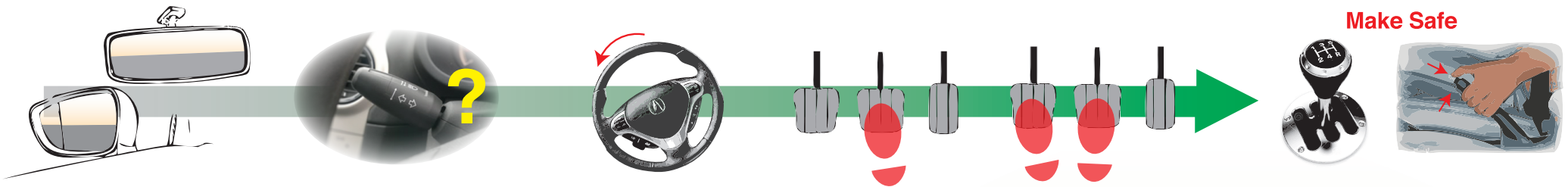


# Stopping



## Location, Location, Location.

Check it's a safe location? Is it legal (bus stop; double yellow lines). Is it convenient to others; signs; driveways.



### Mirrors

Use centre and left mirrors.  
Check behind, and to the left, for other road users.

### Signal

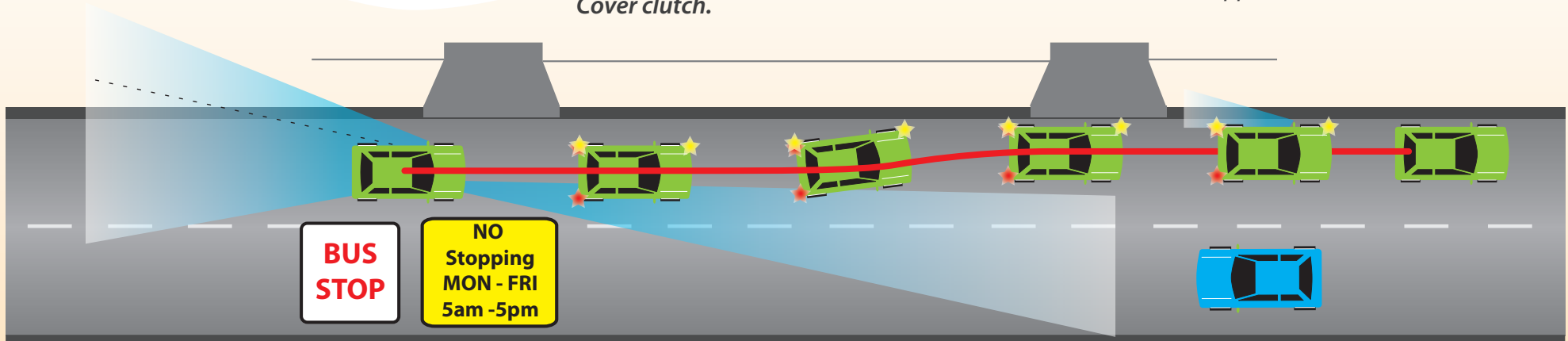
Is there anything moving?  
Should you be signalling?

### Manoeuvre

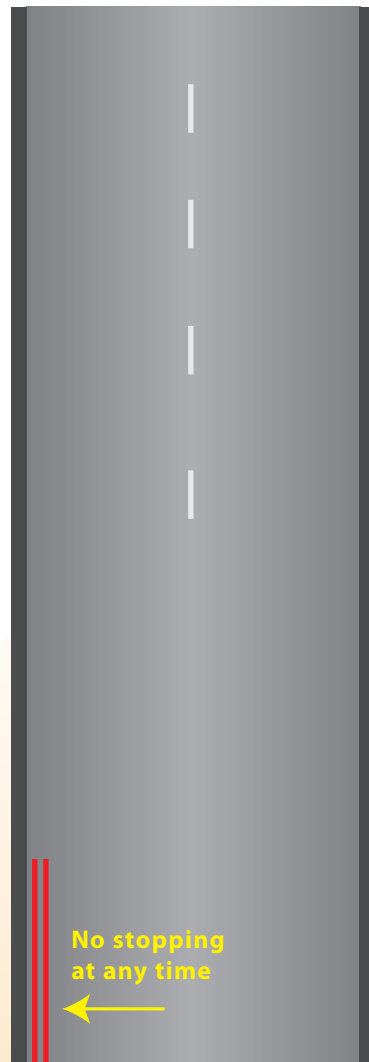
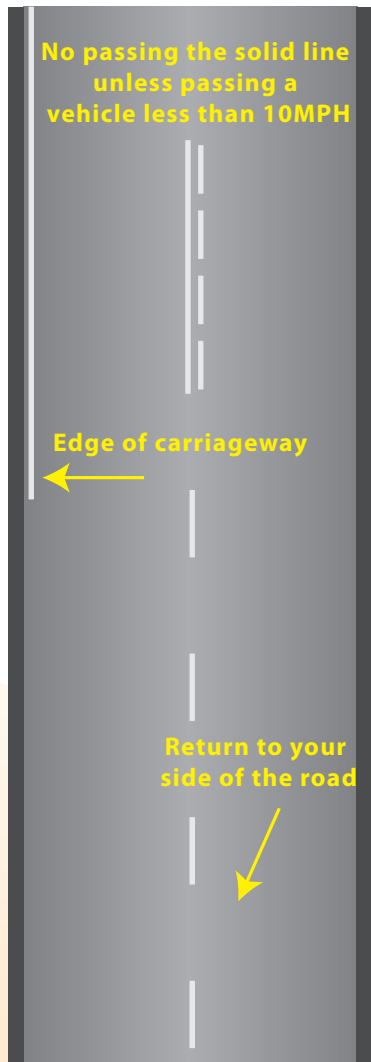
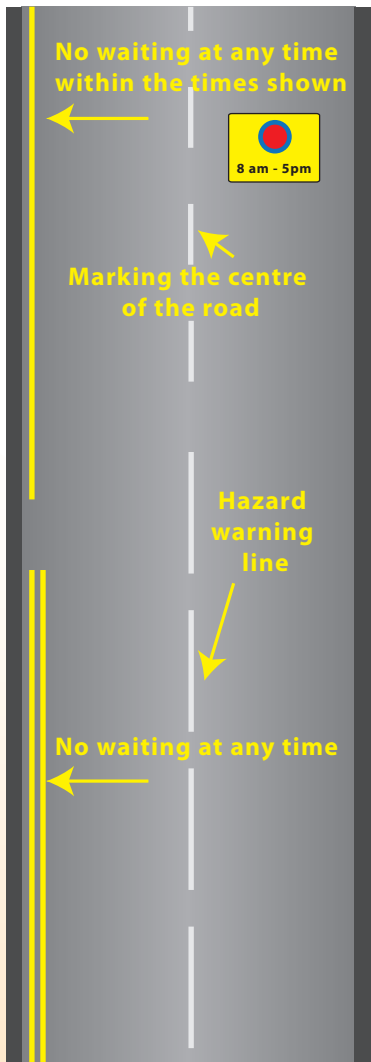
Where should your road position be?  
Clutch before brake (speed)?  
Gently steer to eleven o'clock, towards the kerb.  
Gently brake: light, firm, light, as you stop.  
Cover clutch.

Clutch to floor

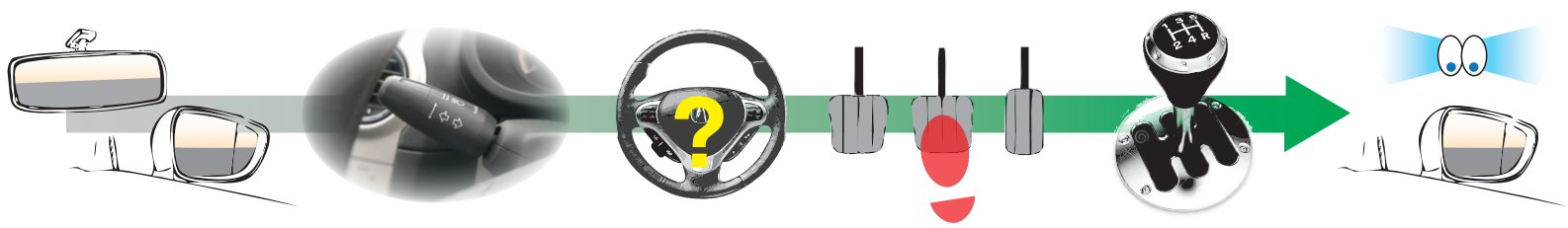
As you pull over to the kerb, check your reference points?  
Use your left mirror to check you are parallel to the kerb?  
Keep your feet still once stopped and make the car safe.



# Road Markings



# Approaching Junctions: Turning Left



## Mirrors

Use centre and left mirrors.  
Check behind, and to the left, for other road users.

## Signal

Judge the signal based upon location.  
Look for junctions?

## Position

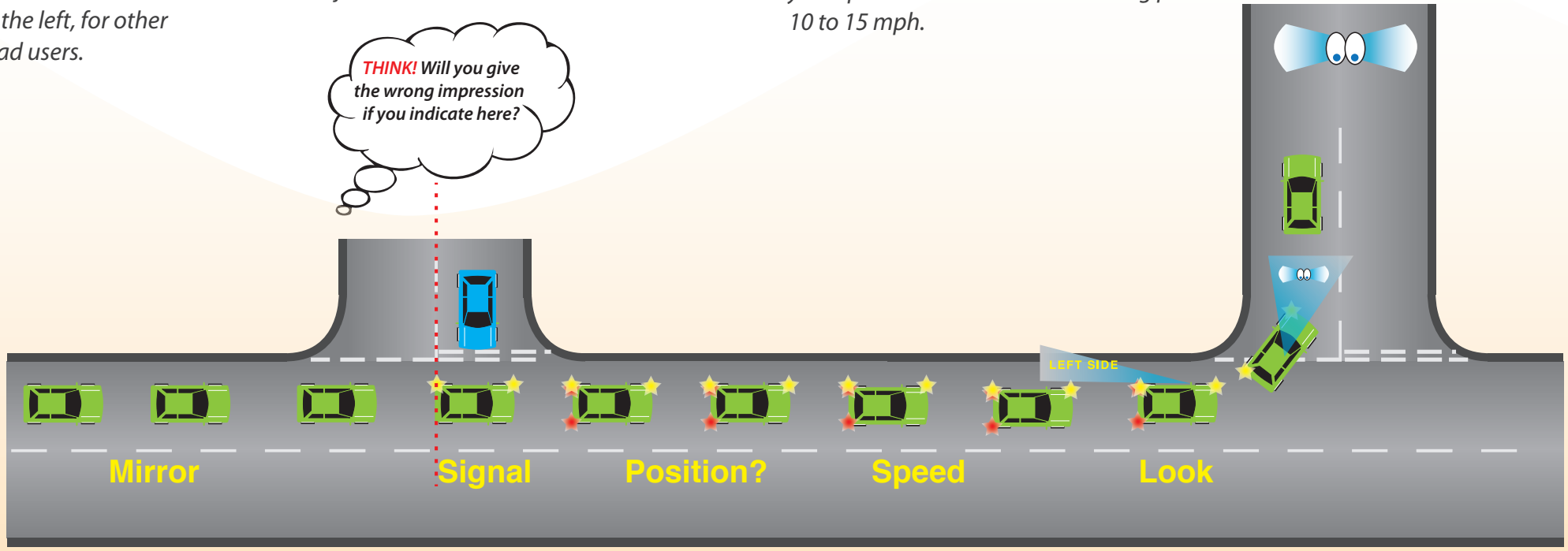
Where should your road position be?

## Speed

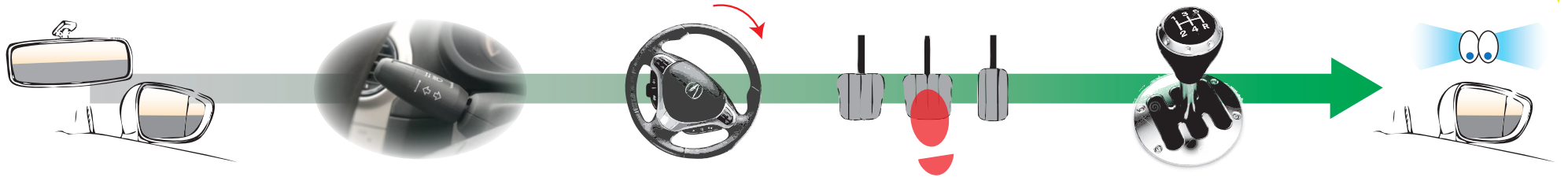
Gently brake: use the appropriate gear for your speed of around 10 to 15 mph.

## Look

Is it clear to turn in? What is your turning point?  
Look into the road and check for all other road users including pedestrians.



# Approaching Junctions: Turning Right



## Mirrors

Use centre and right mirrors.  
Check behind, and to the left, for other road users.

## Signal

Judge the signal based upon location.  
Look for junctions?

## Position

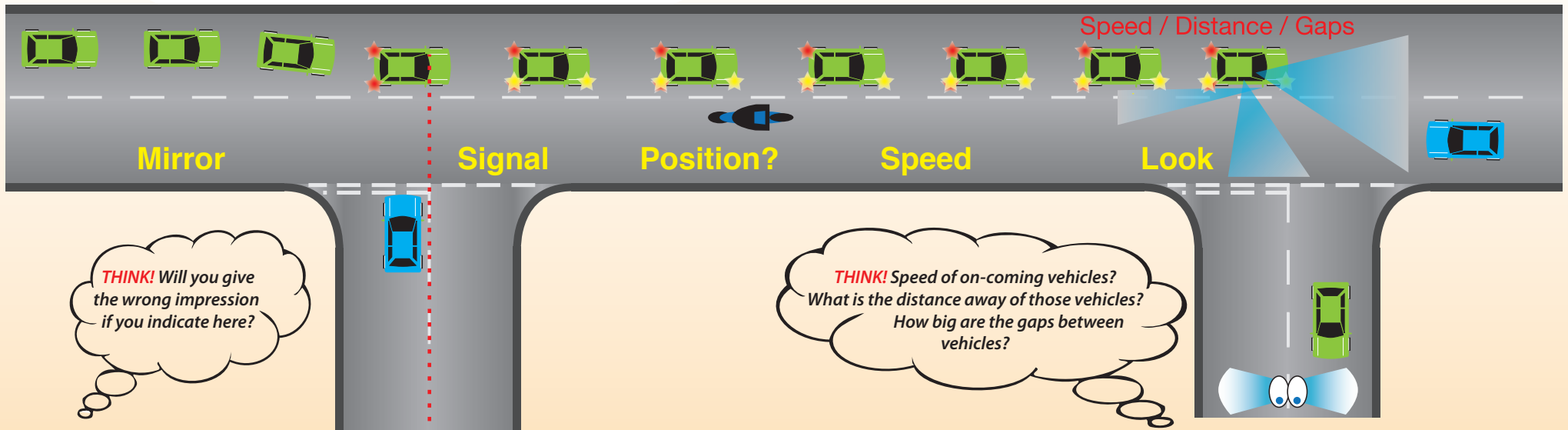
Where should your road position be?

## Speed

Gently brake: use the appropriate gear for your speed of around 10 to 15 mph if clear to turn: **stop** at point of turn. If it's not clear - wait.

