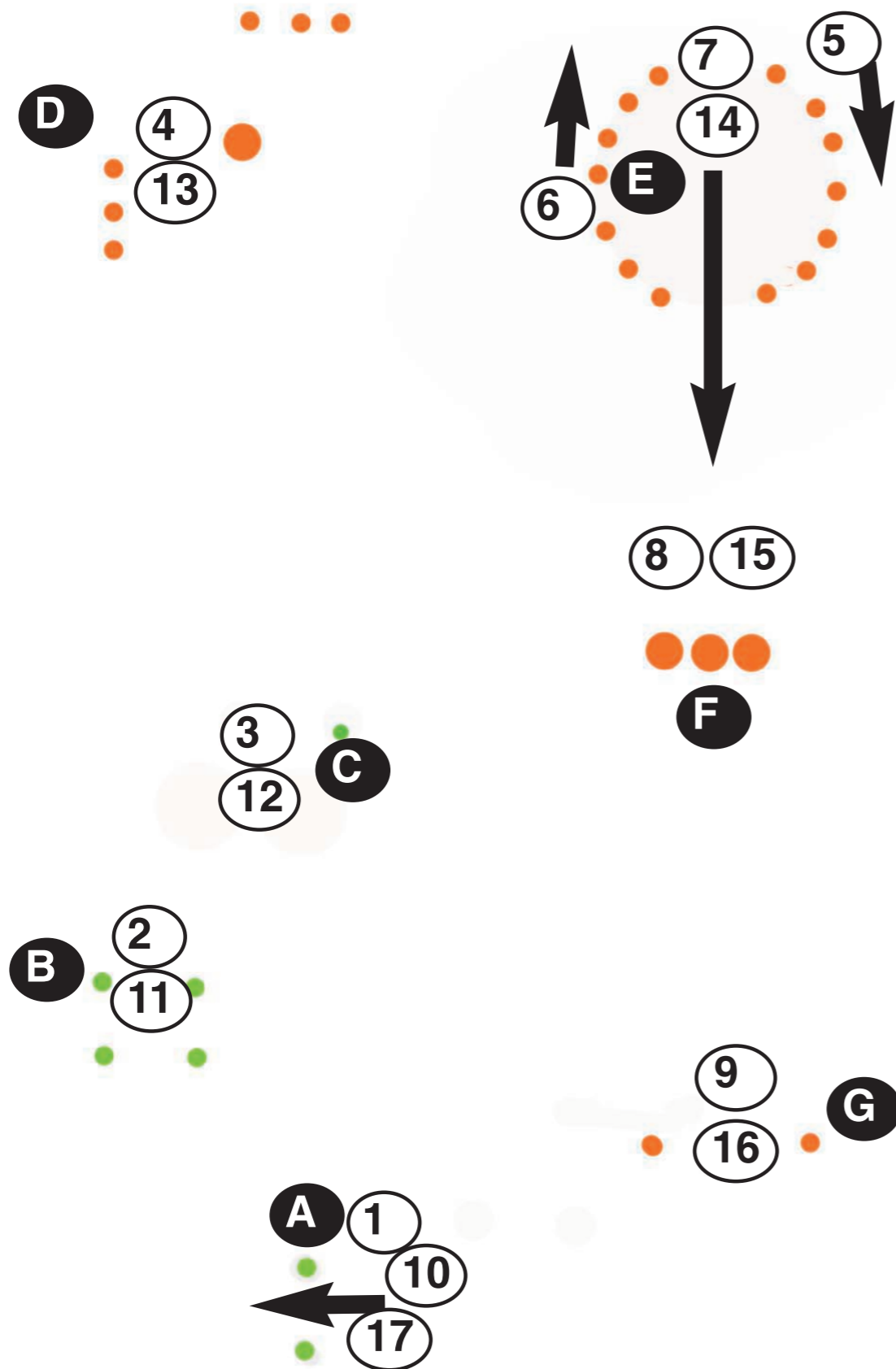


Skid Monster

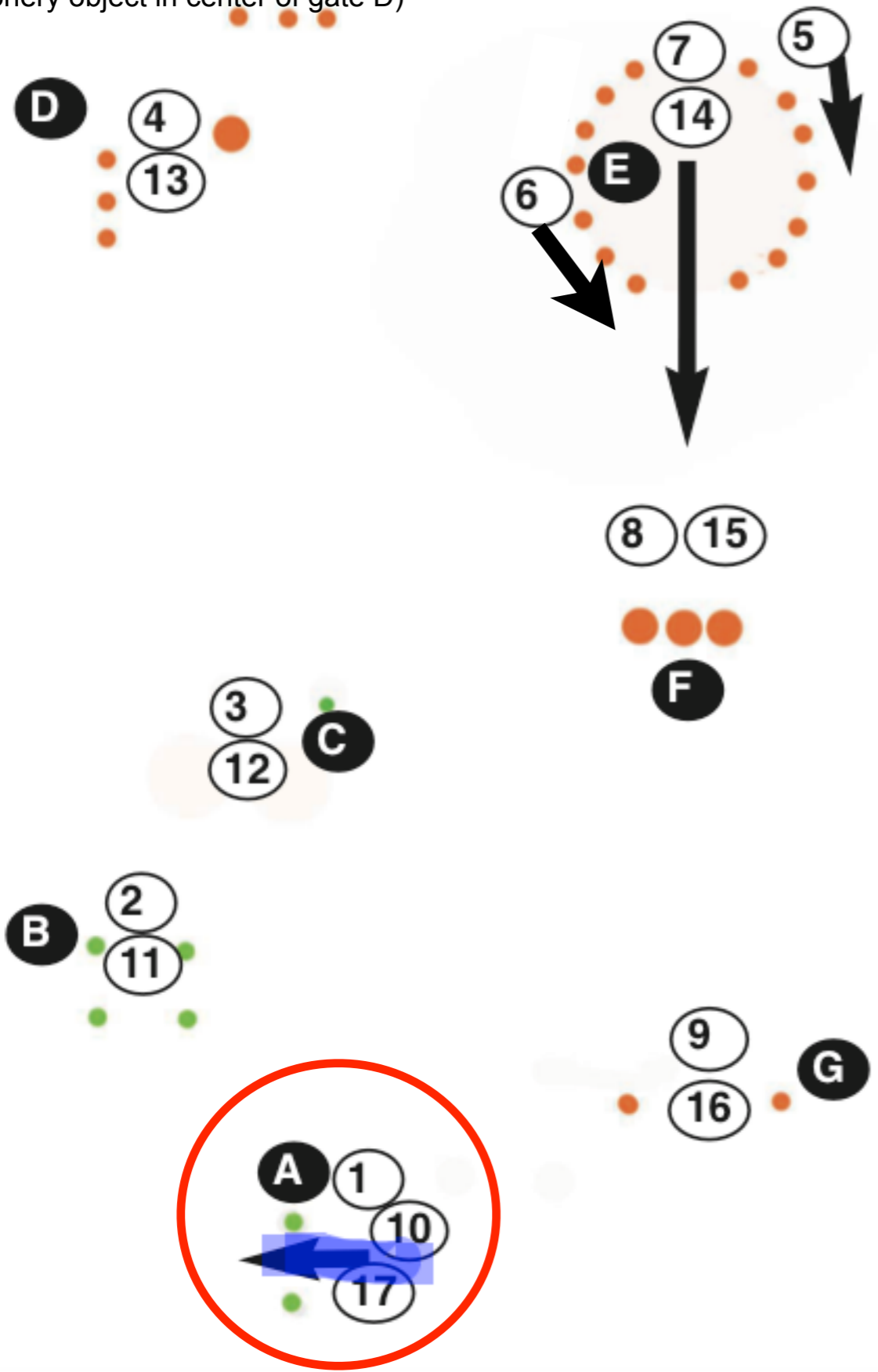
Driving Evaluations

Actions to Evaluate



1. Belts on, windows closed, turn head, target
2. Turn head, Target
3. Target front of car to detect **off target**
4. Brake, turn head, detect **off target**
5. 8 mph Right curve, "See front move into circle to detect and correct **off target**."
6. 10 mph Left curve, see 2 mph effects
7. Following a car with only 1 sec. space
8. Car (cones) makes sudden stop, 1 sec. away
9. Come to complete stop
10. Go through A, Turn Head, Target
- 11-12. Option to go direct from B to D
13. Hold brake, turn head, detect **off target**
14. Following car with 4 seconds of space
15. Car makes sudden stop, effects of 4 seconds
16. Complete smooth stop
