.

## Reasons for rejection

### Mandatory requirements

1. A vehicle first registered or re-registered in New Zealand before 1 April 1994 does not have a VIN or chassis number (Note 1) (Note 4).
2. A vehicle first registered or re-registered in New Zealand from 1 April 1994 does not have a VIN number (Note 1) (Note 4).
3. A VIN number is not valid (Note 2).

### Condition

4. A VIN or chassis number has been (Note 1) (Note 3) (Note 4):
  - a) removed, or
  - b) erased, or
  - c) altered, or
  - d) defaced, or
  - e) obscured, or
  - f) destroyed, or
  - g) obliterated, or
  - h) affixed unlawfully or by unauthorised persons (Note 3).

**Note 1**

The VIN is normally found on the outside of the chassis adjacent to the right front wheel. If the vehicle is unfamiliar, and the VIN or chassis number cannot be located, the vehicle inspector should contact the manufacturer’s agent or the local VIN issuing agent.

**Note 2**

The vehicle inspector must notify NZTA using the [vehicle report form](#) if there is reason to believe that the VIN or chassis number has been tampered with in any way.

The vehicle inspector must not issue a WoF/CoF/permit until approved by NZTA. Approval will usually include the issue or re-issue of a new VIN plate.

The vehicle inspector must not issue a WoF/CoF/permit if there is reason to believe that the VIN or chassis number has been tampered with in any way.

Refer the vehicle to a VIN issuing agent ([VTNZ](#), [VINZ](#), [NZAA](#), [Drivesure](#), [CVC](#), [i4Checkpoint](#)). They will inspect the vehicle and seek approval from NZTA to issue or re-issue a VIN plate. **Once the vehicle has been approved the vehicle may continue through the inspection process.**

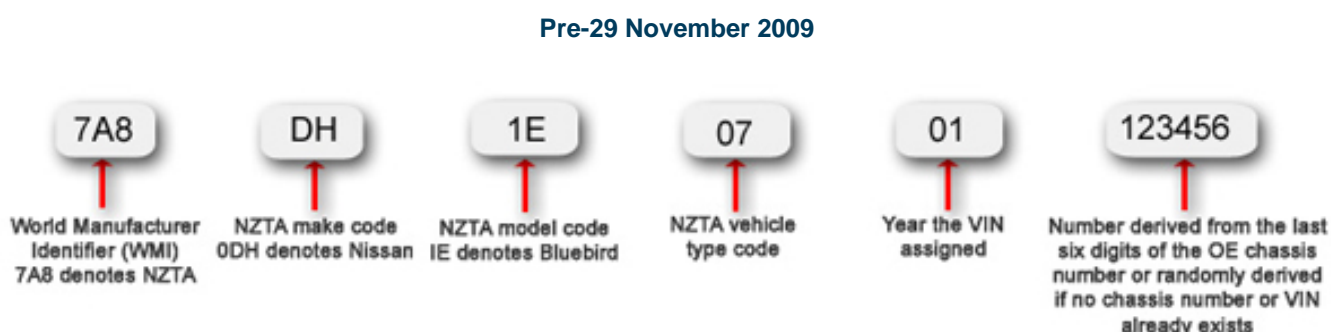
**Note 3**

A valid VIN is a unique number that has been assigned to the vehicle in the vehicle’s country of origin or by a person appointed by the NZTA. It consists of 17 characters that never contain the letters I, O or Q, and that is capable of being decoded to provide identifying information about the vehicle.

**Note 4**

If the vehicle has failed because the VIN/chassis is missing or unreadable, then 'not found' must be recorded in place of the VIN number on the checksheet.