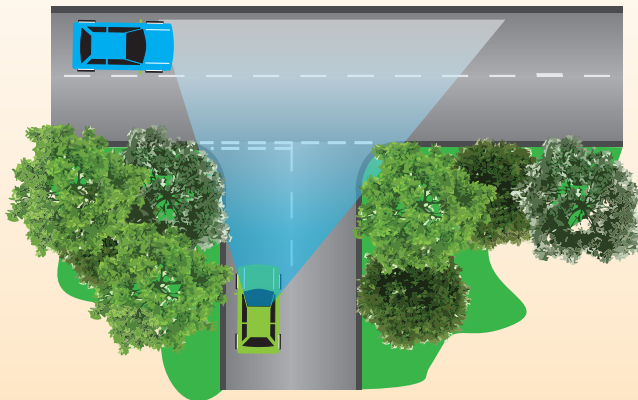
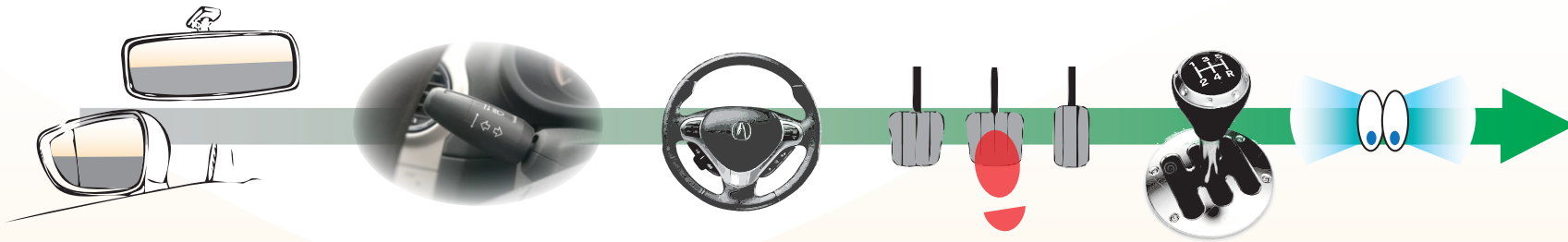
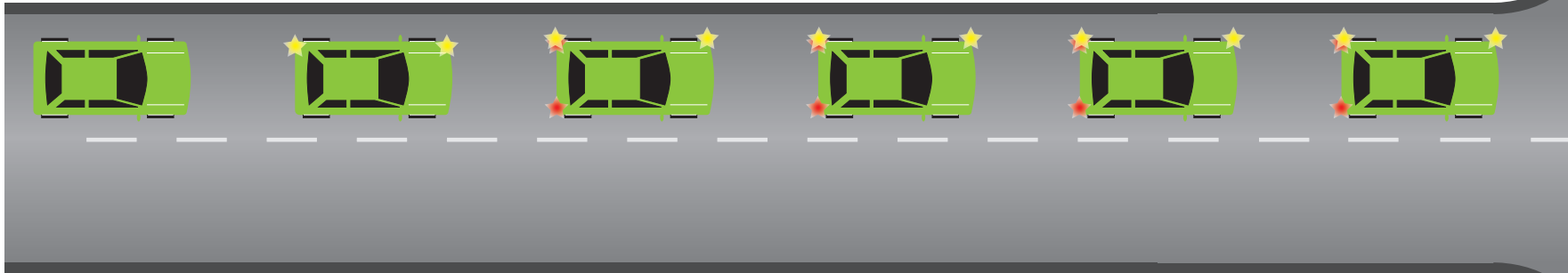
## Look

Is it clear to turn in? **What** is your turning point?  
Look into the road and check for all other road users including pedestrians



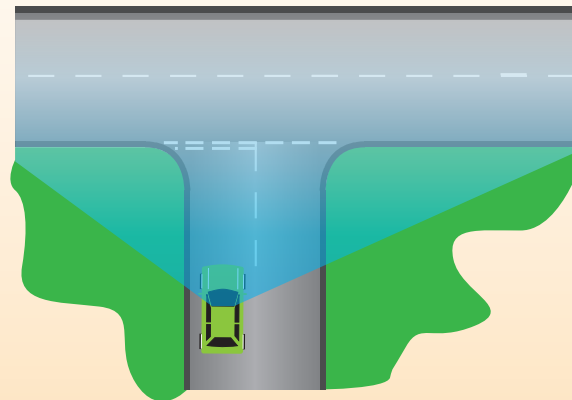


# T Junctions: Emerging



## Closed

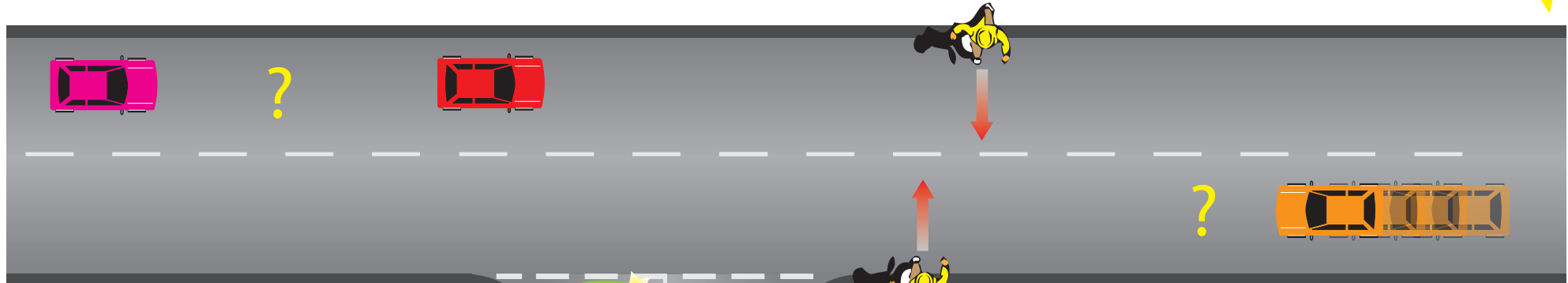
*Approach slowly due to the obstructed view.  
Walking Pace in 1st gear.*



## Open

*Look both ways early?  
Approach 2nd Gear?*

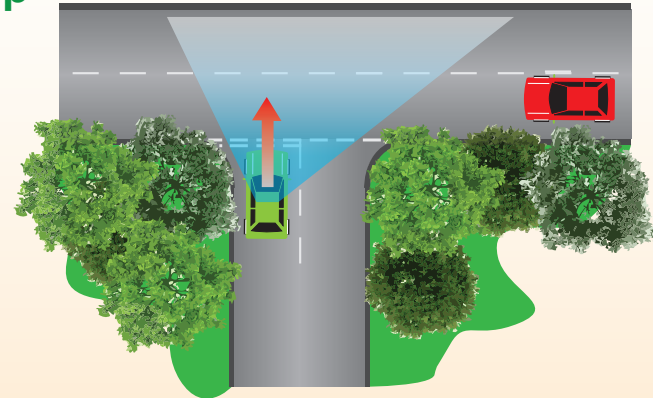
# T Junctions: Emerging



**THINK!**  
Look! is traffic approaching  
Are the gaps big enough to use? What about their speed?  
Could you cross the road?  
Faster roads; could you cross there and back?  
If safe, go promptly without delay

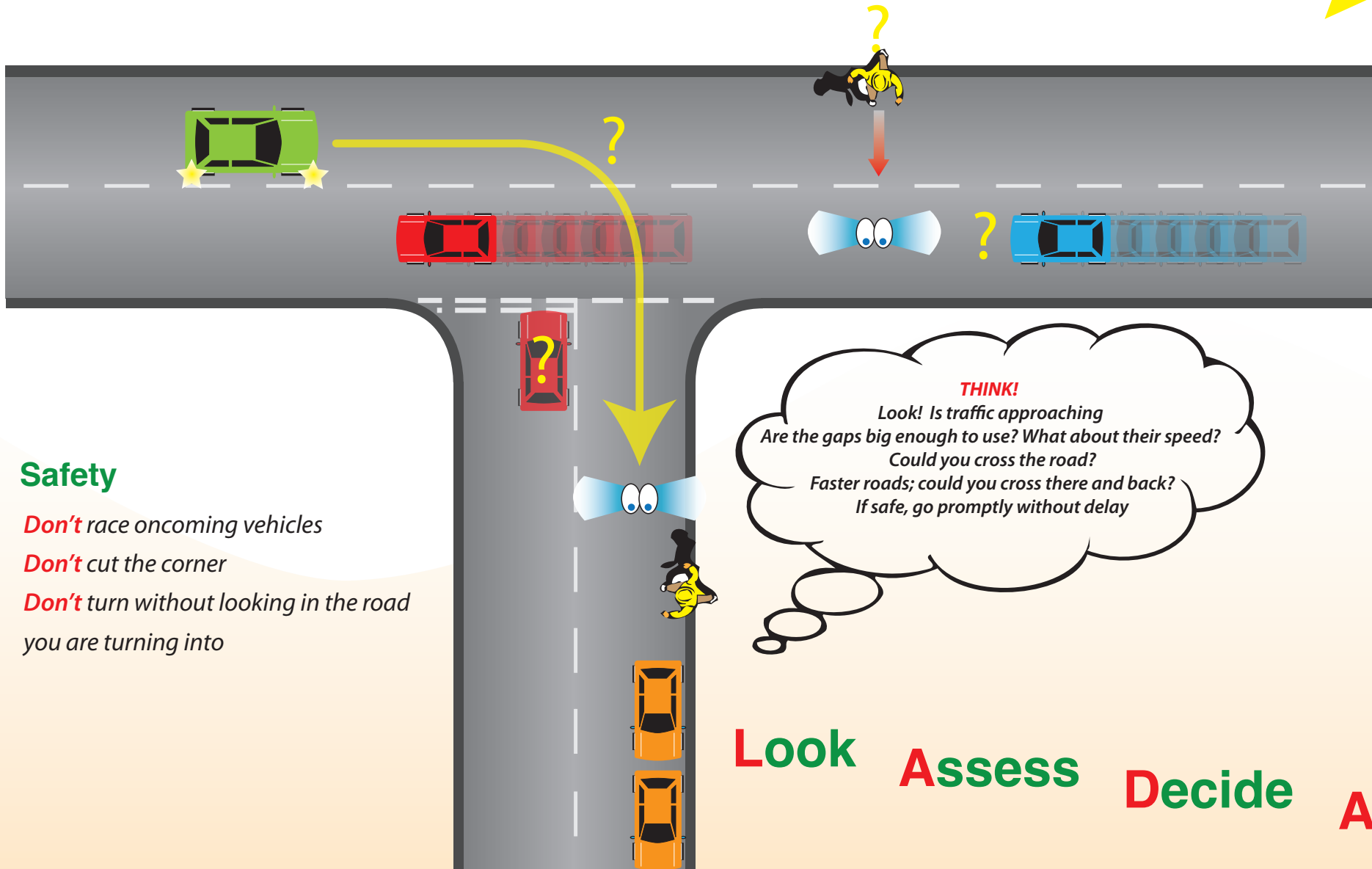
## Creep and Peep

Could creeping forward help with the view?  
Use the biting point.



**Look**   **Assess**   **Decide**   **Act**

# Crossing Other Traffic



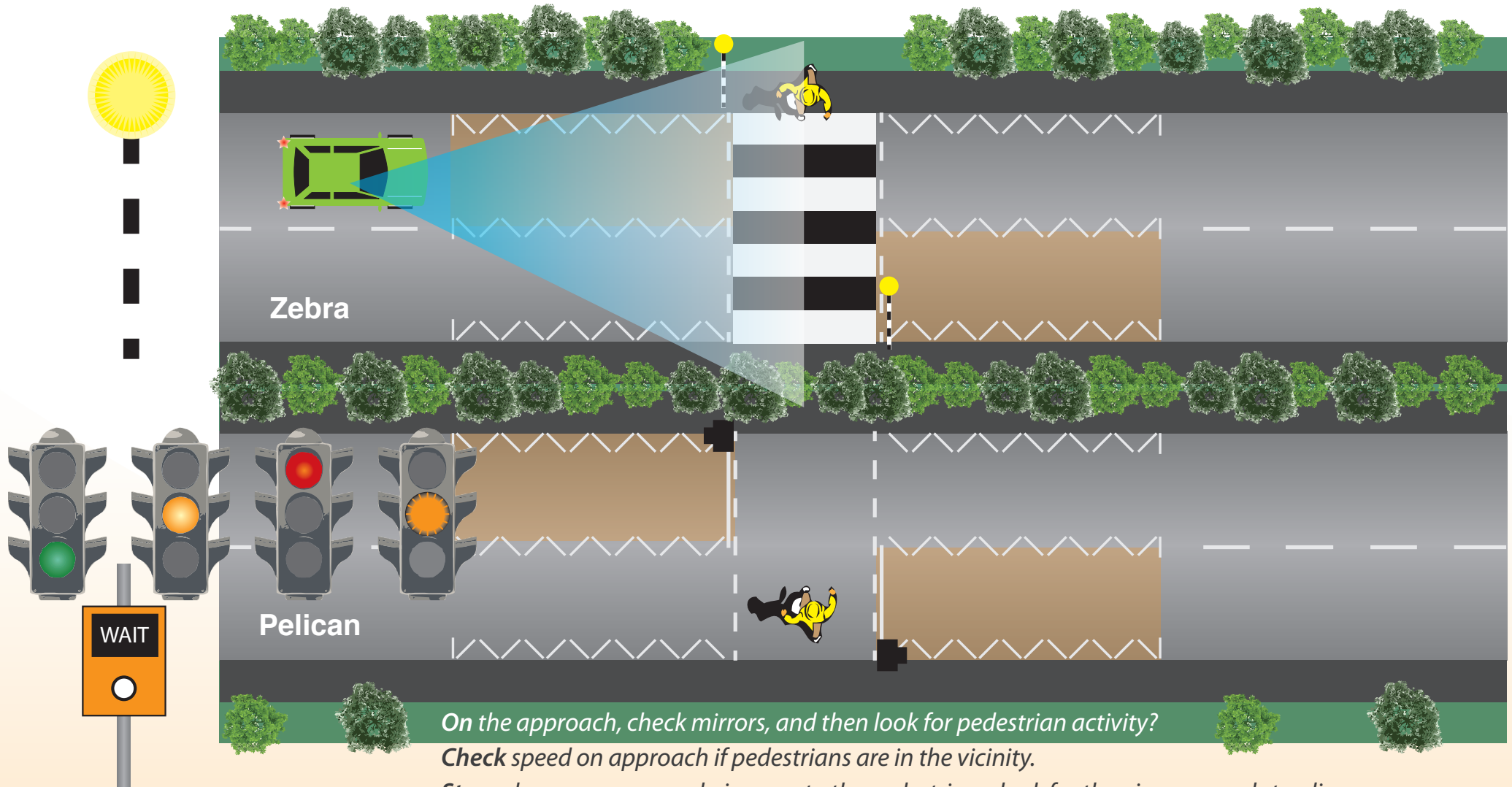
## Safety

- Don't* race oncoming vehicles
- Don't* cut the corner
- Don't* turn without looking in the road you are turning into

**THINK!**  
Look! Is traffic approaching  
Are the gaps big enough to use? What about their speed?  
Could you cross the road?  
Faster roads; could you cross there and back?  
If safe, go promptly without delay

**Look** **Assess** **Decide** **Act**

# Pedestrian Crossing



*On the approach, check mirrors, and then look for pedestrian activity?*

*Check speed on approach if pedestrians are in the vicinity.*

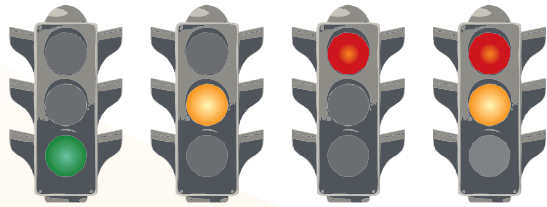
*Stop when necessary and give way to the pedestrians; look for the give way and stop lines.*

*Do not park or overtake within the zig zag lines.*

*Never invite anyone to cross.*

*Within queuing traffic, keep the crossing clear.*

# Pedestrian Crossing



*The puffin and toucan are similar to pelican but uses an infrared scanner to see movement still on the crossing. **There is no flashing amber on the traffic light.***

*The toucan allows both pedestrians and bicycles to use the crossing.*

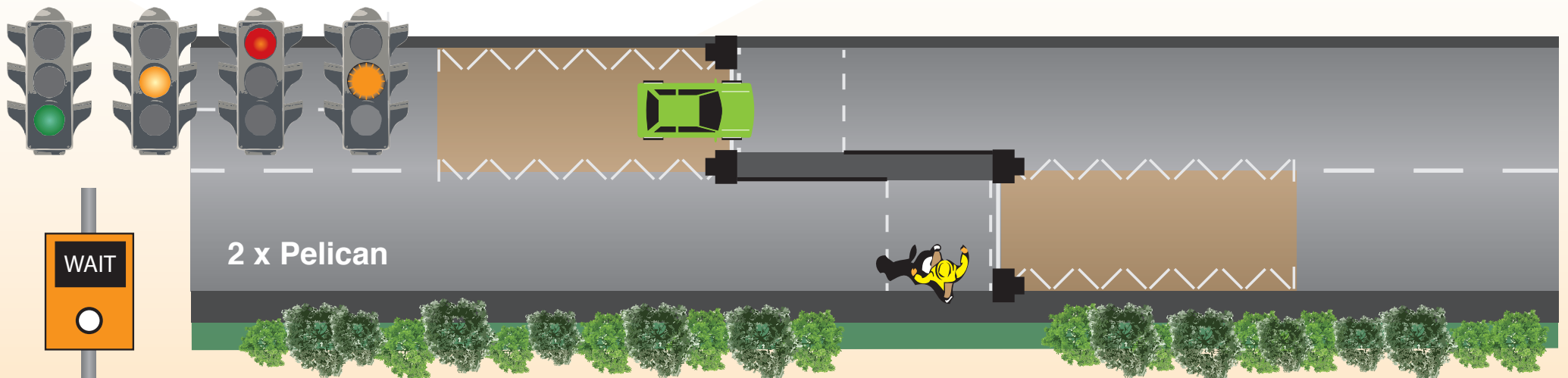


# Pedestrian Crossing



**2 x Zebra**

*This must have a central island to be classed as two crossings; this is to be treated as separate crossings.*