17. Stop and switch drivers

Target
(stationery object in center of gate D)



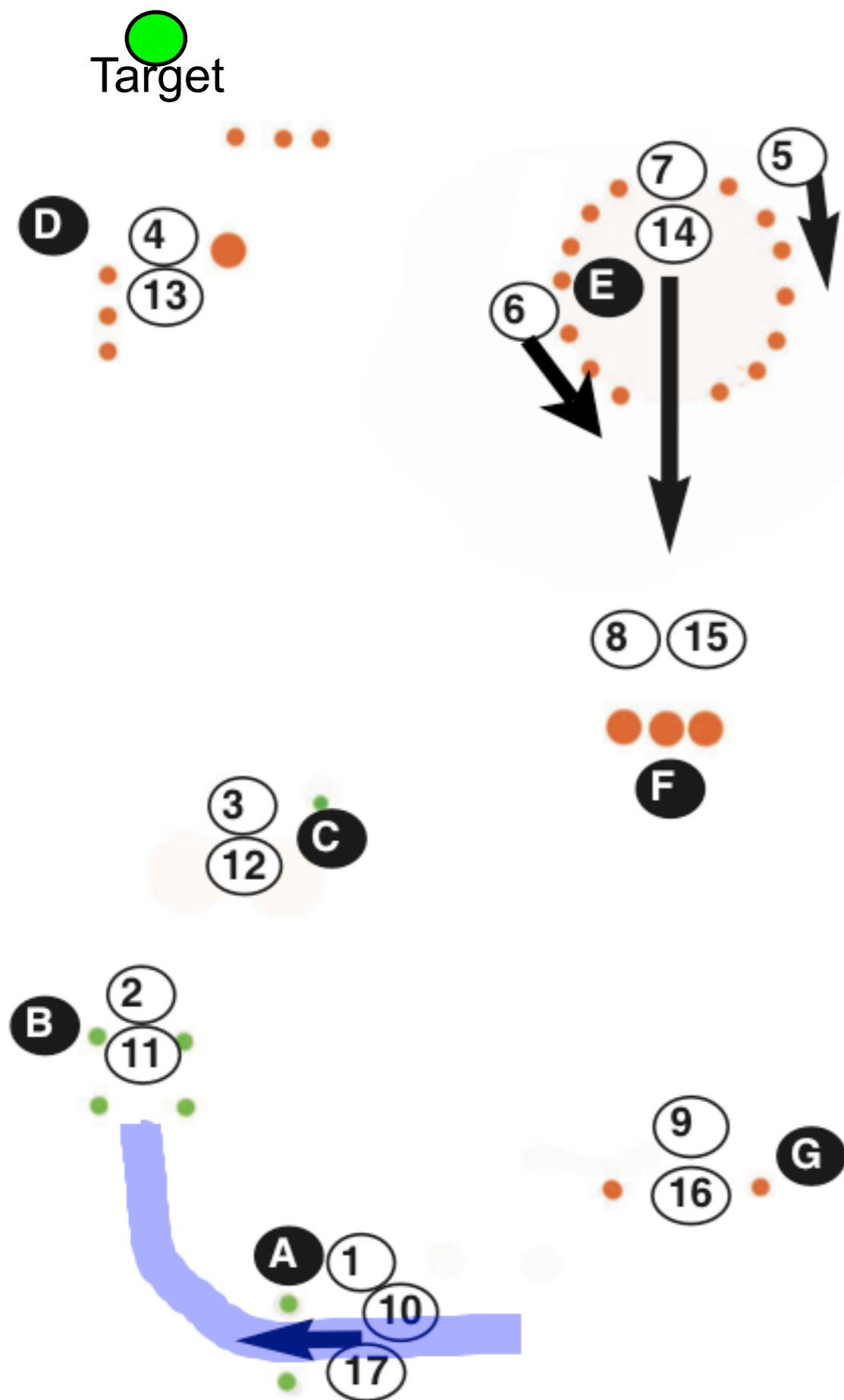
1. Start at gate A with one or two trainees.

1. Instructor Actions NON Active,

- **Check for:** Belts on, seating position, windows closed, hands and feet positions,
- **Tell:** trainee to turn head.
 - Show where the target for Gate D is.
 - Explain the car will go where the driver is looking.
 - trainee that we will be going into gate C like there was a sudden blockage to our path en route to gate D.
 - Tell them to look for the car off target.
- **Evaluate:** trainee's actions
- **Cue:** when actions are not accurate, give cues for correction.
- **Note:** You only give these explanations to the first driver. All others you only give gate directions and cues.

