

Approach the intersection at such a speed that you can stop.

**Slow is smooth, smooth is a pass.**

Coming in slow gives you time. Time allows you to make good decisions.

**Tick when repeated unprompted = habit developed**

-  1 Indicate
-  2 Rear view mirror check
-  3 Right shoulder check.  
Must be done before you cross the white line.
-  4 Look back to the front to ensure nothing has changed.
-  5 Look to the right and execute the lane change

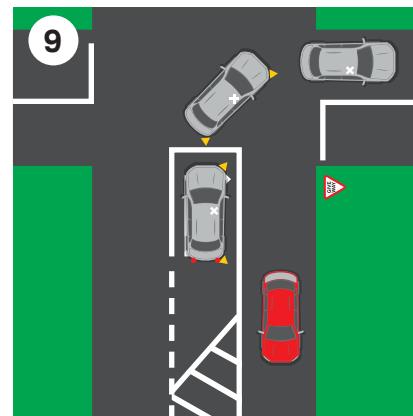
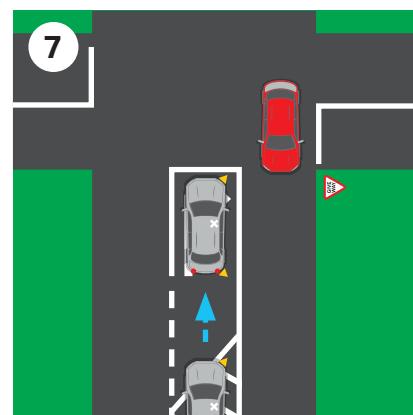
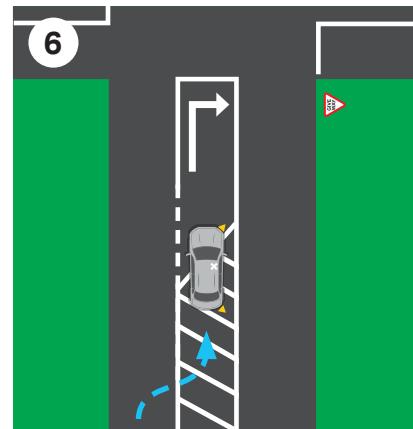
-  6 Move fully into the flush median before you get to the arrow

You always want to make your lane change early. This gives you time which allows you to make good decisions and react to other road users.

-  7 Drive over painted white lines and over the turning arrow

If you must stop at the intersection for the appropriate gap selection, stop behind the solid white line. This allows you to move forward before turning and creates a soft, gentle turn.

-  8 Correct gap selection
-  9 **DO NOT** cut the corner or touch the white lines while driving through the intersection. **Touch the white line, you get a fine.**
-  10 Check your rear view mirror when exiting the intersection



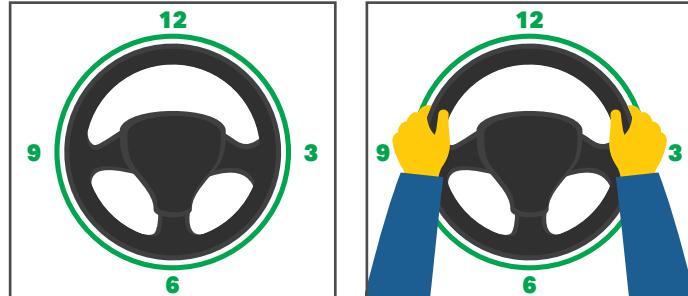
**Push pull technique**

When turning right, drive with your right hand.

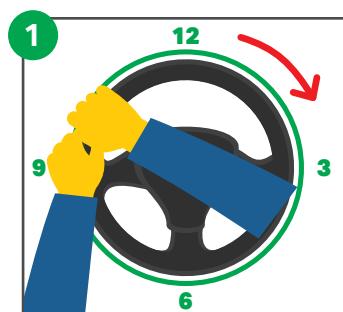
The key to push pulling is big movements.

Hands at 9 and 3 on the steering wheel.

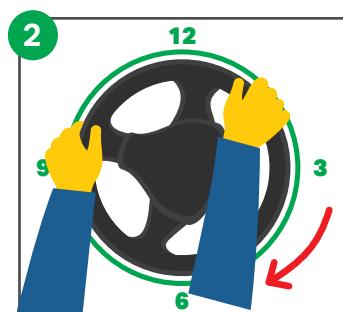
Thumbs should be outside the steering wheel to prevent injury if the airbag deploys.



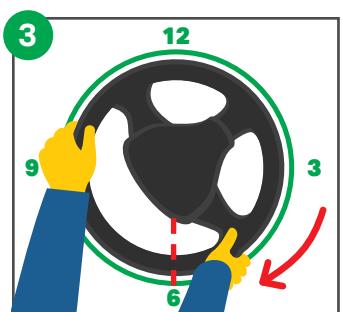
**1** Right hand over to the left hand and pull the steering wheel to the right as you are entering the intersection.



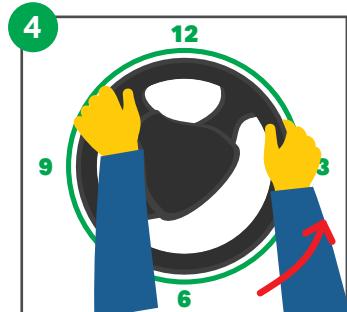
**2** Your left hand stays at the 9 on the steering wheel.



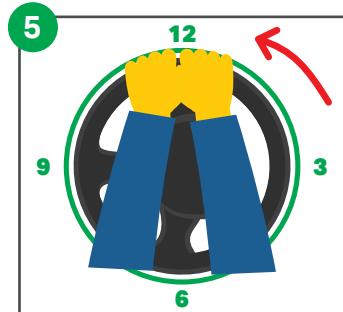
**3** **DO NOT** go past the 6.



**4** As you are exiting the intersection, push the steering wheel back up with your right hand.



**5** Meet your left hand at the top of the steering wheel.



**6** The left hand takes over the steering back to the 9 on the steering wheel.



**Remember, slow is smooth, smooth is a pass.**

If you can't push/pull during cornering, you are going too fast!