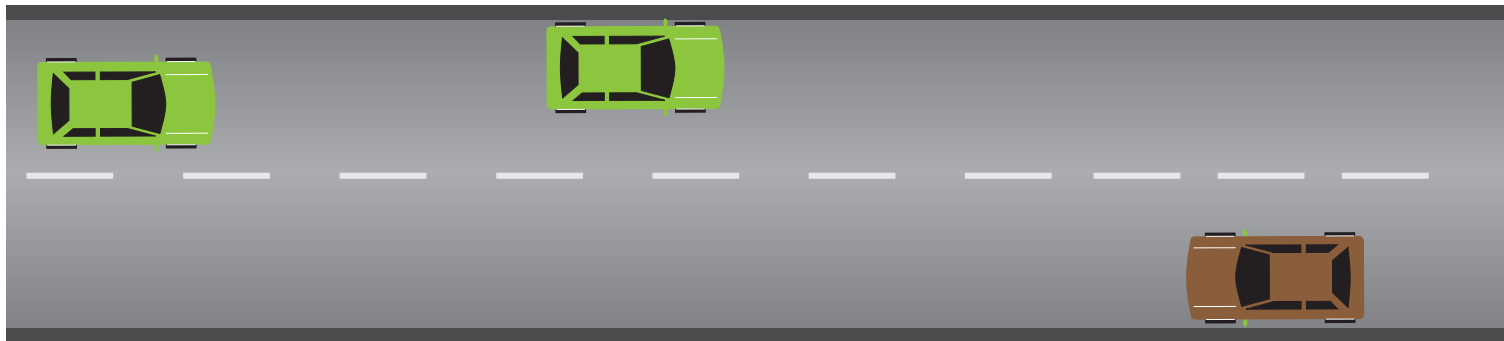


**2 x Pelican**

*It will be staggered central island to be classed as two crossings; this is to be treated as separate crossings.*

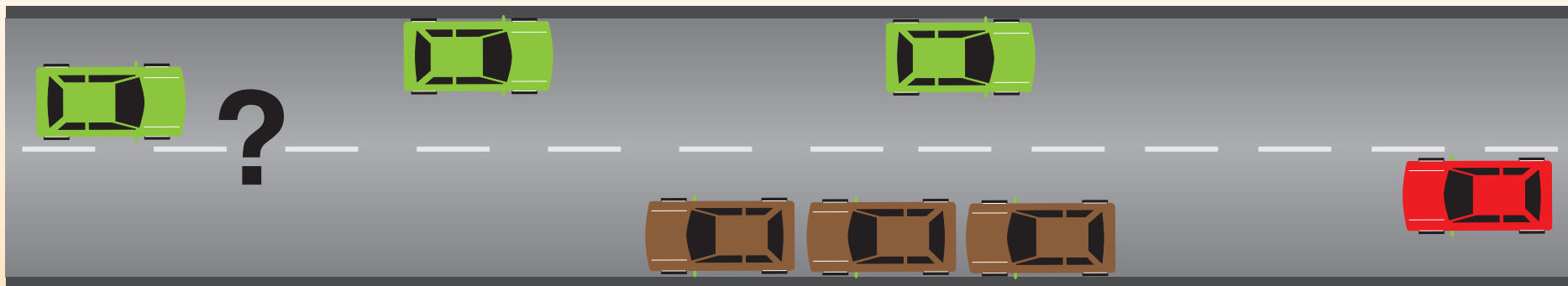
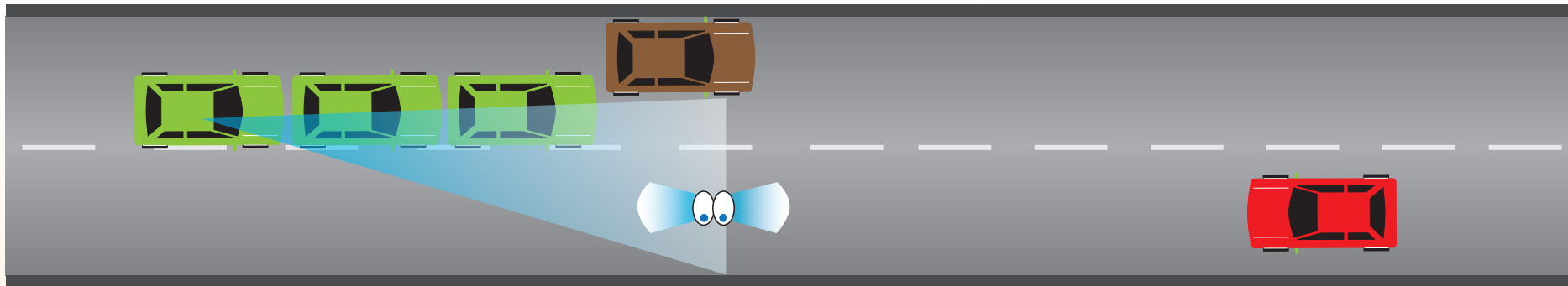


# Meeting and Passing Oncoming Traffic

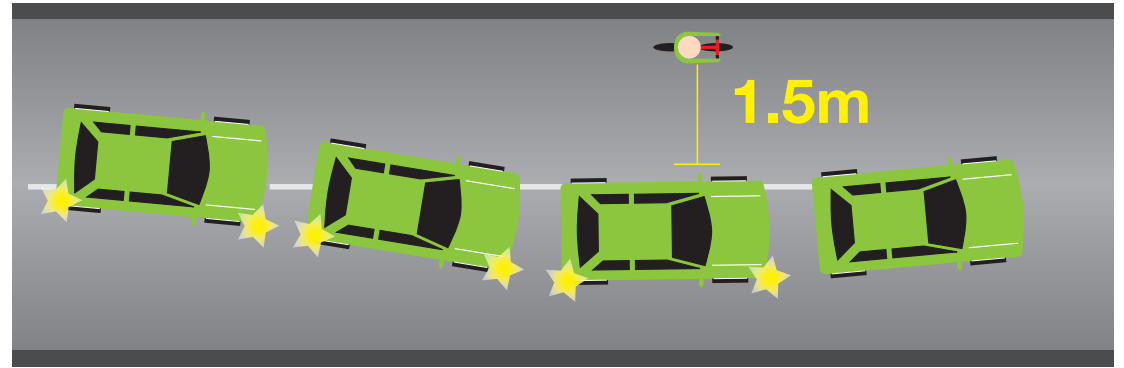
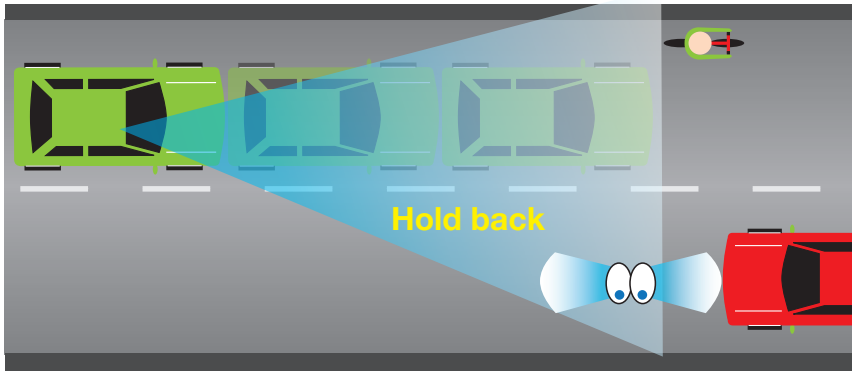


## Key points

- Observation (MSM).*
- Anticipate - Holdback.*
- Priority - Who? Why?*
- Position - If stopping - Where?*



# Overtaking Traffic



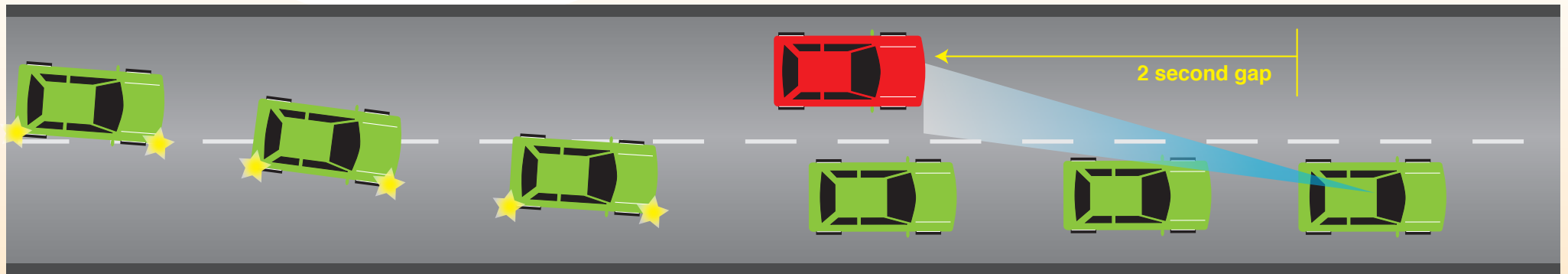
## Key points

*Observation (MSM).*

*Gaps - Is it safe to pass?*

*Lorries and large vehicles - If you can't see their mirrors, they CAN'T see YOU!*

*Is it safe to return? - Only once you've seen the passed vehicle in your centre mirror.*





# Adequate Clearance

## Key points

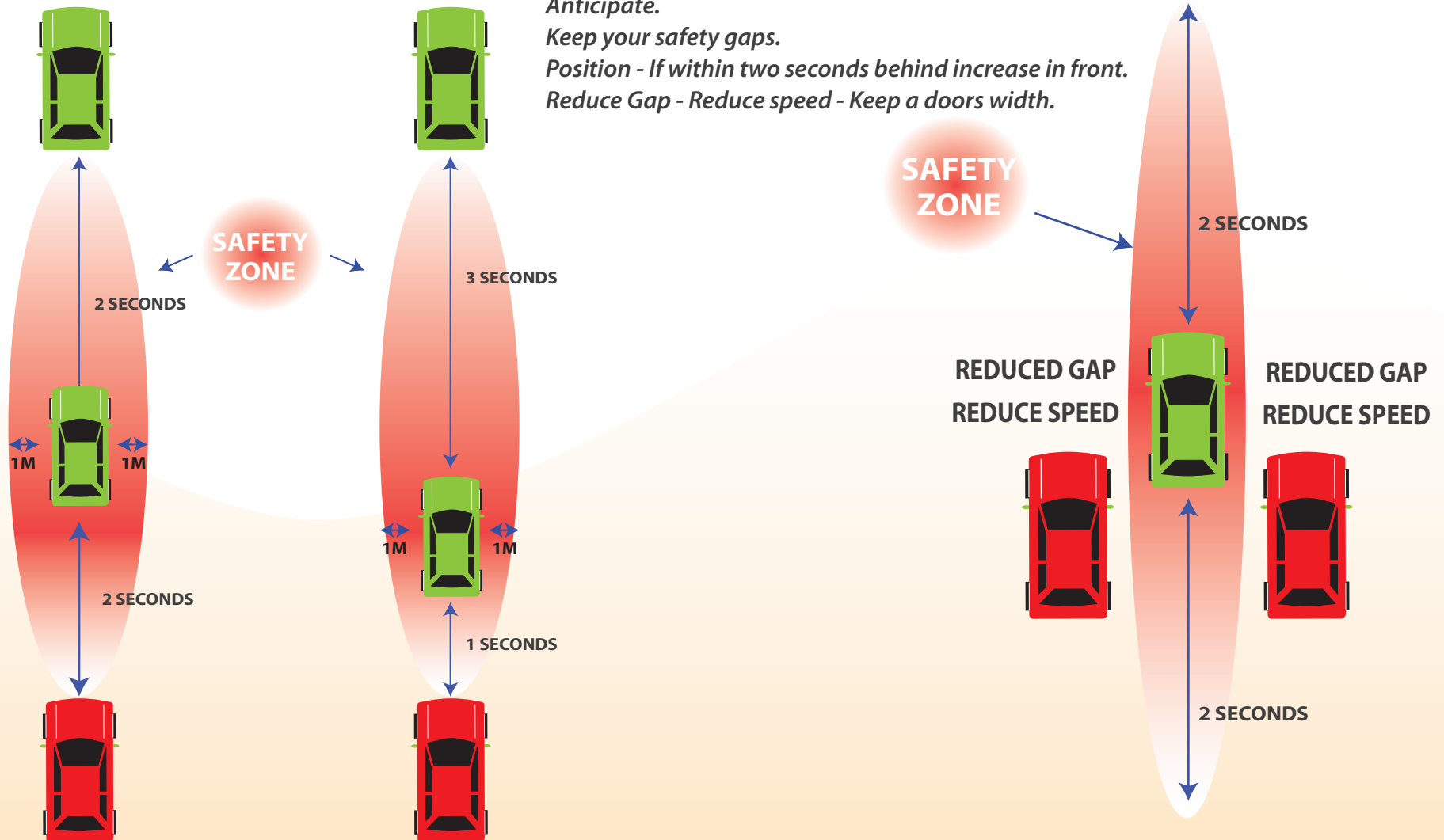
Observation (MSM).

Anticipate.

Keep your safety gaps.

Position - If within two seconds behind increase in front.

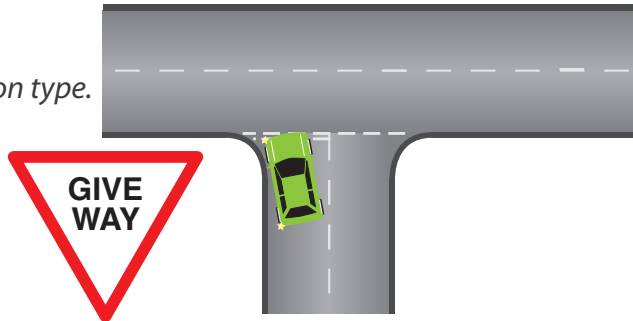
Reduce Gap - Reduce speed - Keep a doors width.