1. Trainee's Actions

- Belts on, seating position, windows closed, right foot on brake, left foot on dead pedal, hands at 9-3 position.
- Trainee turns head and identifies target for Gate D.
- Observe their detection of off target.



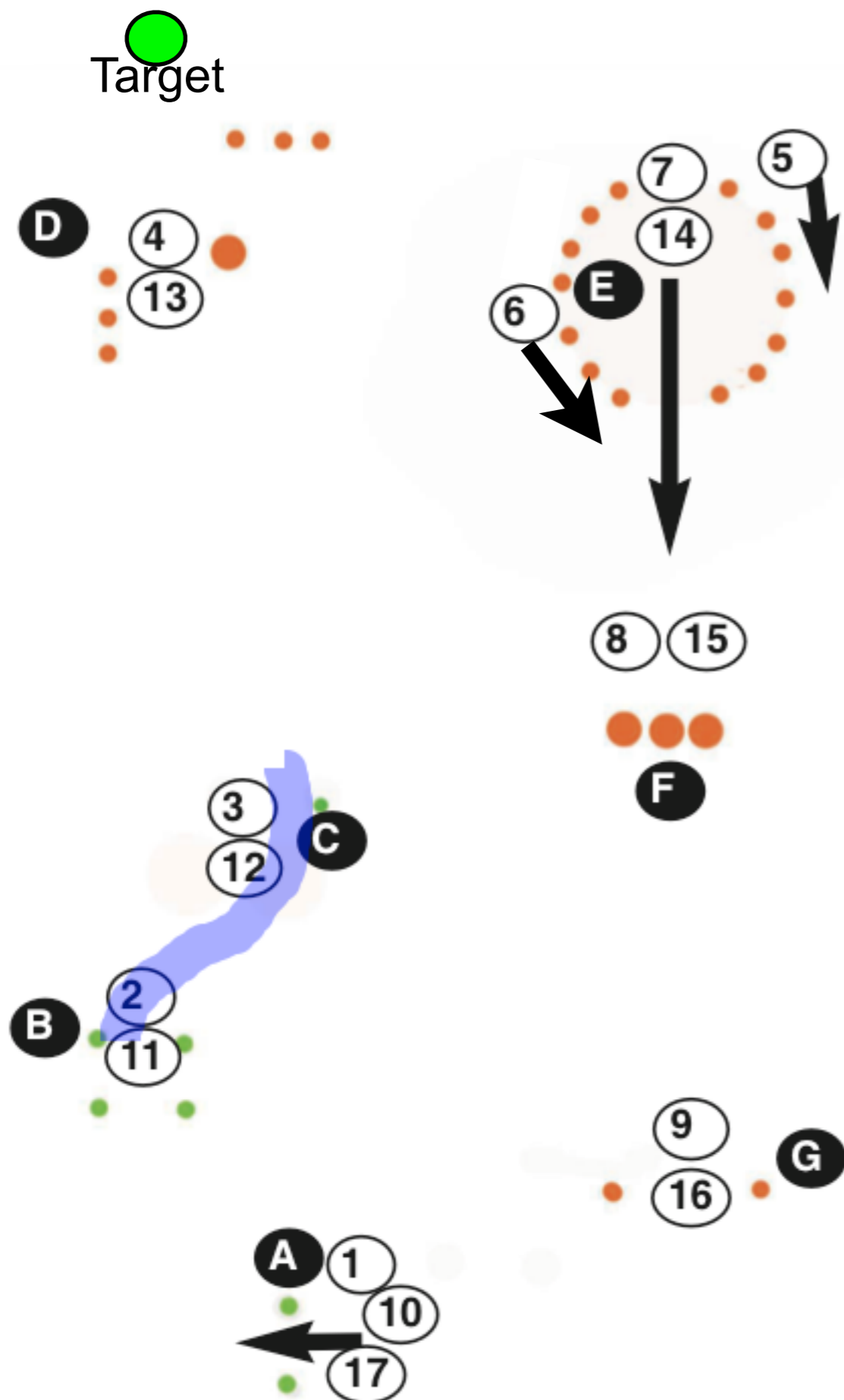
2. From gate A to B.

2. Instructor Actions NON Active,

- **Check for:** Eyes to target and not looking down at cones.
- **Tell:** trainee to keep focus on Path to D.
 - State they should look for the front of the car getting off target and correct without delay.
- **Evaluate:** trainee's actions
- **Cue:** when actions are not accurate, give cues for correction.
- **Note:** You will keep the NON-SKID mode until the car is in Gate C. This will keep the skidding action away from gates A, B, G which will be closer to where the crowd will be entering and exiting the cars. Also, going into gates A, B and C without the Skid Mode provides better comprehension time.

2. Trainee's Actions

- Head was turned before steering.
- Hands were used correctly.
- Thumbs were on outside of wheel.
- Speed selection was effective.
- Eyes were looking to D, not at cones.