**Figure 1-1-1. Structure of a VIN issued by the NZ Transport Agency**



Post-29 November 2009

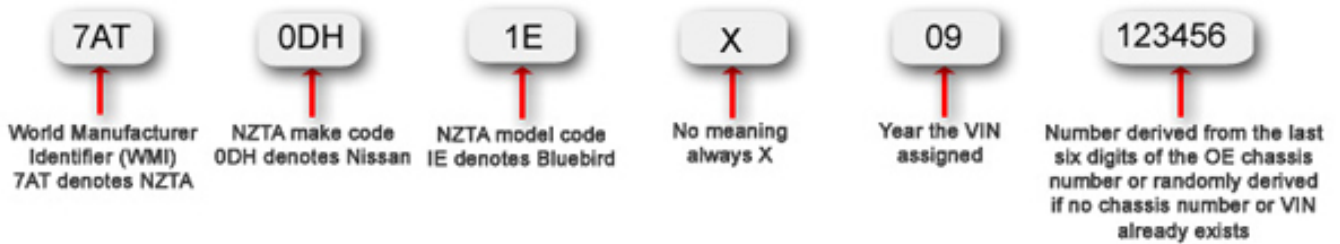
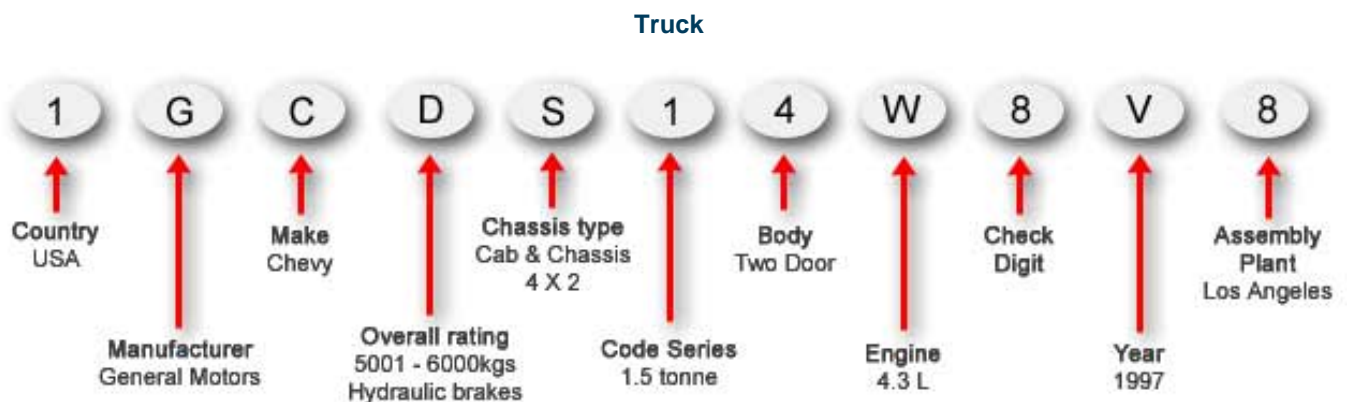
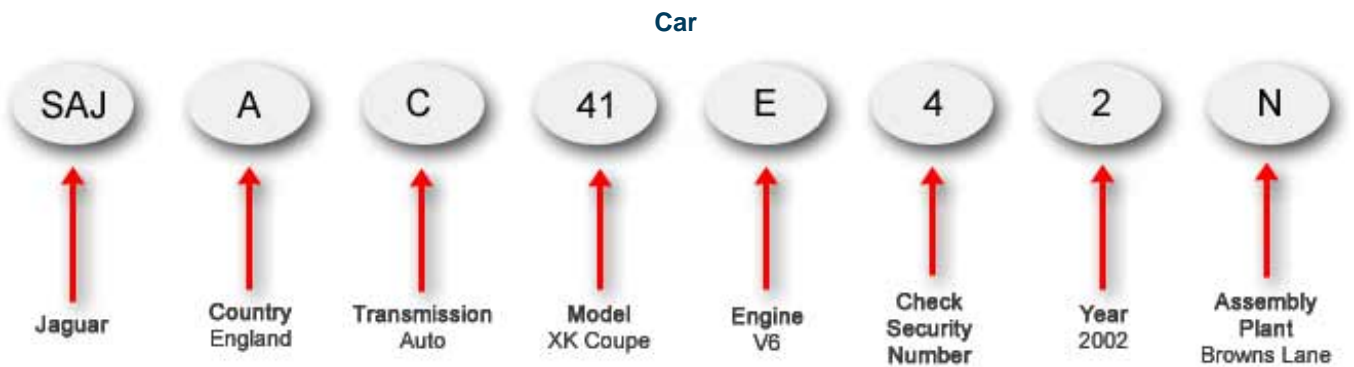


Figure 1-1-2. Structure of a VIN issued by the vehicle manufacturer



## Summary of legislation

### Applicable legislation

- [Land Transport Rule: Vehicle Standards Compliance 2002.](#)

## Mandatory requirements

1. A vehicle first registered or re-registered in New Zealand before 1 April 1994 must have a chassis number or VIN.
2. A vehicle first registered or re-registered in New Zealand from 1 April 1994 must have a VIN.

## Condition

3. A VIN or chassis number must not have been removed, erased, altered, defaced, obscured, destroyed, obliterated or affixed unlawfully or unauthorised.

Page amended **1 October 2022** (see [amendment details](#)).

## 1-2 Vehicle details

### Reasons for rejection

1. The number on the registration plate(s) is not the same as stated on the licence label.
2. The licence label does not correctly describe the vehicle
  - do not reject the vehicle if the label type is incorrect, eg 'B' or 'A'.
3. The Vehicle Inspection and Certification (VIC) or LATIS system does not correctly describe the vehicle.  
Container

Page added **1 October 2020** (see [amendment details](#))

Page updated 1 November 2024 (see [details](#))