# T Junctions: Emerging

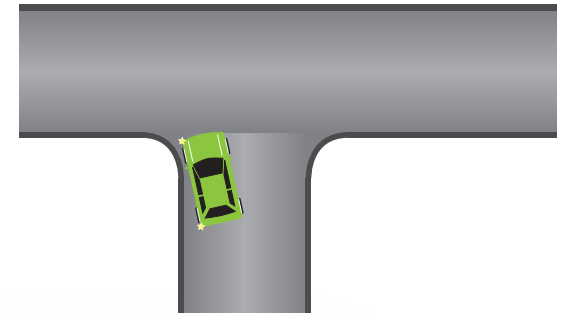
## Give Way

*This is the most common type.  
Is it a main road?  
Who has priority?*



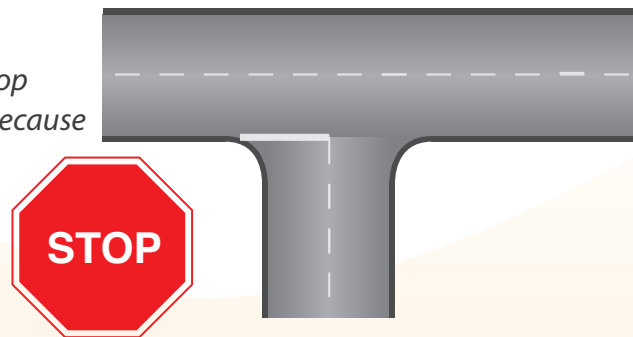
## Unmarked

*Very similar to give way,  
but with no markings.  
Is it a main road?  
Who has priority?  
Used mostly on  
housing estates.*



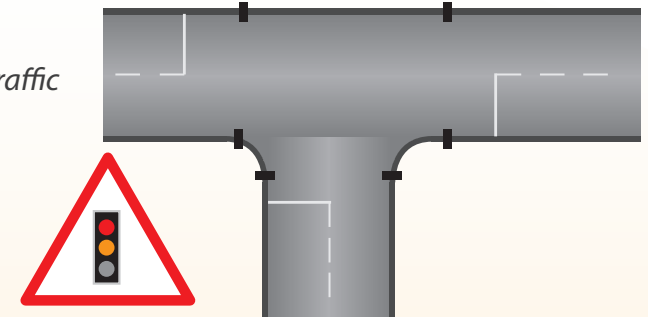
## Stop

*It's the law you must stop  
at the line. It could be because  
it has restricted view or  
faster roads.  
Is it a main road?  
Who has priority?*



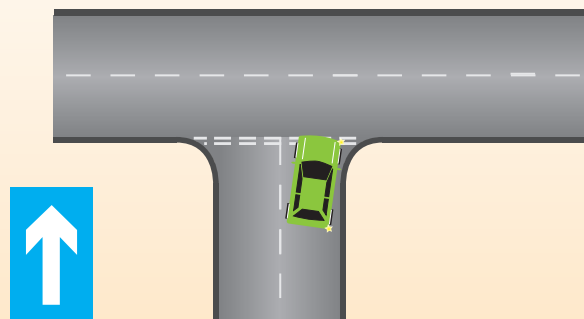
## Traffic Lights

*Similar to stop but uses traffic  
lights to give priority.  
Used on busier roads.*



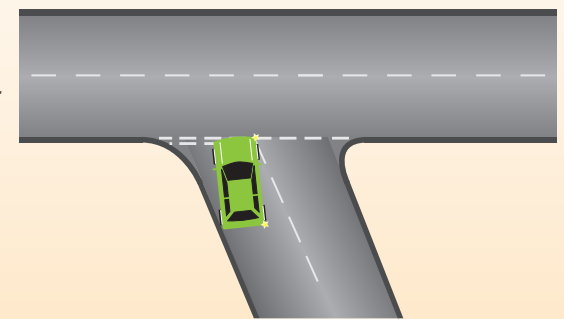
## One Way

*Look well ahead and  
position early; check  
road markings?*



## Y Junction

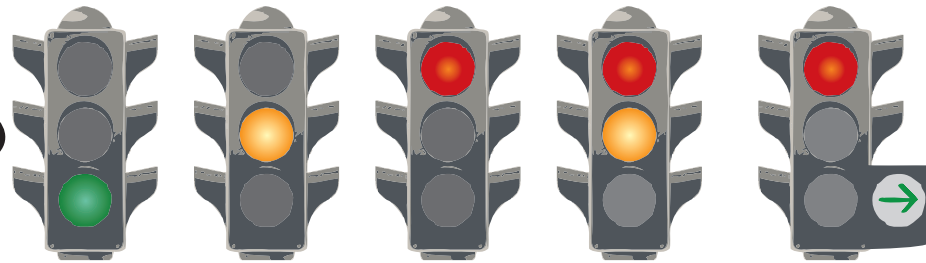
*Look well ahead and alter your  
position to improve view?*



Matt Shurmer

# Crossroads - Traffic lights - Box junction

**“Don’t go into it,  
if you can’t get out of it.”**

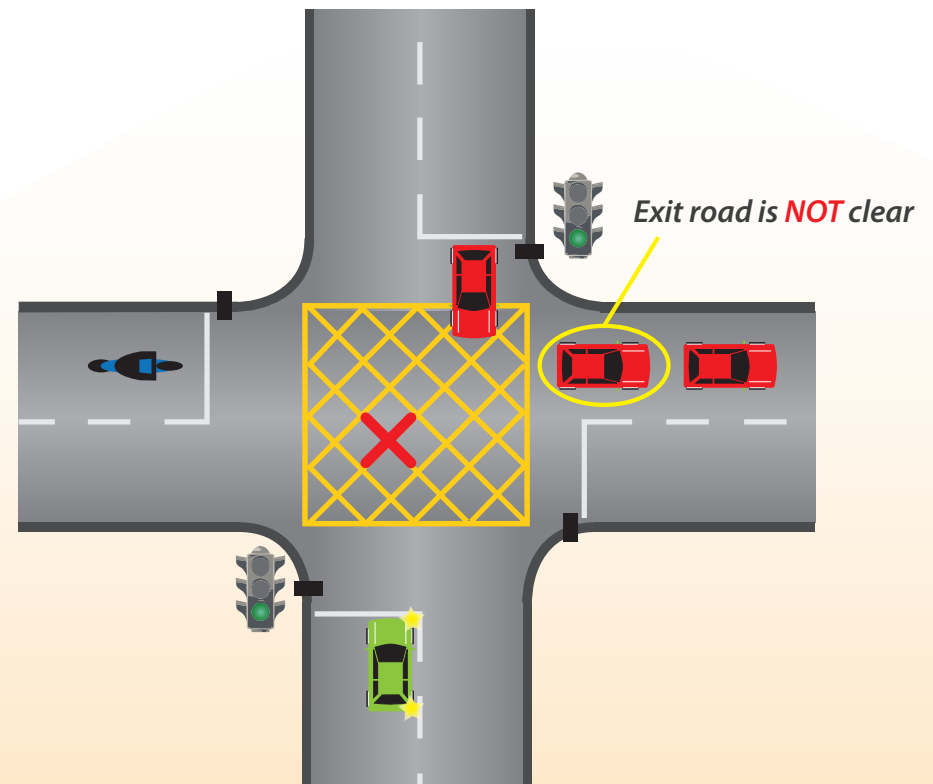
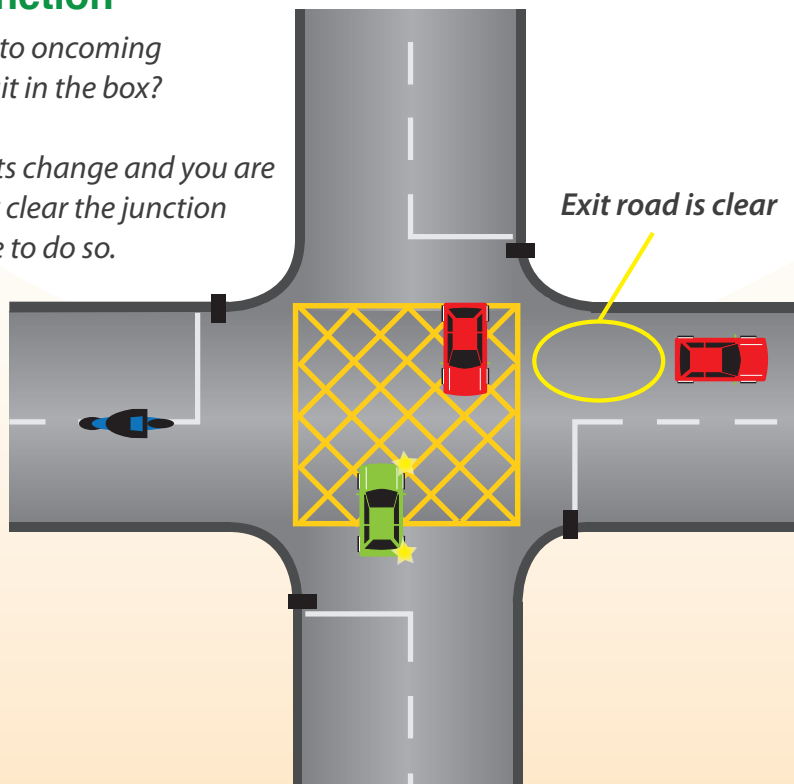


*Priority Lights.  
Give way when turning right?  
Use the box ONLY when exit  
road is clear!*

## Box junction

*Give way to oncoming  
traffic; wait in the box?*

*If the lights change and you are  
in the box clear the junction  
when safe to do so.*

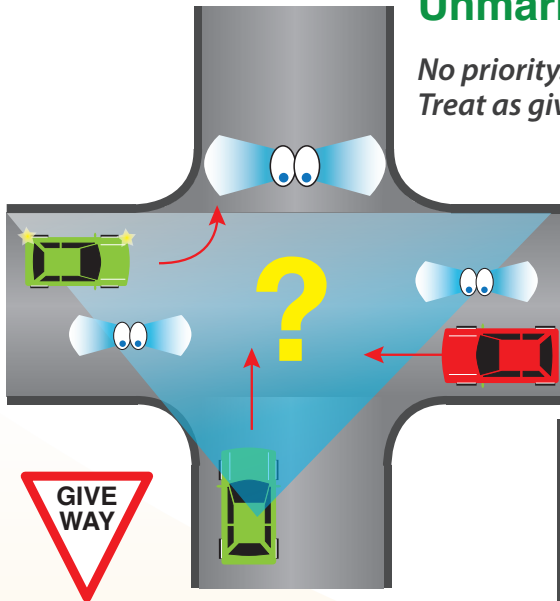


# Crossroads



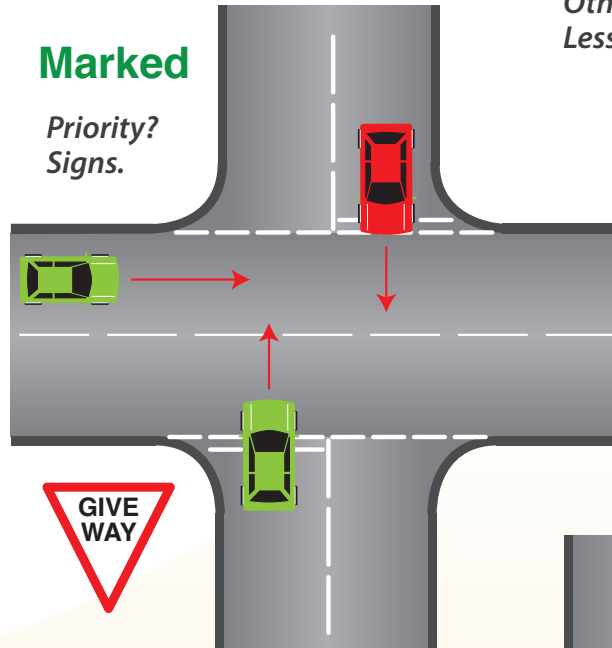
## Unmarked

No priority.  
Treat as give way.



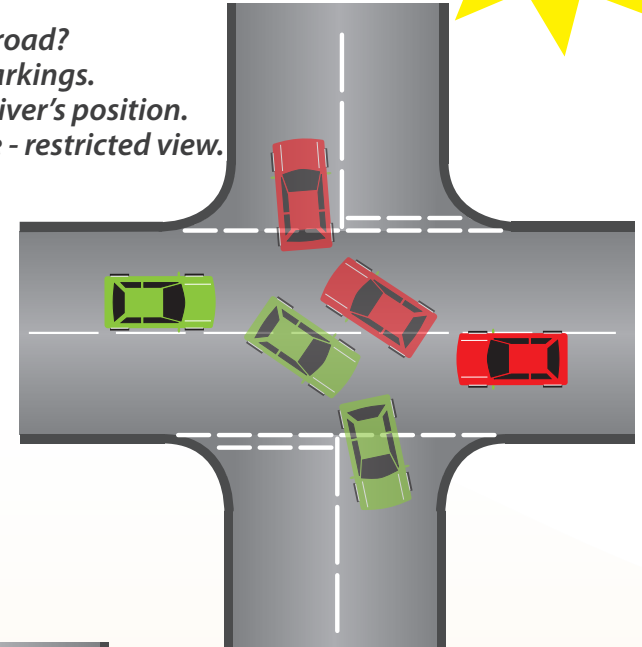
## Marked

Priority?  
Signs.



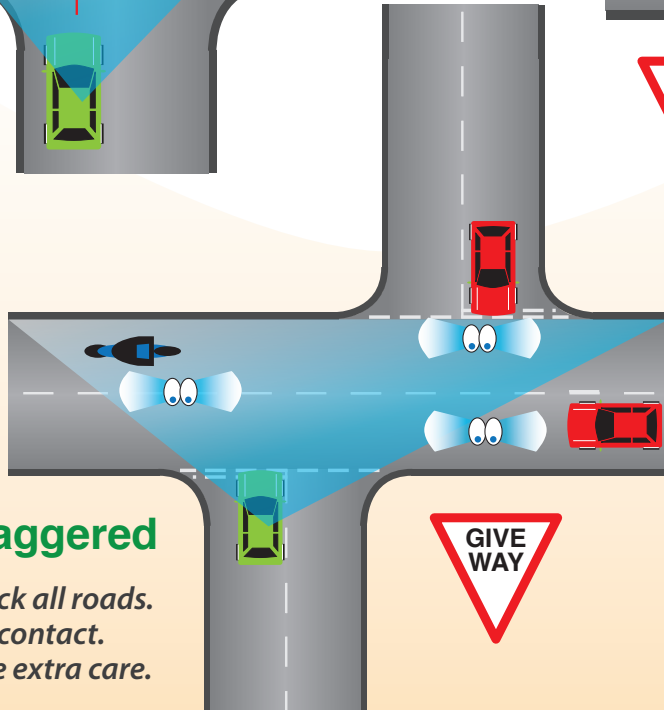
## Near to Near

Narrow road?  
Road markings.  
Other driver's position.  
Less safe - restricted view.



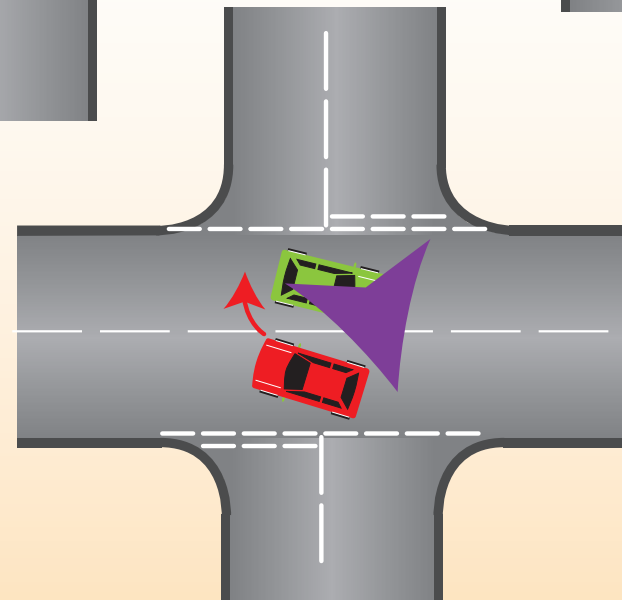
## Staggered

Check all roads.  
Eye contact.  
Take extra care.



## Off to Off

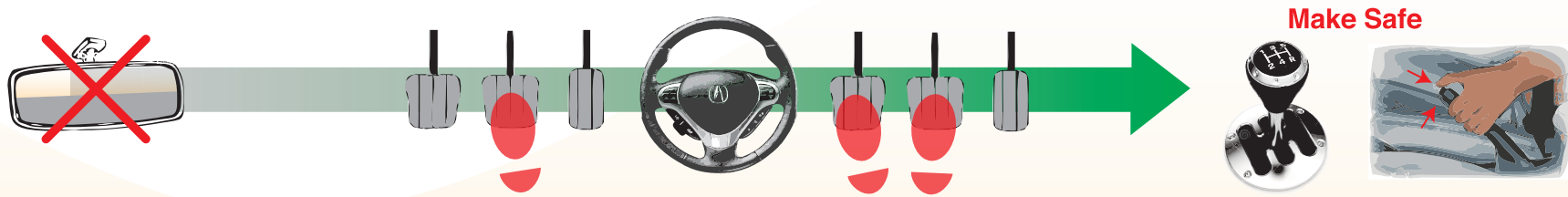
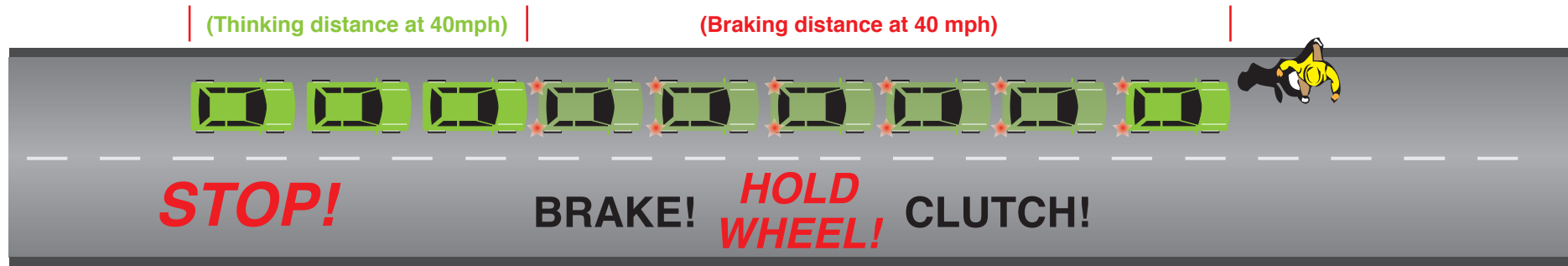
Wider roads?  
Look for other driver's  
position.  
It's safer - you get an  
improved view.