3. From gate B to C.

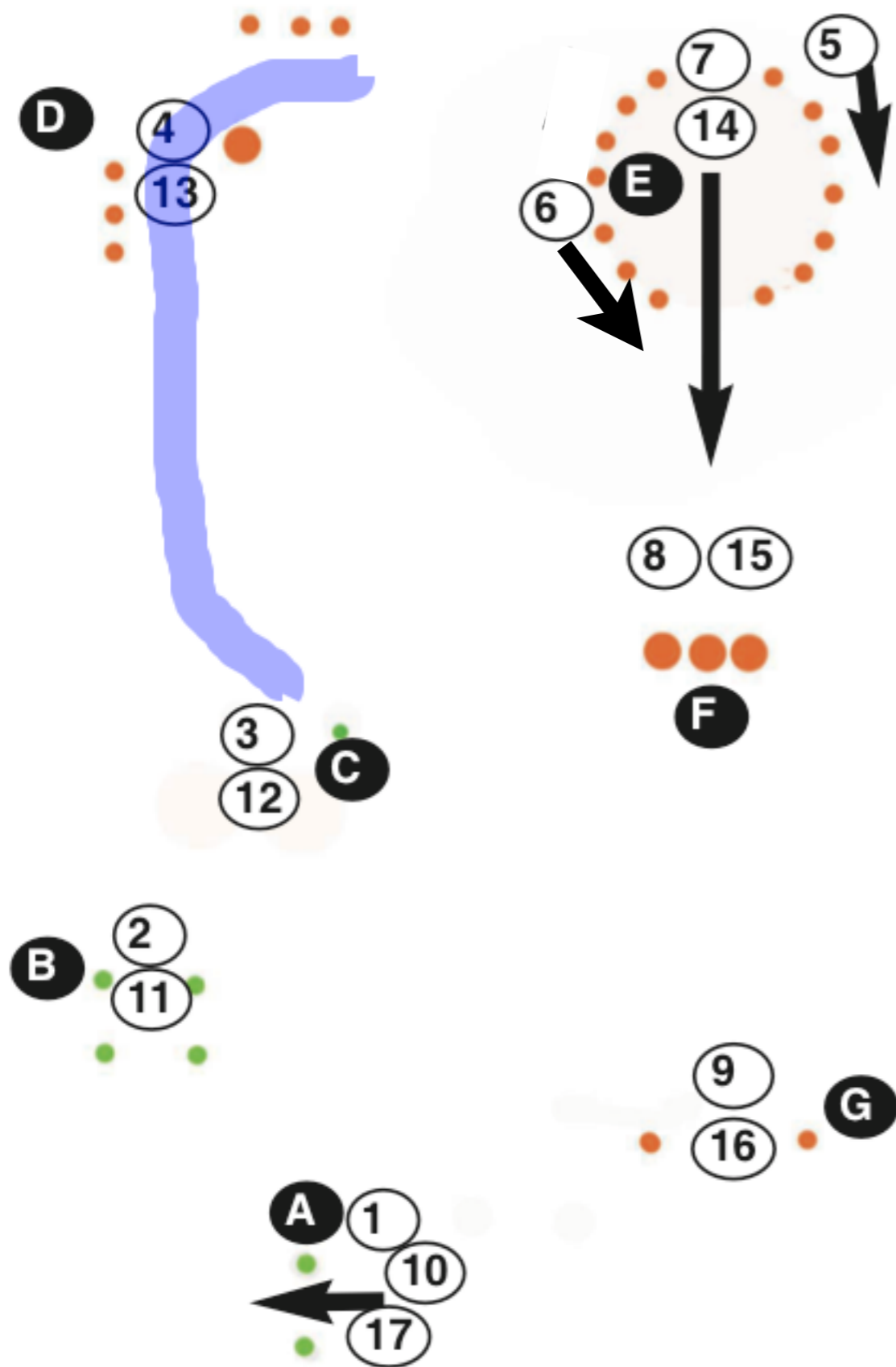
3. Instructor Actions ActiveMode

- **Check for:** Eyes to target and not looking at cones.
- **Tell:** To concentrate on where they want the front of the car to go. If it is not going where they want it to go, put in an immediate steering action to get back on target.
- **Evaluate:** Put into Skid Mode and observe any delay in the trainee's response.
- **Cue:** when actions are not accurate, give cues for correction.
- **Note:** Switch to Skid MODE while the car is coming out of Gate C, not before it enters Gate C.

As soon as the car Skids past the TP, flip the switch into the NON-Skid mode

3. Trainee's Actions

- Speed selection was effective
- Detects skid angle
- Steering corrections made without delay
- Angle of steering was not excessive



4. From gate C to D.

4. Instructor Actions ActiveMode

- **Check for:** Eyes to target and not looking at cones. Observe when foot comes off the brake pedal at gate D.
- **Tell:** We will be making a right turn out of gate D and go to gate E, which will represent making a right turn into curve.
- **Evaluate:** Put the Skid Mode and observe any delay in the trainee's response.
- **Cue:** when actions are not accurate, give cues for correction.
- **Note:** You will not have time to explain Transition Pegs, but you should observe whether the braking and acceleration actions take place at the TP.

4. Trainee's Actions

- Foot on the brake and hold until TP
- Head turned before steering into D
- Detect skid
- Steering corrections made without delay

