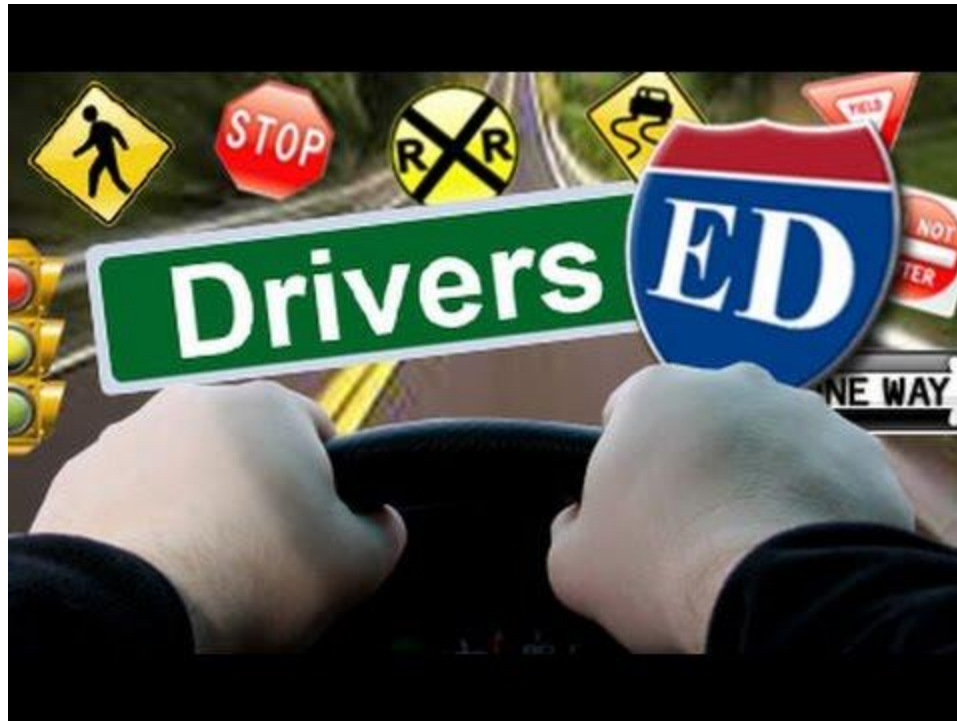


Driver Education



Mr. Wysocki

Class Requirements

DMV/High School

- 24 Hours in Classroom
- 24 Hours in Car
- Passing Grade of 65 in Class
- Passing Grade of 65 in Car
- Pen or Pencil
- Notebook



Course Benefits

- Pre-Licensing Certification
- Insurance Reduction 10%-15% during Risk Pool Years (ages 16-25)
- Senior License at Age 17
- Road test Preparation
- * Insurance and Point Reduction Class

* All Time Must be Made Up !

Units of Study: Classroom

- Car Controls
- Defensive Driving Concepts and Strategies
- Signs and Lines
- Intersections
- NYS Laws and Regulations
- Situational Driving (Expressways, City, Suburbs)
- Restraint Systems

Units of Study: Classroom

- Accident Procedures
- Driving Forces
- Driving Emergencies
- Distracted Driving
- Alcohol
- Map Reading
- Insurance
- Aggressive Driving



In-Car Topics

- Basic Car Controls
- Turning
- Passing and Being Passed
- Expressway Driving
- City Driving
- Parallel Parking
- 3-Point Turns



In-Car Topics

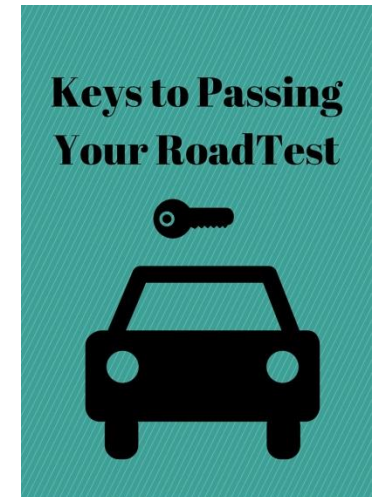
- Controlled and Uncontrolled Intersections
- Tire Change
- Defensive Driving Principles
- Practice Road Test
- Cone Course
- Drive Throughs ??
- And Much More.....