# Emergency Stop

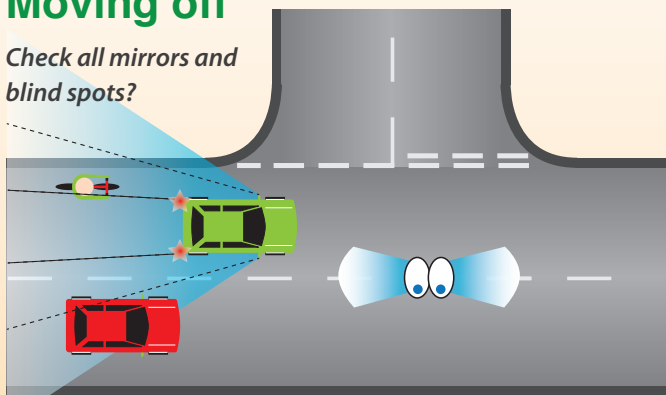
## Quickly, Safely, Under Full Control

Anticipate / Plan; Quick reaction; Conditions; Stopping Distance  
Progressive / Firm; Hold wheel; Clutch; Secure.



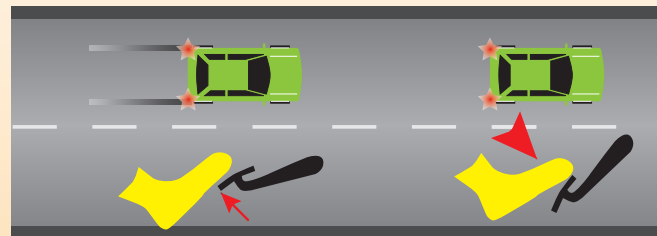
### Moving off

Check all mirrors and blind spots?



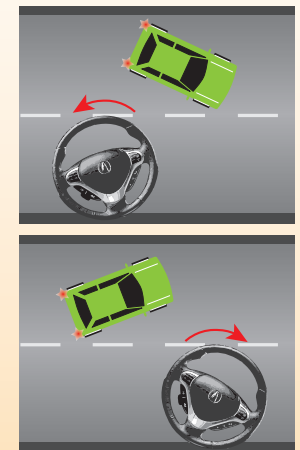
### Skid Correction

Release brakes.  
Brake progressively; light to firm.  
Steer in the direction of the skid.



### ABS

Anti-lock brakes.  
This means you are able to steer the car while still braking.





## “When safe to do so, reverse approximately two car lengths.”

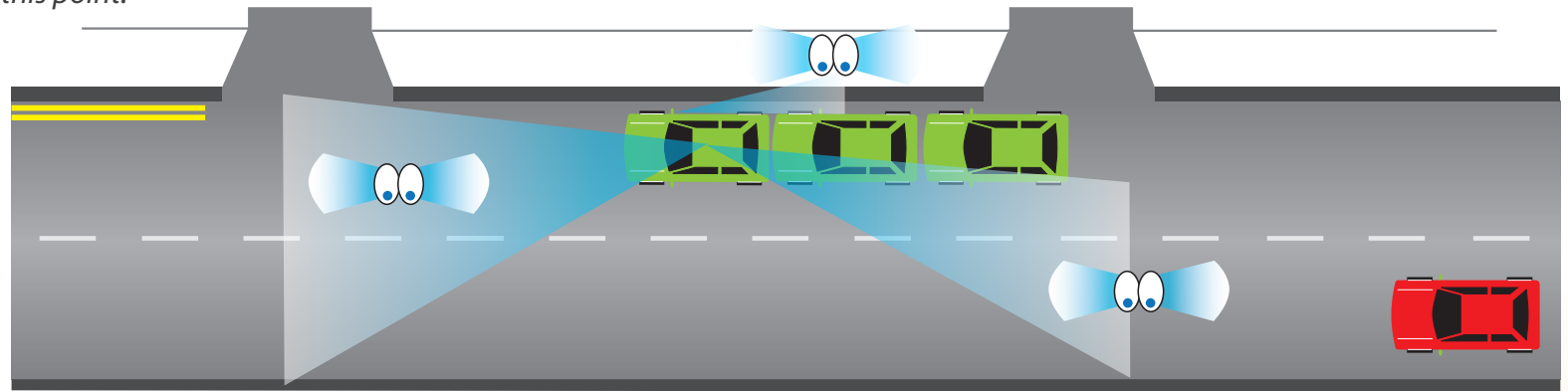
### Observations:

Check it's safe to move; 360-degree look starting from your right shoulder.

Reverse; checking front; rear and side mirror for distance away from kerb.

Stop if other vehicles are close.

Don't worry if you block a driveway at this point.



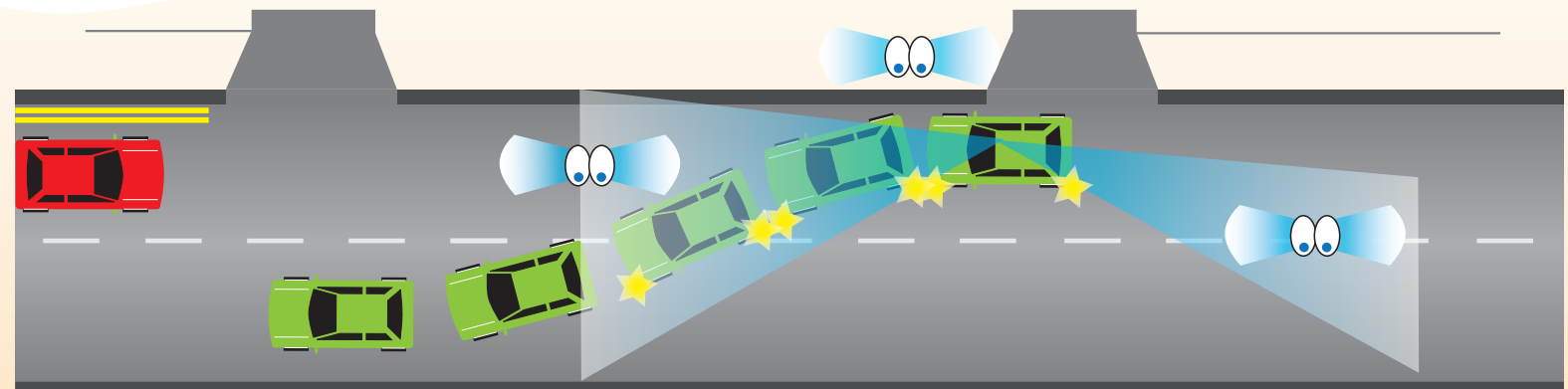
## “Drive on when safe.”

### MSM

#### Observations.

360-degree look starting with right shoulder.

Should you signal?

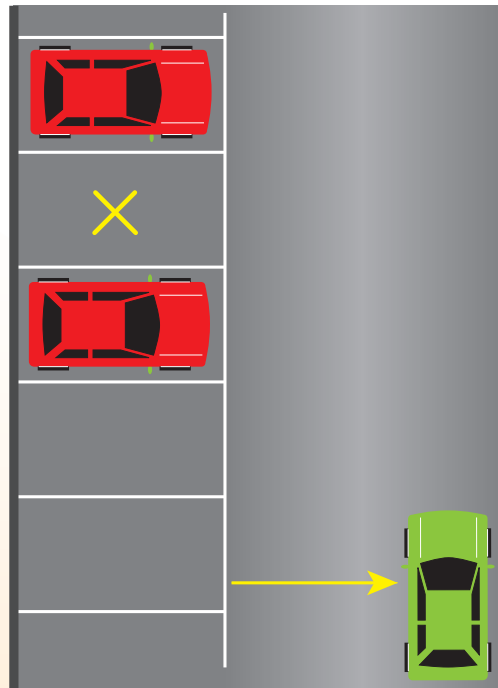


# Bay Park: Forward

Forward bay park L/R.

Observations.

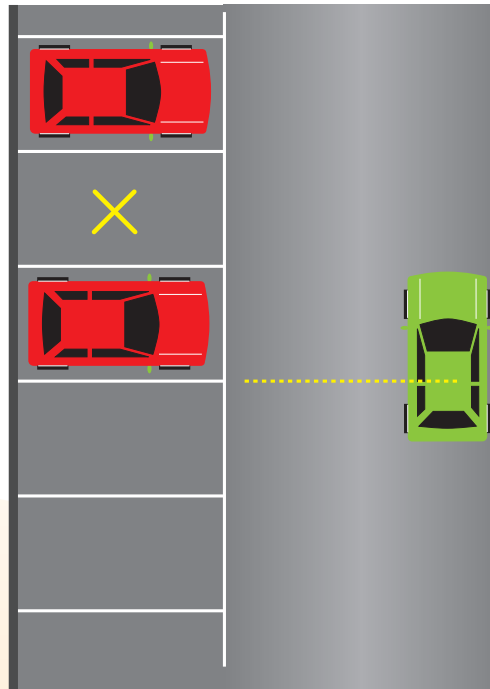
Start opposite side to parking bay.



Observations.

Find reference point: "Shoulder in line."

Point of turn.

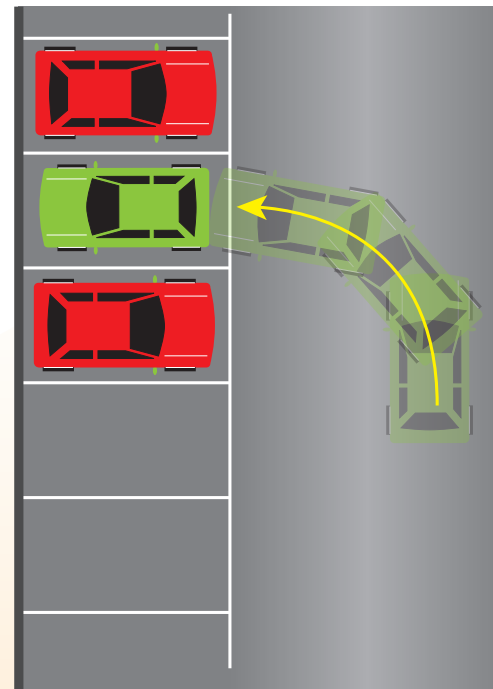


Observations.

Turn in.

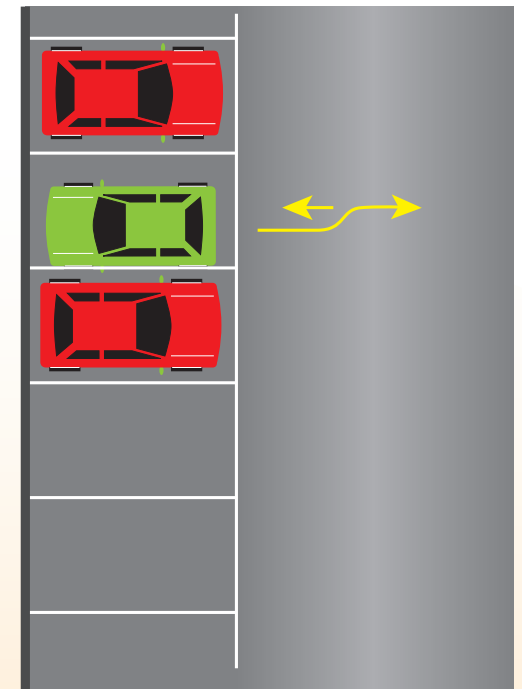
Slowly, at walking pace.

Correct as necessary.



Observations.

Correct if necessary.



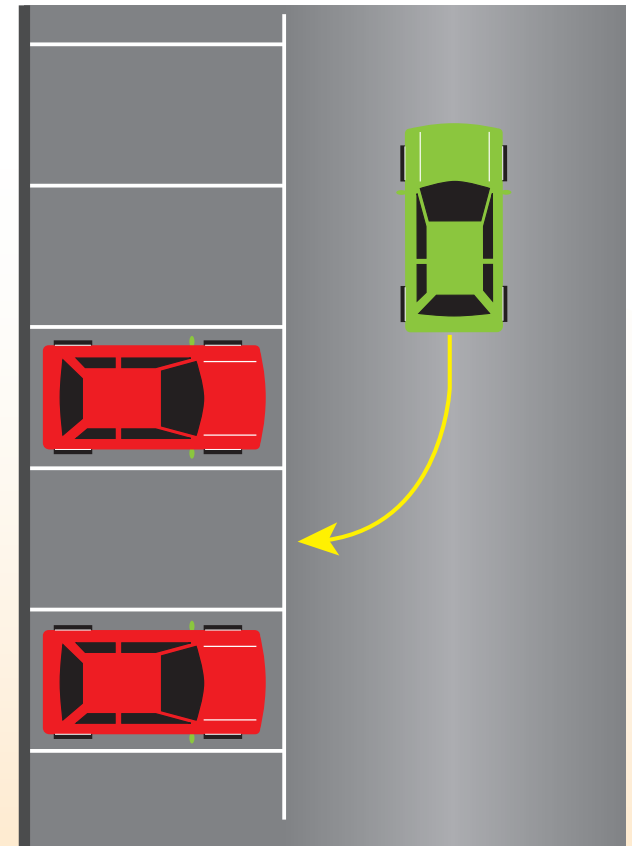
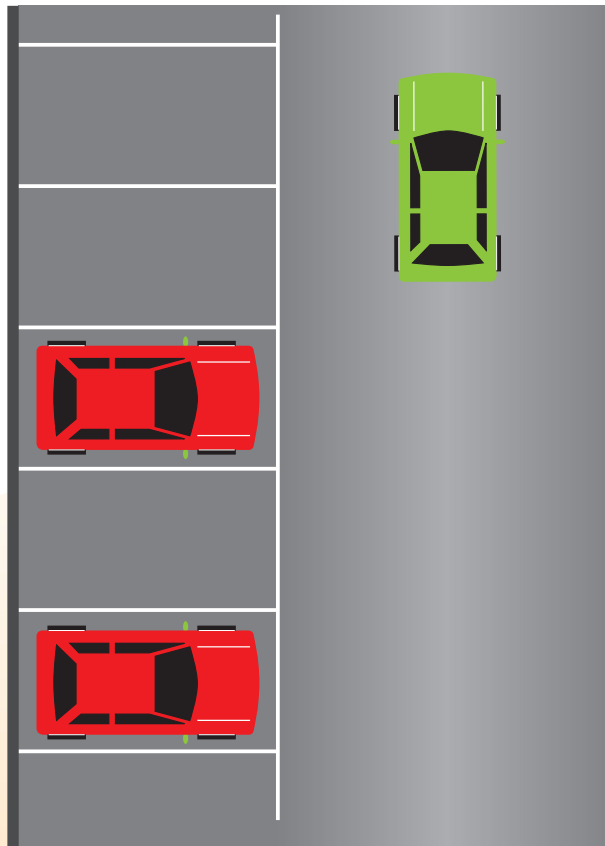
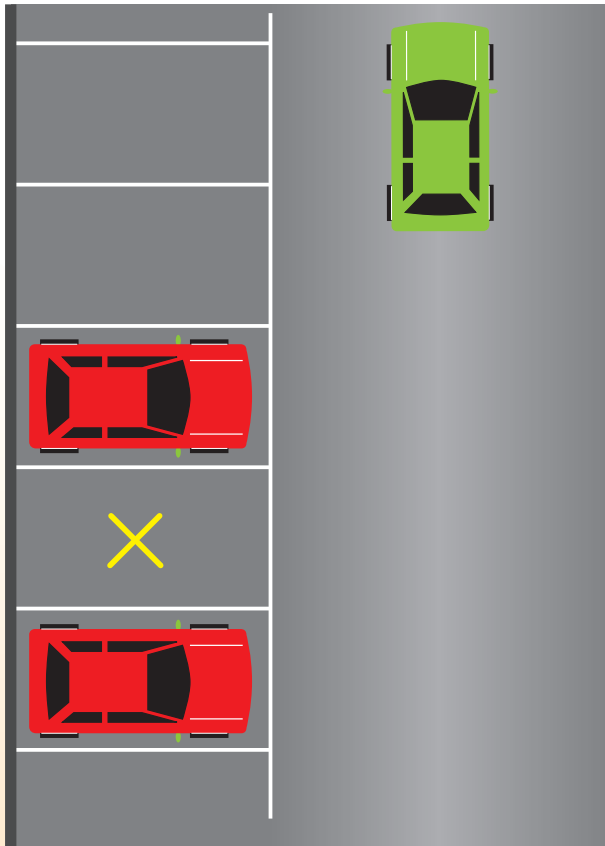


# Bay Park: Reverse

*Pull up in the centre of the road.  
Wheels straight.  
Three bays passed the one your parking in.*