5. From gate D to E.

5. Instructor Actions

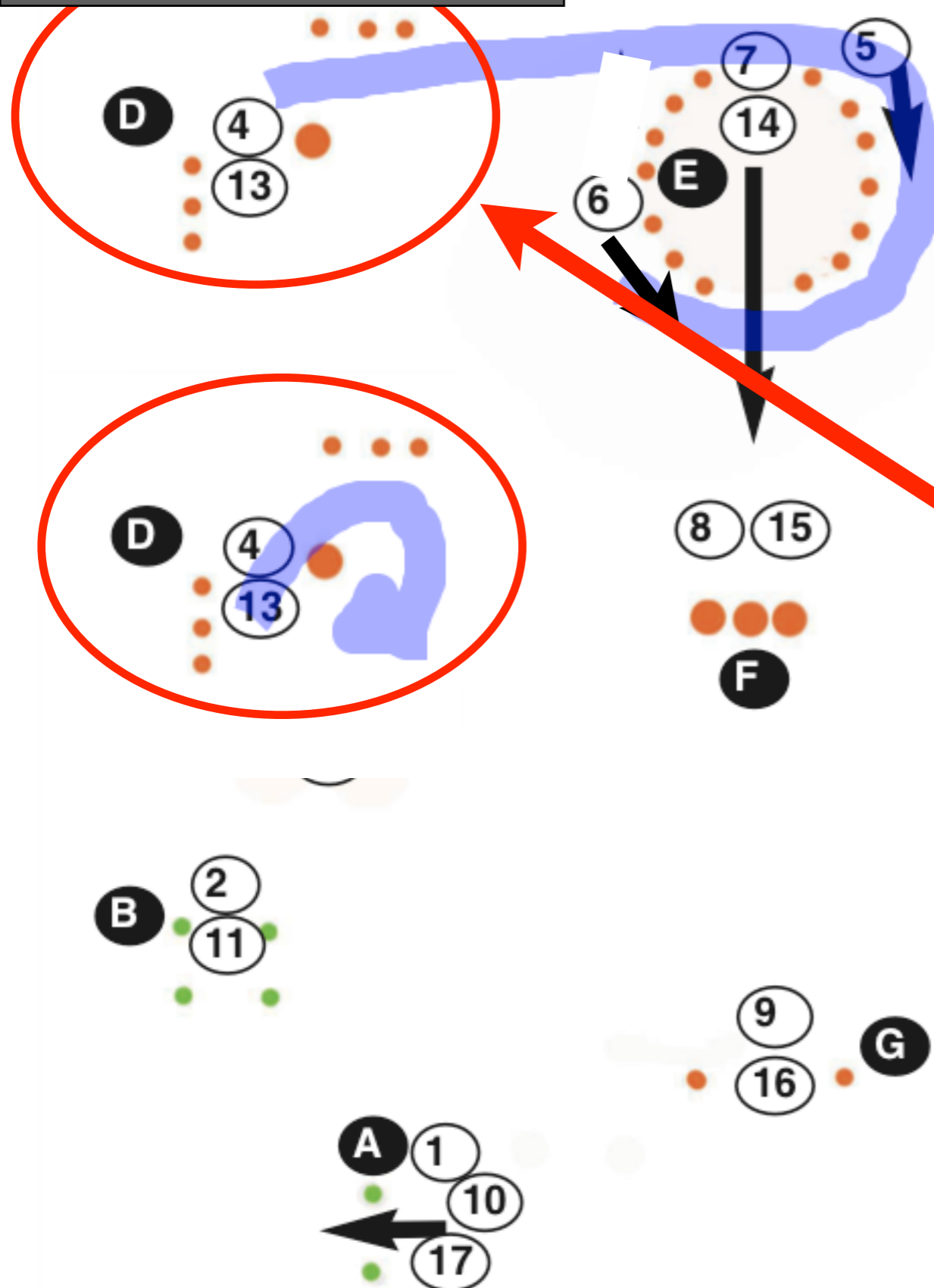
Keep in Active Mode

- **Tell:** We will be making a right turn out of gate D and go to gate E, which will represent making a right turn into curve.
 - **Note:** Coming out of Gate D, the trainee will either lose control and the car spins around, or it doesn't go into a spin. If it goes into a spin, make sure the switch is returned to the non-skid position
 - **When in Skid Mode:** Cue the trainee to reduce speed to 5 mph and have his/her foot on the brake as the "curve" is entered.
 - You do not want them to go into a skid at this point.
 - Then, have them gradually increase speed to where the skid begins to develop. Point out the movement of the front of the car going into the "curve".
 - Cue them to correct the skid.
- Put Switch into Non-Skid Mode**
- If they don't correct it tell them how they almost had control of it. (you will want to contrast this effort to when you have them do the next approach at 2 mph faster).

5. Trainee's Actions

- Keep head looking into the curve
- Detect the yaw angle immediately
- Steering corrections made without delay

When car does not spin out.
Keep in the Active Mode

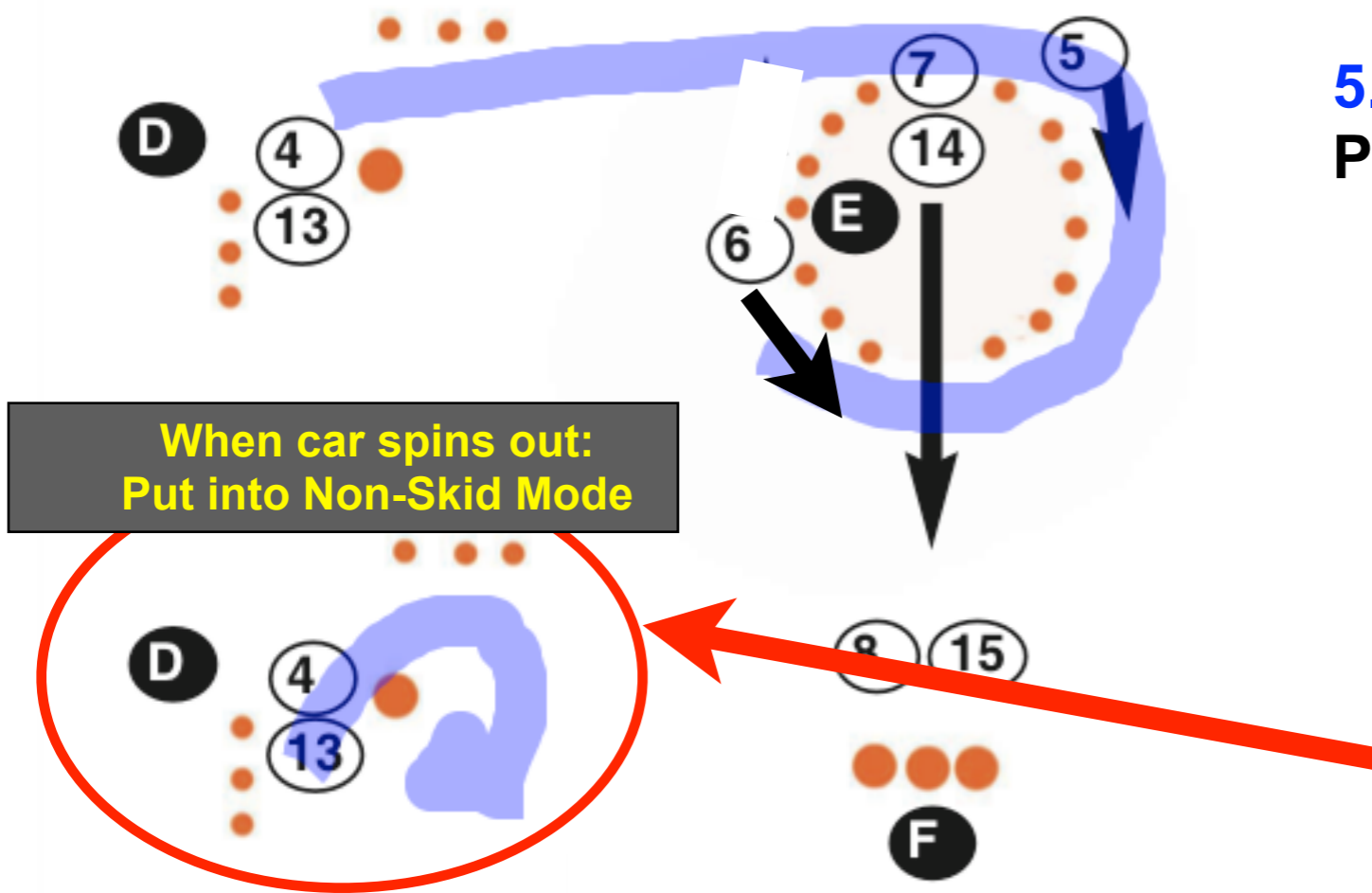


5. From gate D to E.

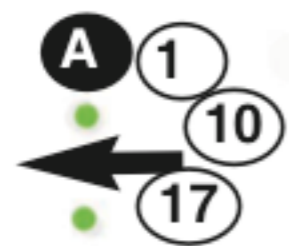
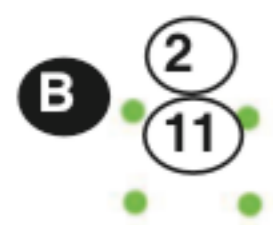
5. Instructor Actions