Resources

- Driver Education Notes
- Road Test Tips
- Insurance and Point Reduction Class
- What's New in Driver Education
- Parent Resources
- “Preparing to Drive e-Book”

www.drivedredcoach.com



Basic Controls

- Hand Position on Wheel
- Braking
- Pre-Start Protocol
 1. Adjust Seat
 2. Adjust Mirrors
 3. Seat Belt
 4. Head Rest
 5. Lock Doors



Basic Controls

- Hand Over Hand Steering
- Driving in Reverse
- Lateral Maneuver
 1. Signal
 2. Mirror
 3. Blind Spot Check
- Instrument Checks
- Stopping (X-walk, stop line, no line, Behind cars)



Defensive Driving Strategies

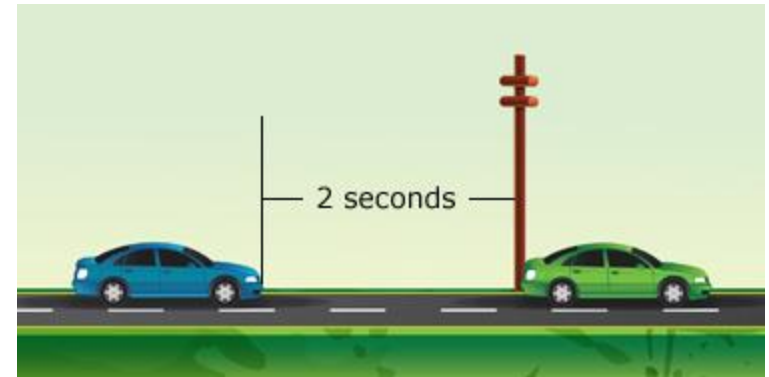
80% of Accidents are Preventable!

- Following Distance

1. Under 45 mph= 2 seconds
2. Over 45 mph= 4 seconds
3. Snow and Rain= 6 seconds
4. Ice= 8 seconds

- Visual Lead Time

1. Under 45 mph= 12 seconds
2. Over 45 mph= 20 seconds



Defensive Driving Strategies

- See and Be Seen!
- Isolate Your Vehicle (Be Anti-social)
- Plan an Escape Route
- Predict “the worst”
- Communicate-Signal Early! (but not too early)
- Separate and Compromise

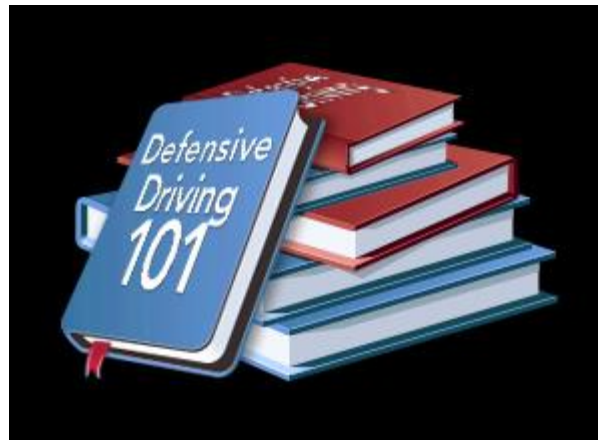
Defensive Driving Systems

Smith System

1. Get the “Big Picture”
2. Keep Your Eyes Moving
3. Leave Yourself an Out
4. Aim High in Steering
5. Make Sure They See You