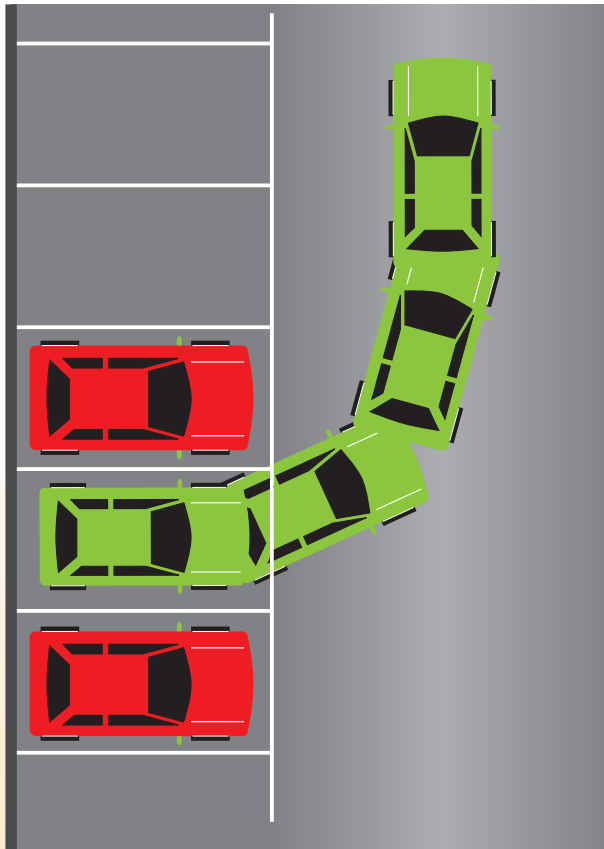
*Observations.  
Reverse to the reference point.  
i.e. door handle for point of turn.*

*Observations.  
At your point of turn, full turn.  
Slowly at walking pace.  
Check blind spots.  
Check bay lines (parked cars) using mirrors.  
Correct as necessary.*

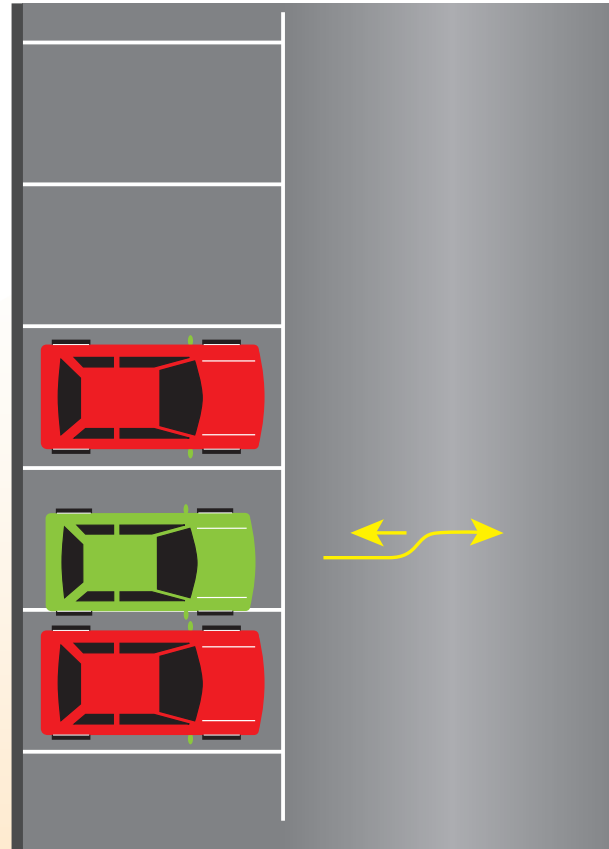


# Bay Park: Reverse

*Observations.*  
*Check where to stop using reference point.*  
*i.e. front bay line underneath mirror.*



*Observations.*  
*Do corrections if necessary.*

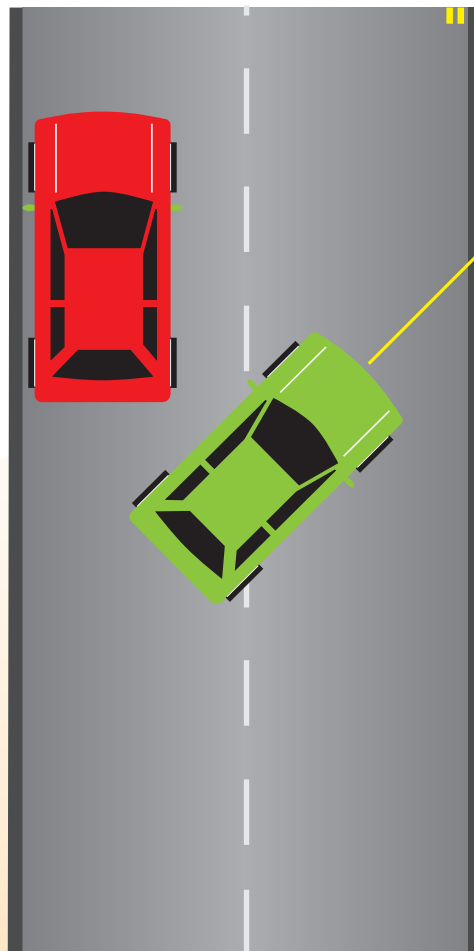
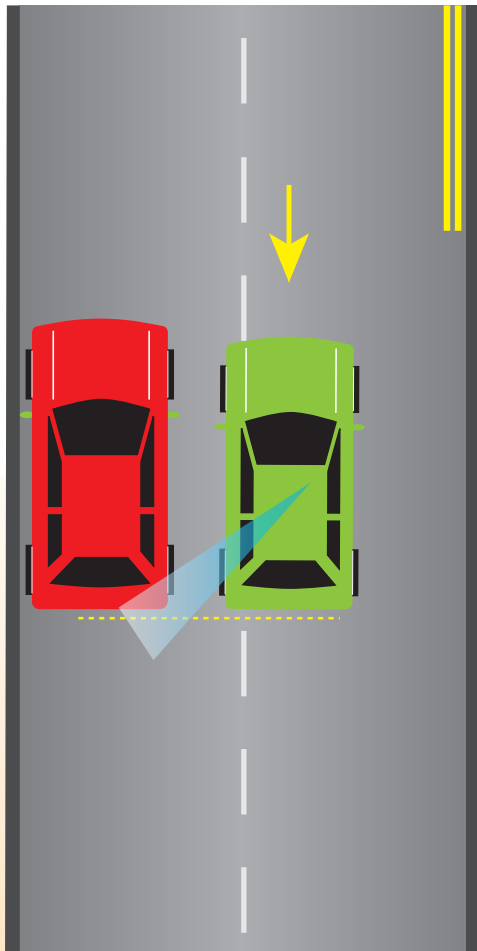
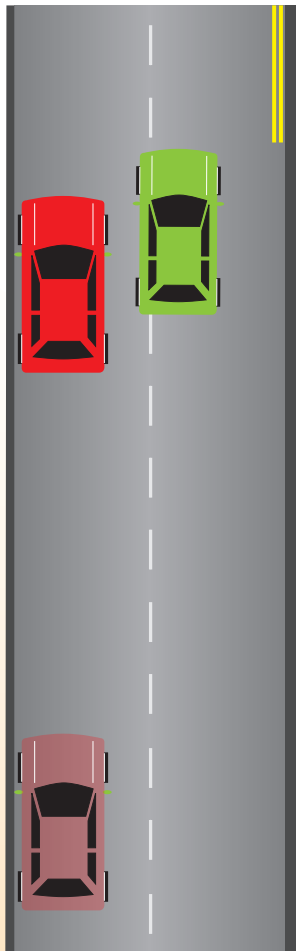


# Parallel Park

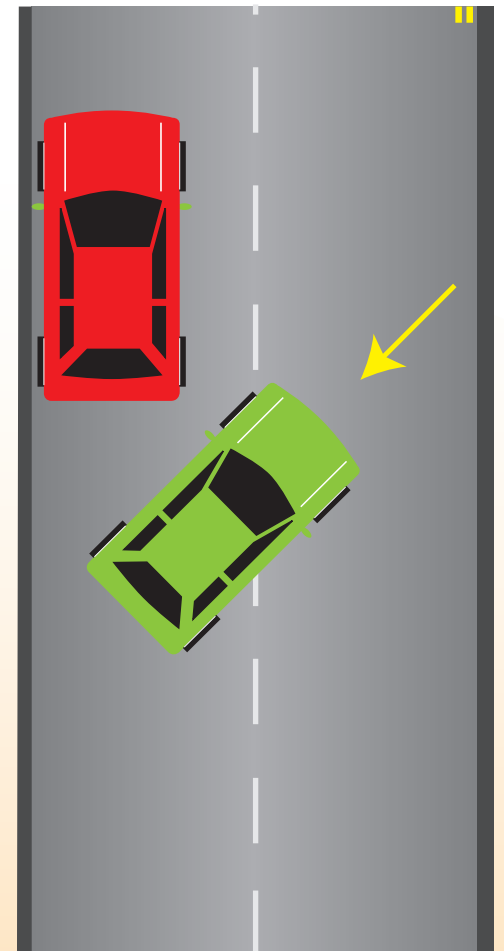
*Pull up to the parked car, leaving half a meter gap. Parallel and straight wheels.*

*Observations. Reverse straight so the rear of parked vehicle is visible in the rear side window.*

*Observations. Drive straight backwards. Find a point in the car to judge the turn to park. i.e. door handle at kerb (side mirror).*

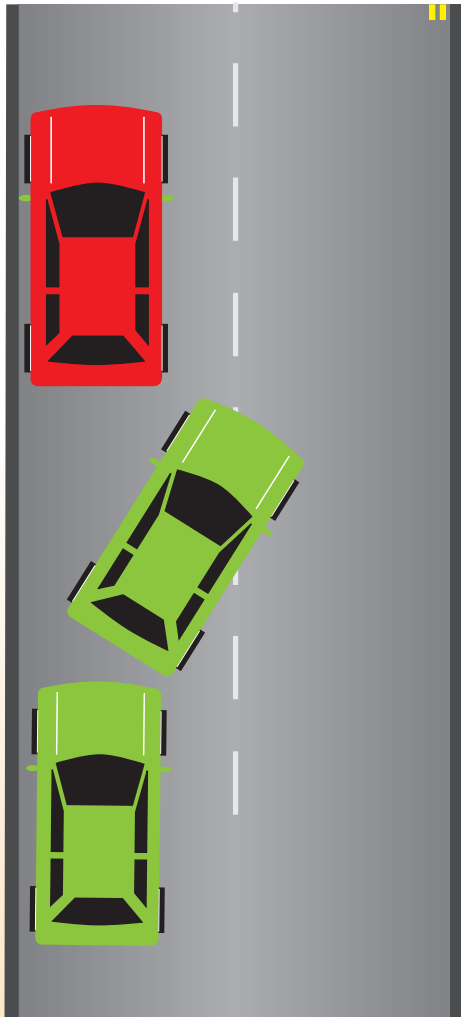


*Turn to 2pm:  
Straight wheels.*

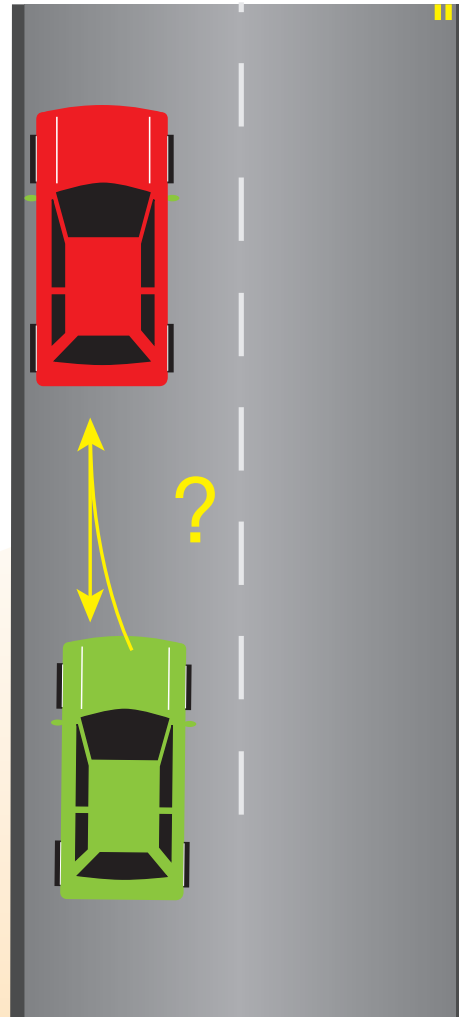


# Parallel Park

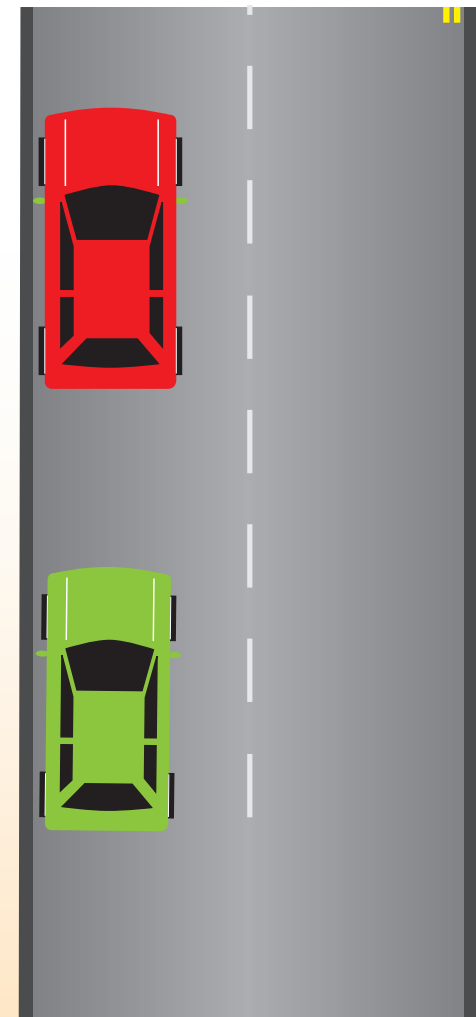
**Observation.**  
*Turn to become parallel to the kerb.*



**Observation.**  
*Correct if necessary.*



**Observation.**  
*Finish where you are able to see the wheels of the car in front.*



# Turn In The Road

## Why

*Turn around.  
Parking space.*

## Where

*Safe; legal.  
Convenient.  
Obstructions.  
- trees; lamps; etc.*

## Control

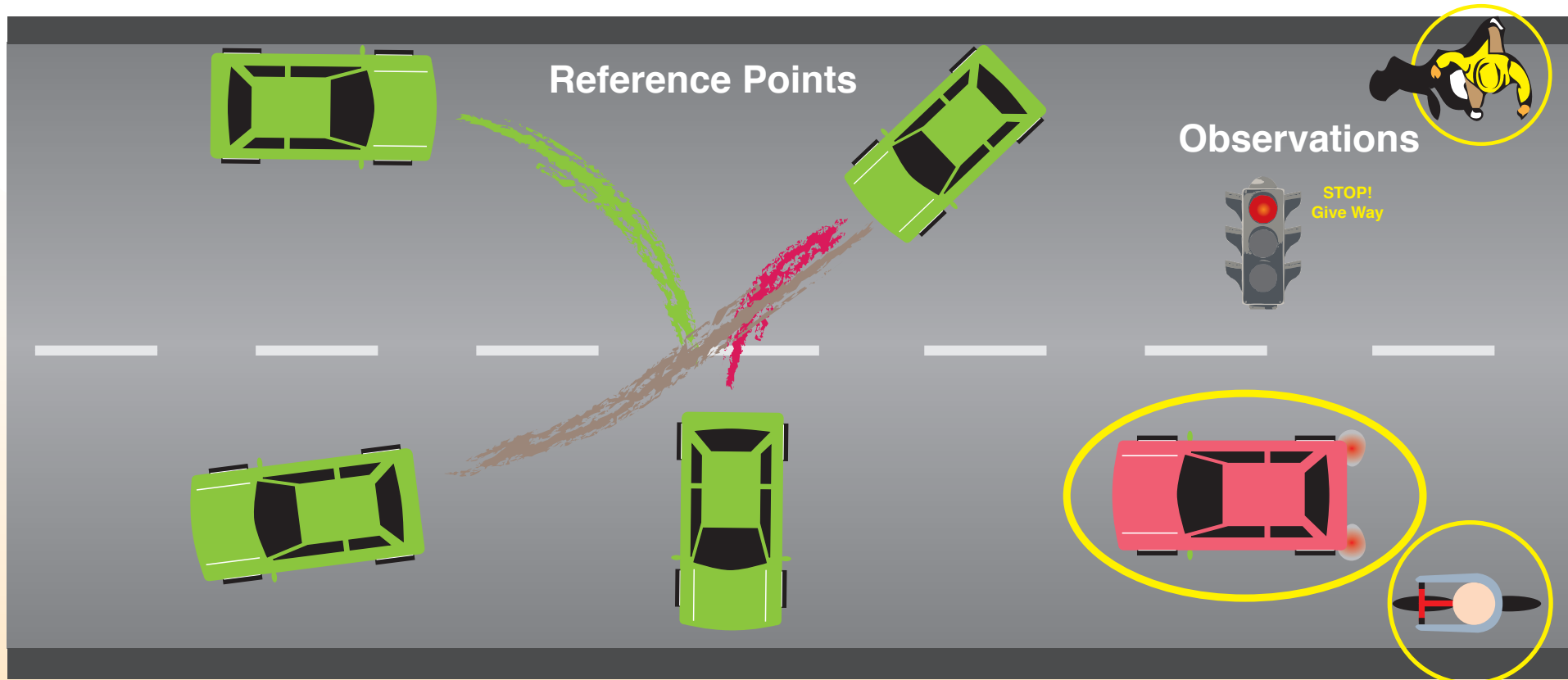
*Walking pace.  
Clutch.  
Steer quickly.  
Full lock/dry steering.  
Camber.*

## Observation

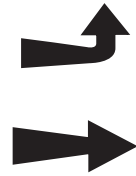
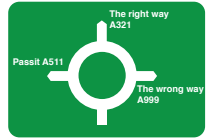
*Pedestrians.  
Cycles.  
Traffic (eye contact).  
Left / right shoulder.*

## Accuracy

*Between kerbs.  
Reference points.*



# Roundabouts



**MSM & LADA** (*Mirrors Signal Manoeuvre... Look Assess Decide Act*)

Get Direction? **Signs:** Sign Posts or on the road.