Put into NON-Active MODE

- **Tell:** We will be making a right turn out of gate D and go to gate E, which will represent making a right turn into curve.
- **Note:** Coming out of Gate D, the trainee will either lose control and the car spins around, or it doesn't go into a spin. If it goes into a spin, make sure the switch is returned to the non-skid position
- **When in Non-Active Mode:** Tell the trainee to get speed to 8 mph.
- You read the speedometer for them calling off the speed.
- Cue them to: "See the front move into the curve to detect and correct the skid".
- **Switch to the Skid Mode.**
- Cue them to correct the skid.
- **Put Switch into Non-Skid Mode as soon as it goes into a skid.**
- If they don't correct it tell them how they almost had control of it. (you will want to contrast this effort to when you have them do the next approach at 2 mph faster).



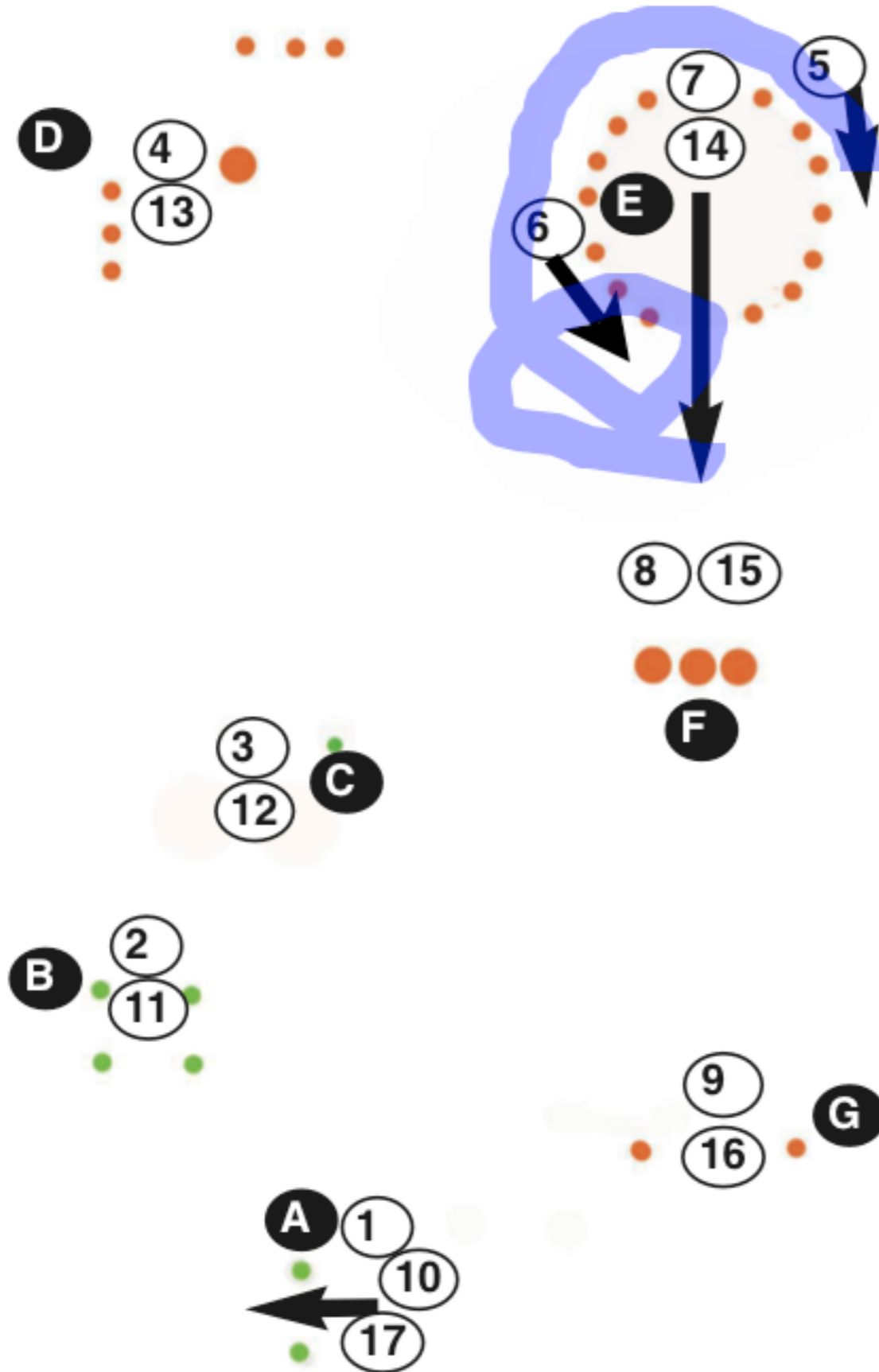
5. NON Get speed to 8 mph Right curve, "See front move into circle to detect and correct skid". SKID MODE



5. Trainee's Actions

- Keep head looking into the curve
- Detect the yaw angle immediately
- Steering corrections made without delay

Demo 6. Left Curve E



6. Instructor Actions

Non-Active MODE

- **Check for:** Head turned and eyes looking into the curve, not looking at cones.
- **Tell:** We will increase speed to 10 mph. Be prepared for correcting the skid.
- **Switch to Skid MODE when speed is 10 mph**
- **As soon as the car Skids past the TP, flip the switch into the NON-Skid mode**

- **Point out to Trainee:** “Notice how quickly the car broke into the skid. Emphasis the lack of control with 2 mph more speed,
Ask: “would you rather go 2 mph too fast into a curve or 2 mph slow? Fast in, slow out.”

- **Evaluate:** The trainee’s response.