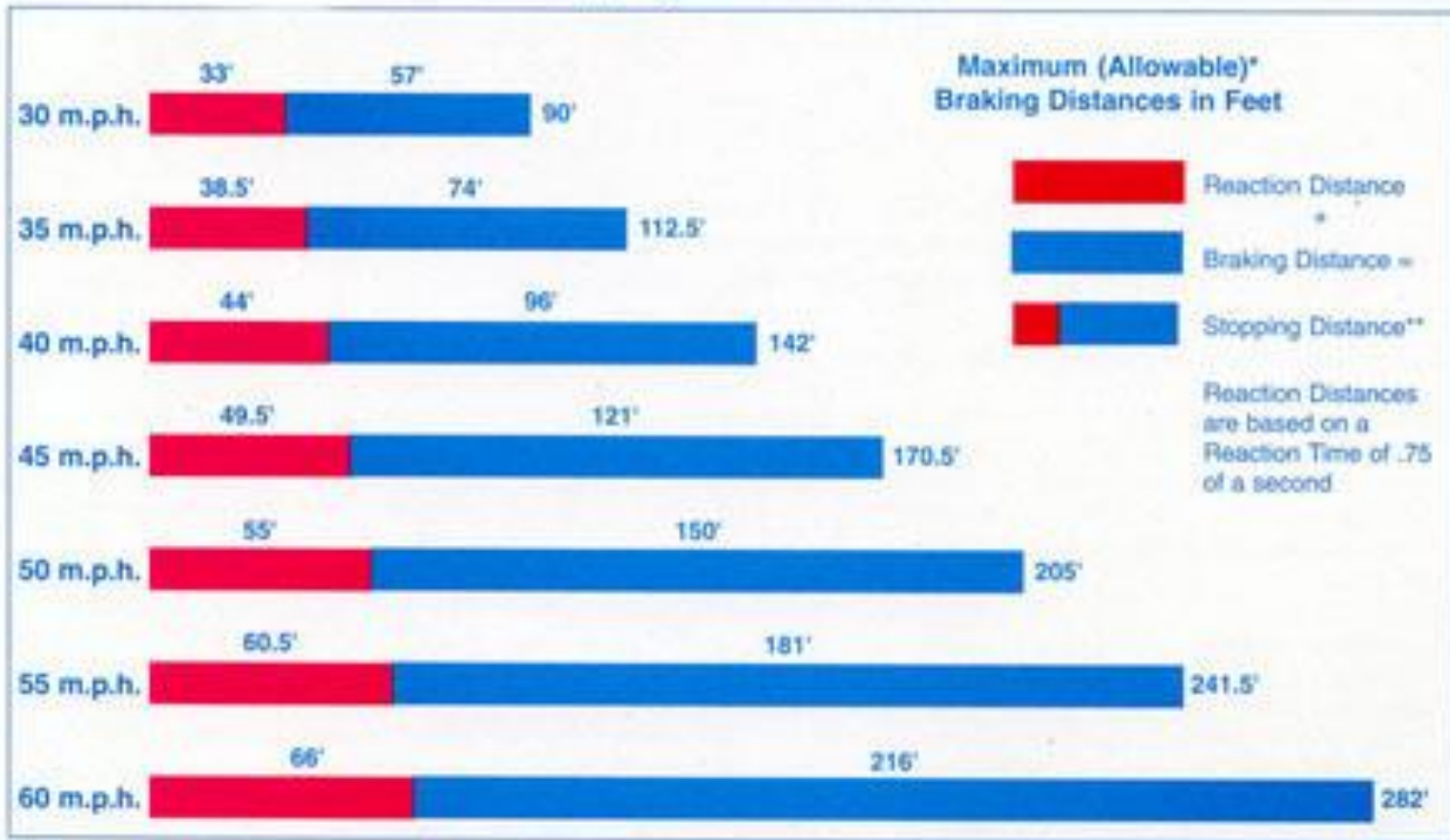
SIPDE

1. Search - VLT
2. Identify- obstacles in path
3. Predict- “the worst”
4. Decide- 3 Controls
5. Execute- Your Decision



Stopping Distance

Stopping Distance Chart



* Federal Motor Vehicle Safety Standard (FMVSS) # 105-76 requires all new passenger cars to brake to a stop in no more than the distances above from these speeds.

** Total Stopping Distance is made up of Perception Distance + Reaction Distance + Braking Distance. (These terms are explained on reverse side.)

Sign Categories

1. Regulatory- laws and regulations



2. Warning- alert drivers of hazards



3. Guide, Service and Recreation- inform travelers of intersections with other routes, nearby cities, parks, historical sites, etc..