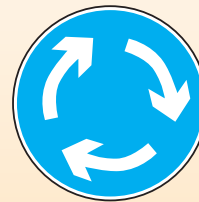
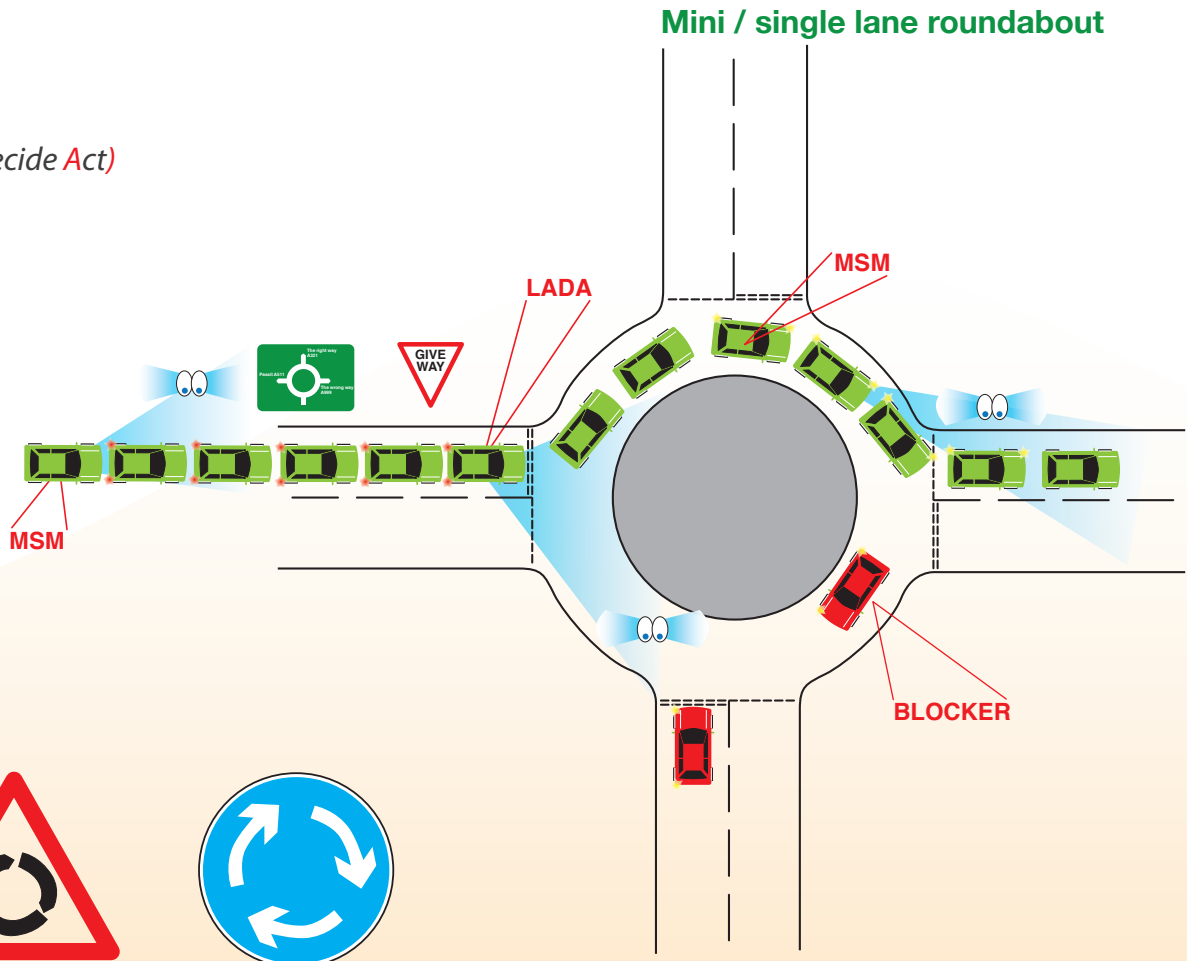
Approach **MSM**;

- Position, speed and gears?
- Start to look... is it clear?
- Prepared to stop?

Clear to go **LADA**;

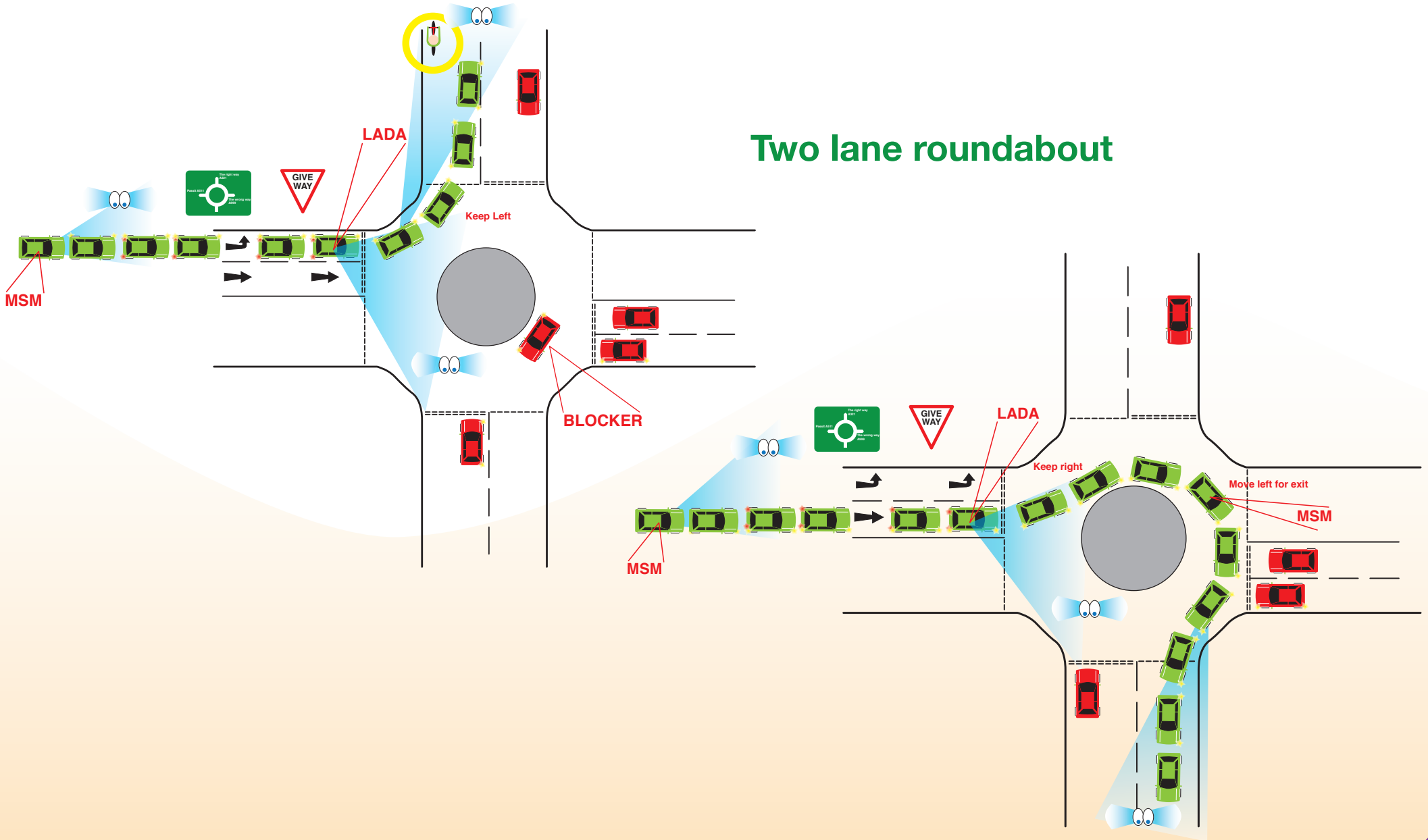
- Give way to the right.
- Look for signals from other vehicles.
- Keep an eye out for blockers.

**GAS BITE GO!** *As you move look again!*

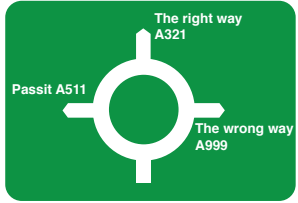


# Roundabouts

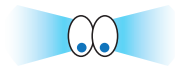
## Two lane roundabout



# Roundabouts

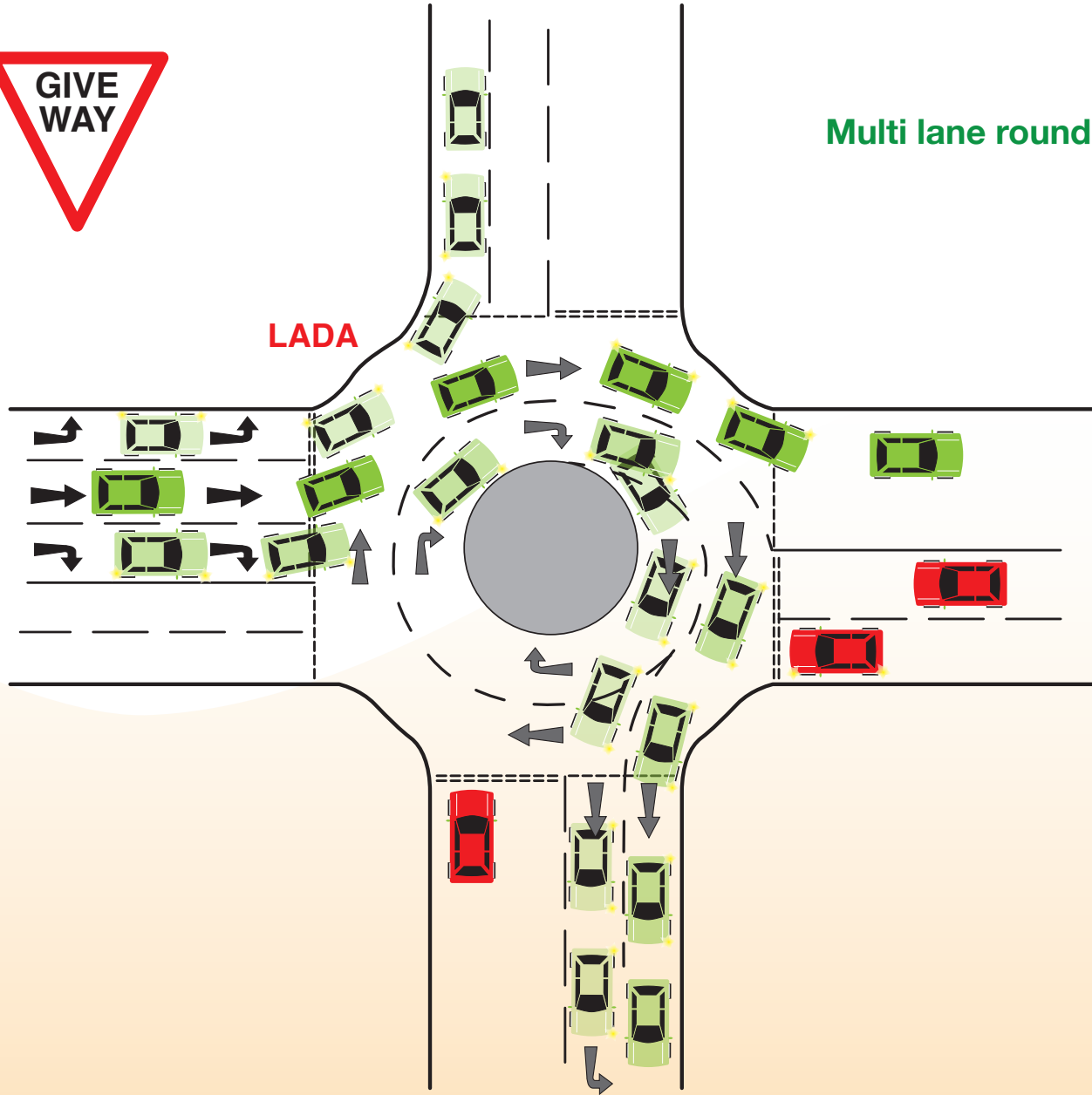


Multi lane roundabout



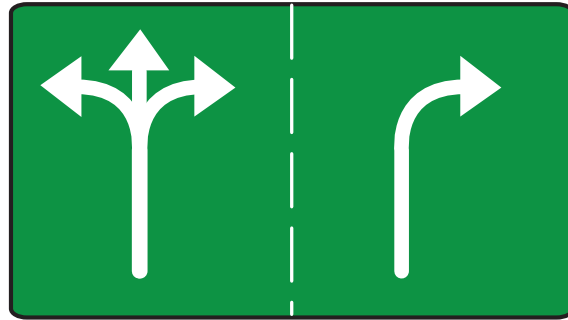
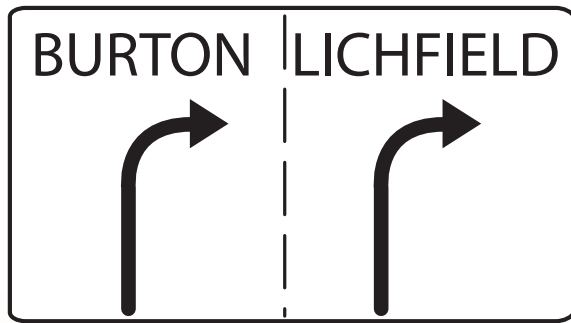
MSM