6. Trainee’s Actions

- Attempt to correct the skid
- Reaction to yaw angle
- Steering wheel usage
- Direction of head movement
- Direction of steering

Demo 7, 8 Evasive to F

7-8. Instructor Actions

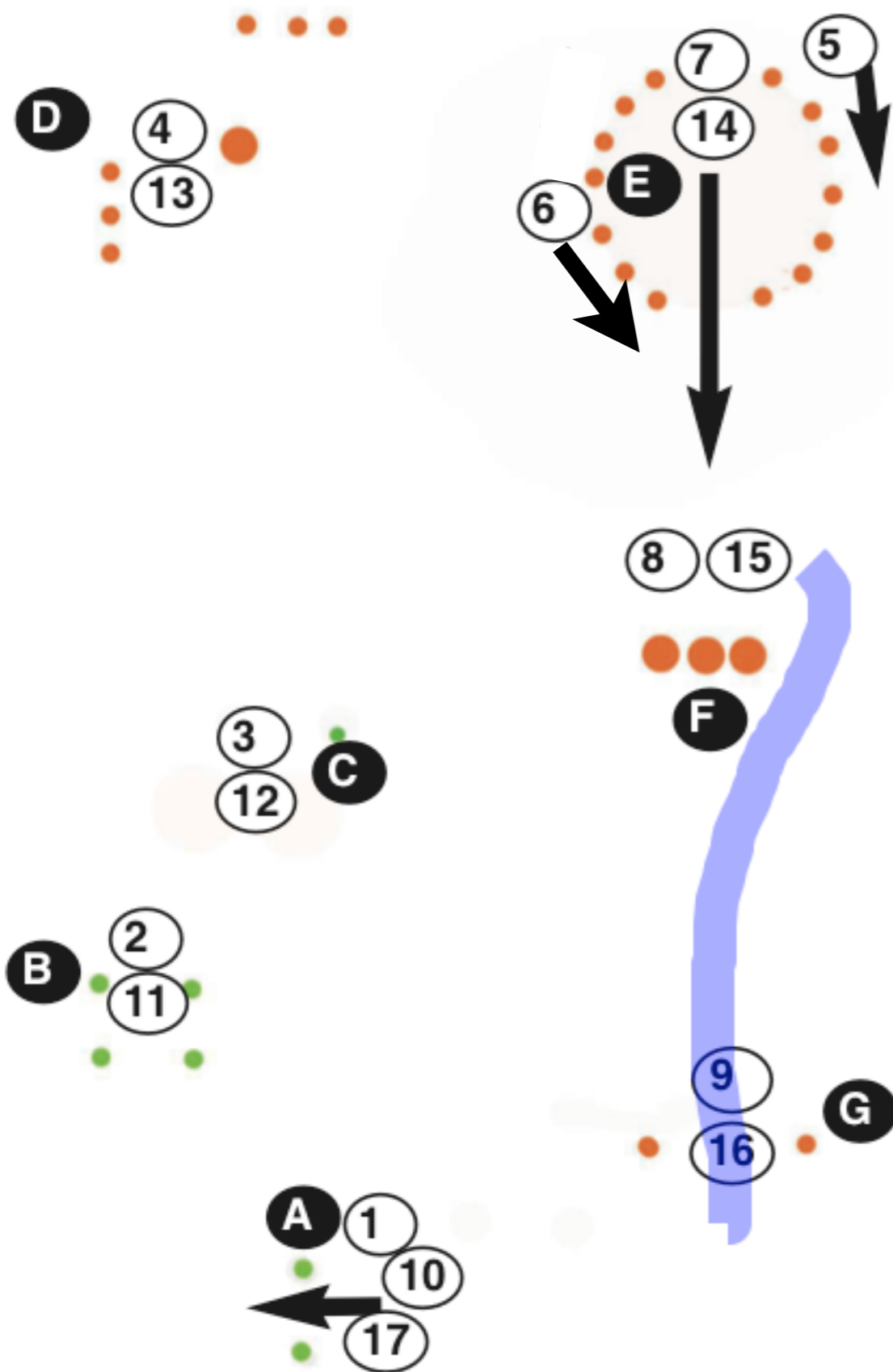
Non-Active MODE

- **Action:** Have car in Non-Skid Mode. Approach the circle opening from the left or from the right.
- **Say:** “the cones at F represent a car that you are following with only one second of space. It suddenly stops and you will need to go left or right. You will get close to the cones and I will say the direction for you to go. Any questions?”
- Show where the target for Gate G is .
- Tell the trainee to look at Gate G target
- Get speed to 15 mph.
- **When car is straight on target for Gate G, flip Switch to Skid Mode.**
- **SAY:** left or right when it appears the hood of the car is 3 feet before cones.

7-8. Trainee's Actions

- Keeps head on target
- Avoids use of the pedals
- Attempts to take correct steering





