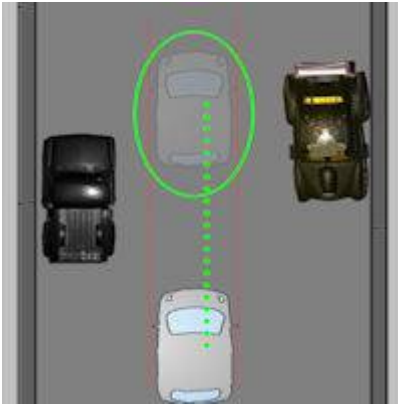


## Spatial Awareness

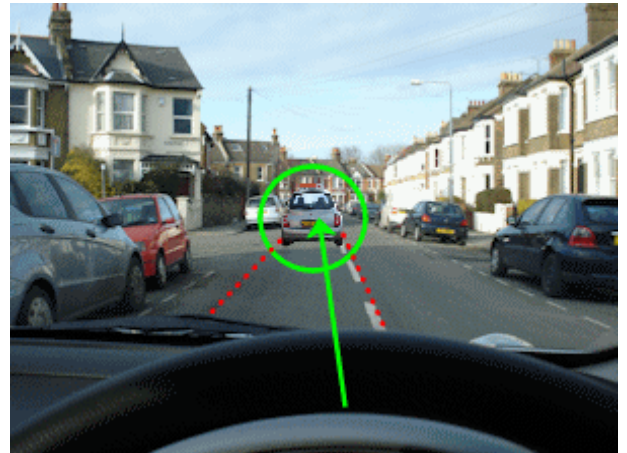


Many Steering problems are related to where the driver looks. Being too close to parked cars is often caused by looking at the parked cars. Being too close to oncoming cars is often caused by focusing the oncoming cars.

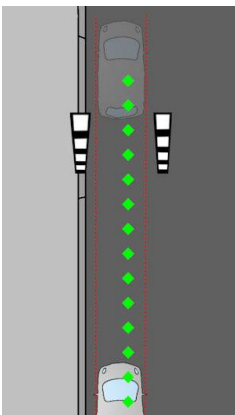
Try whenever possible to aim at the back of the driver's headrest of the car in front. I'm not saying that you should *only* look at the back of the driver's headrest of the car in front, just that you should aim roughly there. Use the car in front as a 'pathfinder'.

Experienced drivers would do this without even realising it, but new drivers may need to make a conscious effort. If there is no car to follow, use your imagination, and follow an imaginary car.

If you find yourself looking at the driver of the oncoming car, (for example to see if you recognise them) you're steering toward trouble. Keep your eyes on the space.



## Width Restrictions



Width Restrictions, or *pinch-points*, are designed to prevent Large Goods Vehicles (LGV's) from accessing unsuitable roads.

If you follow the rule of looking at the space (DO NOT STARE AT THE POSTS) then you should be fine. A speed of no more than 10mph will keep you safe. 1st of 2nd gear depending on your level of confidence.

## Pulling up

Follow the same principle when you pull over at the side of the road. Aim at the head rest of the car in front, and ignore the kerb. As long as the car in front is parked properly, you'll follow their line, and will end up parked nicely without scuffing your tyres on the kerbs.

If there is no car to aim at, use your imagination, and aim at an imaginary car. Just make sure that the imaginary car is not parked on the kerb!!