LADA

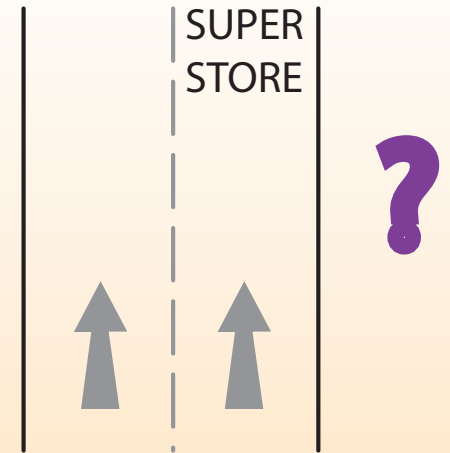
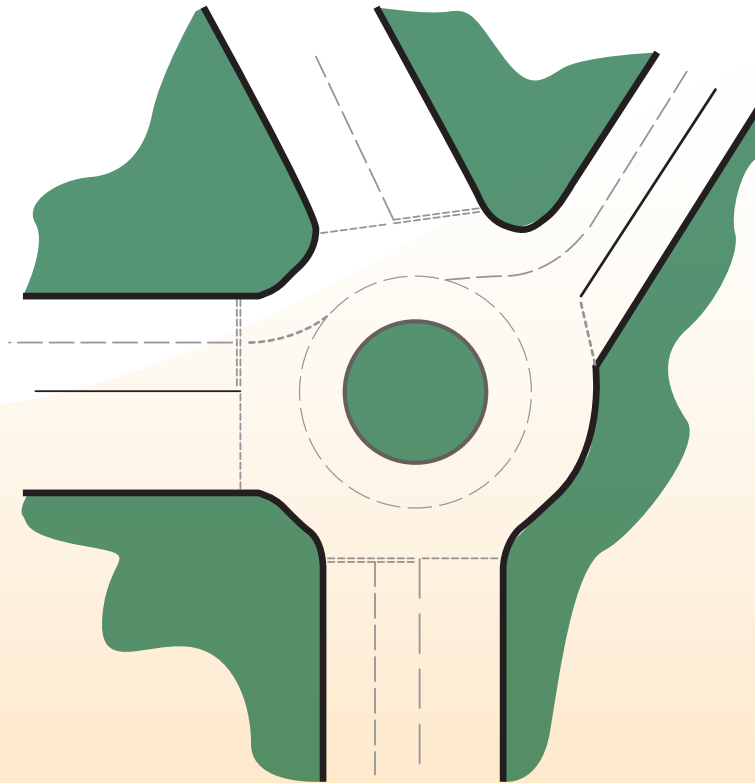
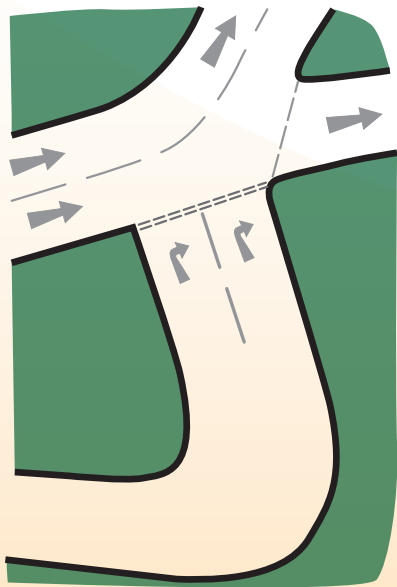
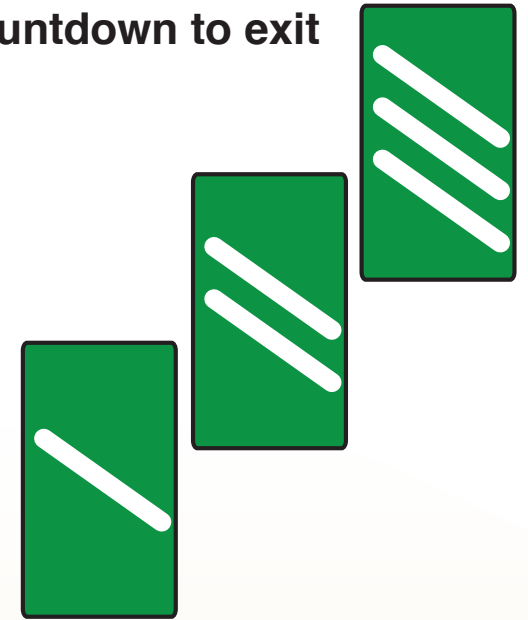




# Signs & Lanes



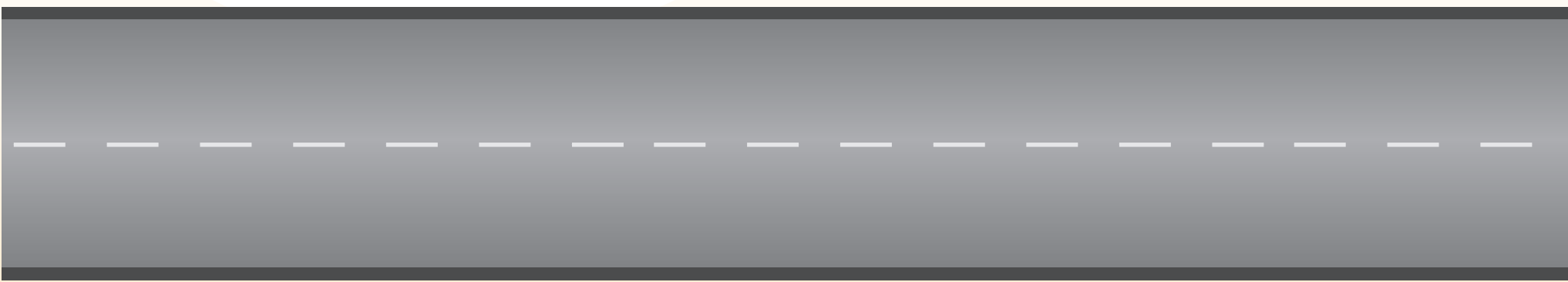
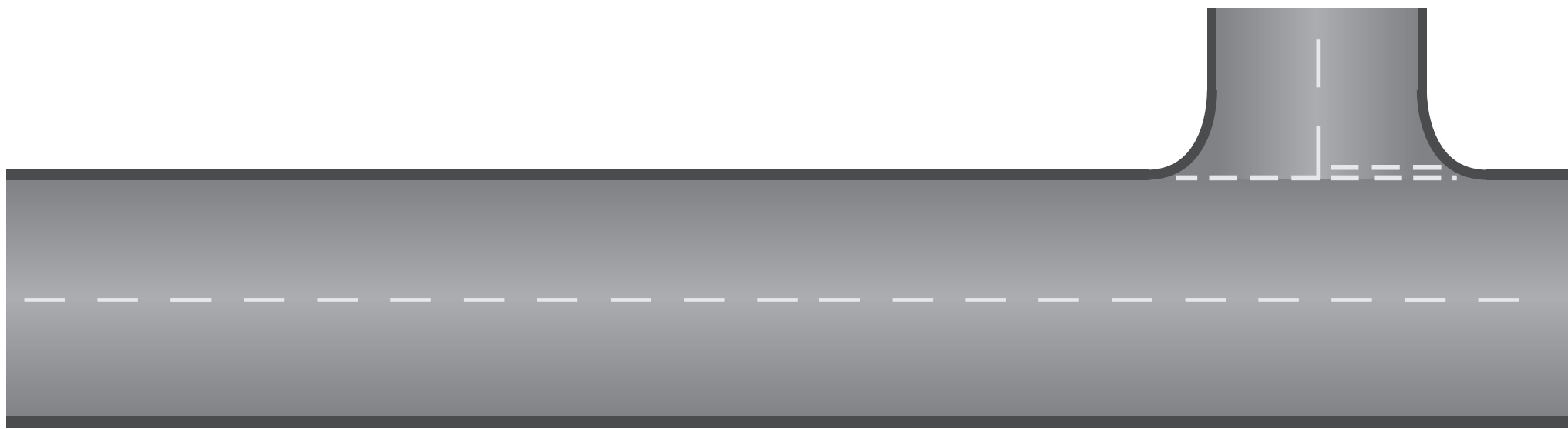
Countdown to exit



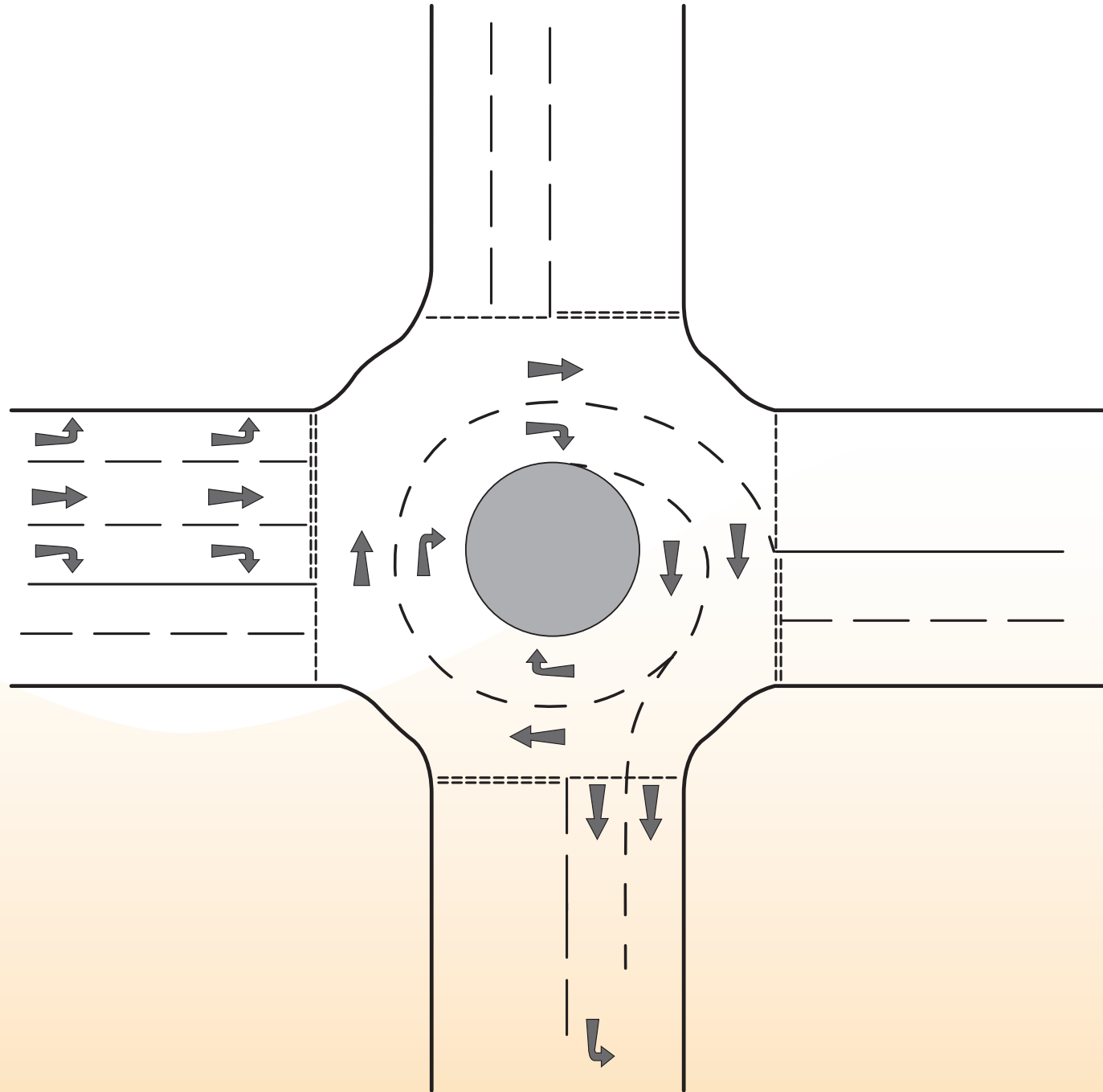
# Signs & Lanes



Matt Shurmer



Matt Shurmer



# Motorways

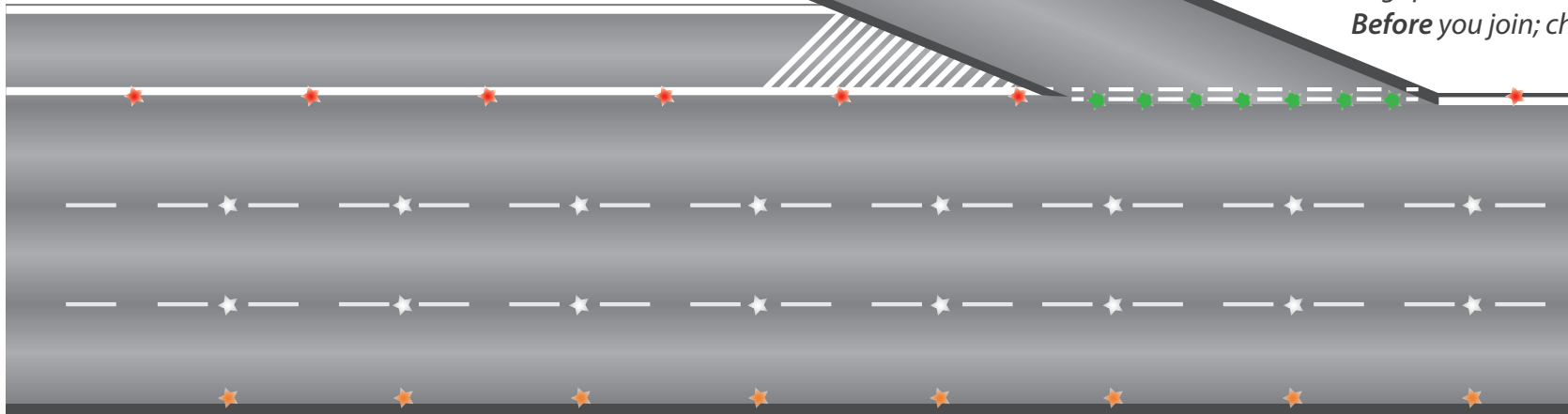
Slip road entrance

**Slip road entrance.**

To gain speed to match that on the joining road (70mph) look well ahead check traffic?

**Observations:** check centre and right mirrors, indicate, look for gaps.

Before you join; check right blind spot.



**Slip roads exit.**

**Observations:** check centre and left mirrors, indicate.

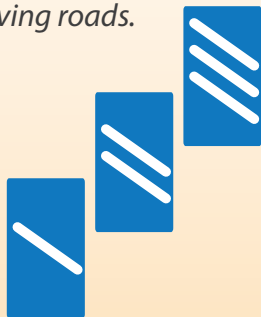
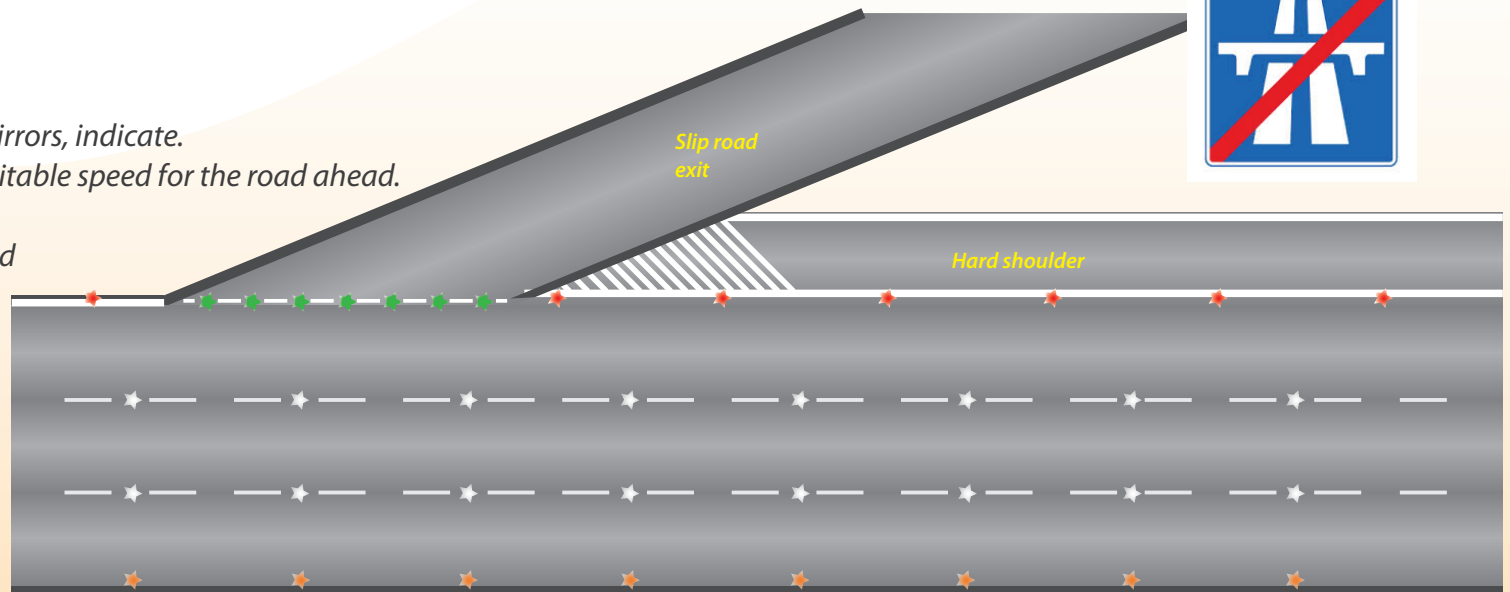
Lose speed within the slip road to a suitable speed for the road ahead.

What's at the end of the slip road?

Check your speed once you have exited the fast-moving roads.

Slip road exit

Hard shoulder



# Motorways



*Temporary maximum speed advised.*

*Leave motorway at next exit.*

*Risk of fog ahead.*

*Risk of ice ahead.*

*End of temporary restrictions.*

*Matt Shurmer*