9. From F to G

9. Instructor Actions

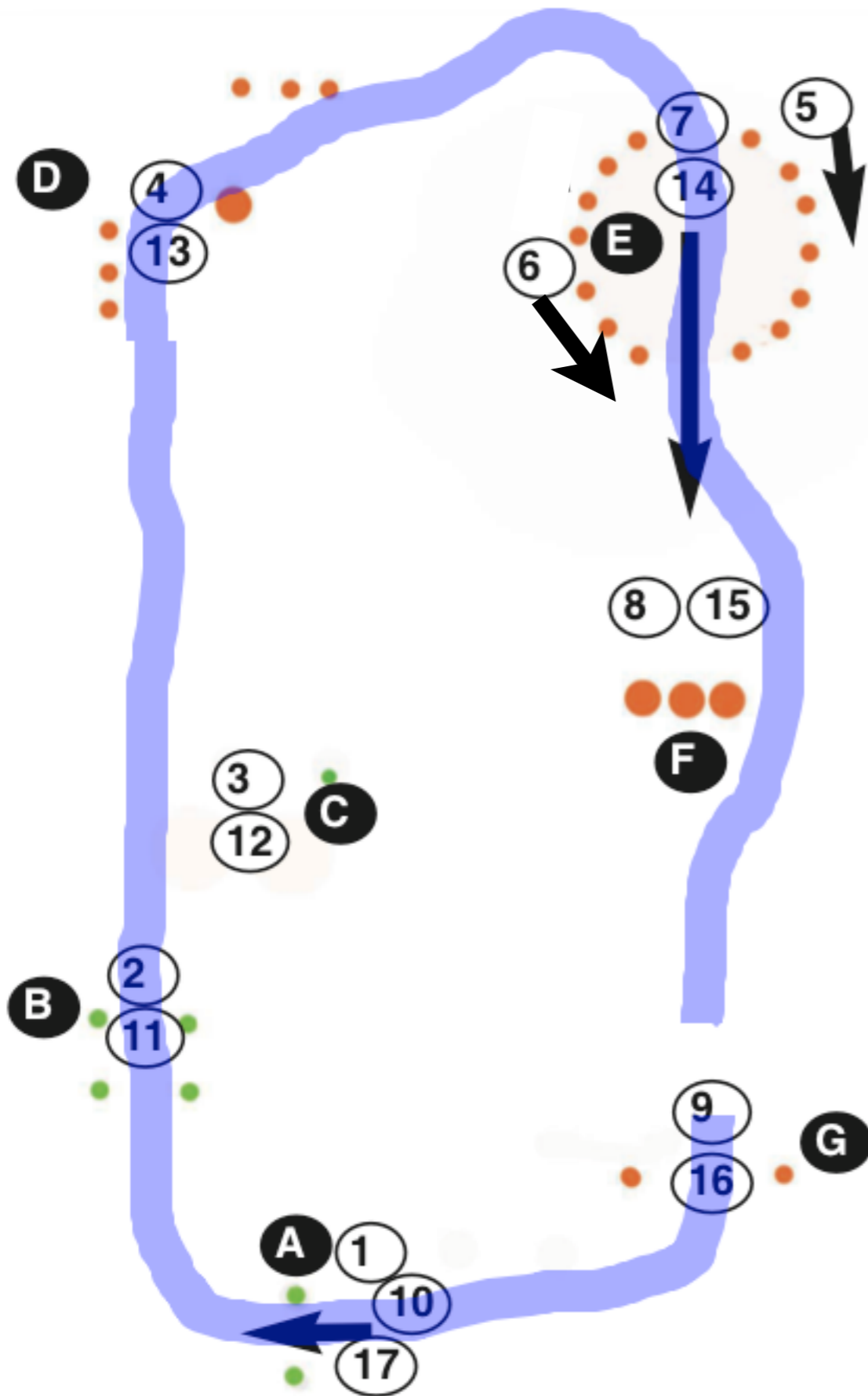
Non-Active MODE

- **Action:** Have trainee drive to Gate G and come to a stop.
- **Check for:** Eyes to targets.
- **Evaluate:** Observe the drivers actions.

9. Trainee's Actions

- Keeps head on target
- Makes a smooth stop

10-16. From G to G

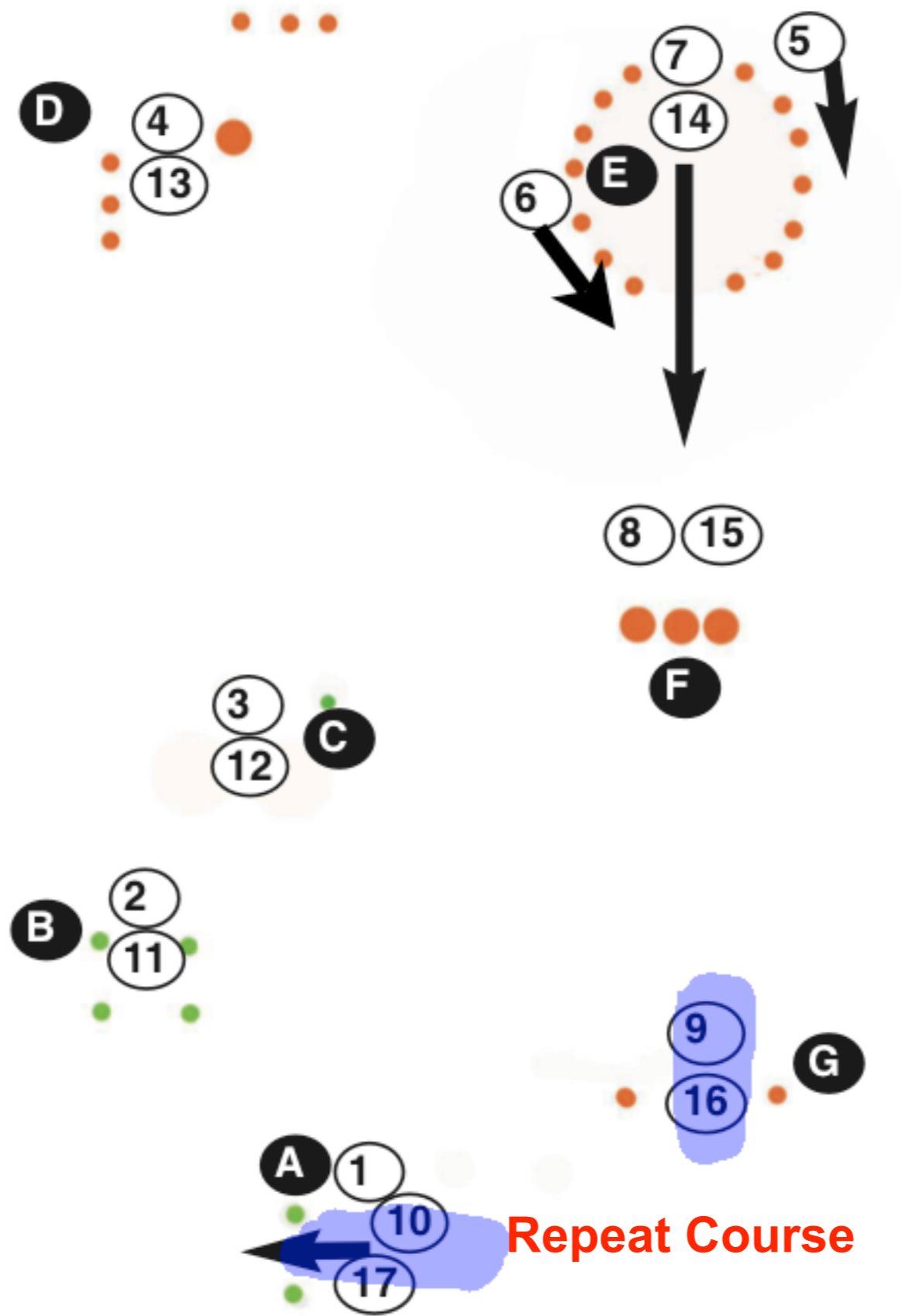


10-16. Instructor Actions Non-Active MODE

- **Action:** Have trainee drive to Gate G and come to a stop.
 - **Check for:** Eyes to targets.
 - **Evaluate:** Observe the drivers actions.
- **11-12. NON-SKID:** Go direct from B to D get speed up to 15mph, or fast enough for a need to brake before D
 - **13. Active MODE** Hold brake, turn head, detect skid
 - **14. NON SKID** Following car with 4 seconds of space
 - 15. NON SKID Car makes sudden stop, effects of 4 seconds
 - 16. Complete smooth stop

9. Trainee's Actions

- Keeps head on target
- Makes a smooth stop



Start and Finish here