4. Construction and Maintenance



Traffic Signs- Colors



GREEN: Guide, directional information



RED: Stop, yield, do not enter, or wrong way



BLUE: Motorist services guidance. Also used to identify parking spaces for drivers with disabilities



ORANGE: Construction and maintenance warning



BROWN: Public recreation areas and scenic guidance



YELLOW: General warning



WHITE: Regulatory



BLACK: Regulatory



Shapes Have Meaning

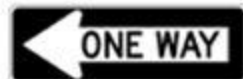
Shapes make recognition easier



Octagon
stop



Rectangle
(tall & long)
traffic regulations



Triangle
yield



Pennant
no passing



Diamond-warning
or construction



Circle
railroad ahead



Pentagon
school



Cross Buck
railroad crossing



Shield - route

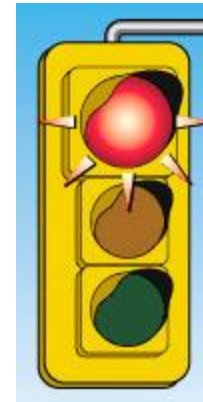


	You can drop off & pick up PEOPLE*	You can drop off & pick up PERSONAL PROPERTY*	Easy Way to Remember
No Parking	✓	✓	The 'P' in 'parking' is for People & Property
No Standing	✓		Think of people STANDING at the curb
No Stopping			Don't even STOP and think about it!

*You've got 2 minutes to do this

Flashing Lights

- Flashing Yellow- proceed with caution
- Flashing Red- Complete Stop and Yield Right of Way
- Traffic Officer- Always obey his or her directions regardless of signs and traffic signals!

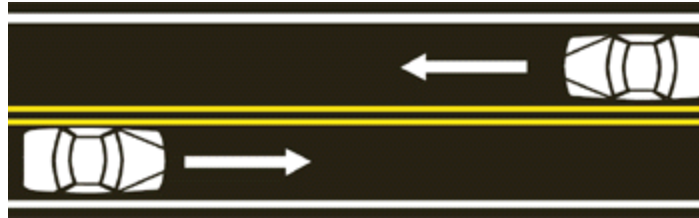


Pavement Lines

Broken Yellow	
Double Solid Yellow	
Solid Yellow	
Broken White	
Double Solid White	
Solid White	
Dotted White	

Edge Markings

Single Solid Lines White or Yellow



Intersections

40% of all Accidents!

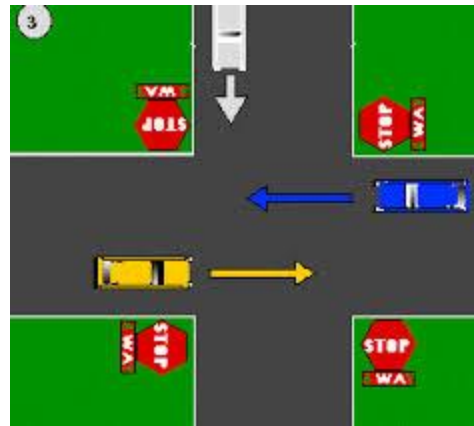
- Types of Intersections

1. Controlled- signs or lights to monitor traffic
2. Uncontrolled- No signs or lights
3. Open- Good visibility
4. Blind- Little or no visibility
5. Protected- Green arrow, Delayed Green
6. Unprotected- Most dangerous!

Right of Way

Intersection Code of Conduct

- *“The right of a vehicle or pedestrian to proceed in a lawful manner in preference to another vehicle or pedestrian.....”*
- *“Right of way is something a driver may have, but must also be prepared to give up for safety reasons.”*



Right of Way Law

- A vehicle in the intersection has right of way over a vehicle preparing to enter
- A vehicle going straight ahead has the right of way over a vehicle turning left
- Fire engines, ambulances and all other emergency vehicles have the right of way over all traffic
- Pedestrians in cross walks have the right of way over all vehicles

Right of Way Laws

- A vehicle entering a roadway from an alleyway a driveway or a private road must yield right of way to all traffic on main roadway
- Vehicles already in a traffic circle have the right of way over a vehicle preparing to enter the traffic circle

“Same time rule”

Two cars arrive at an intersection at the same time, car on the right has the right of way!

Railroad Crossings

Controlled

- “Flashing Red”
- “Crossing Gate”
- “Stop sign”



Uncontrolled

- 80% of all collisions
- Round Yellow warning signs
- “Cross buck”



Intersection Terms

- “Point of No Return”- Yellow to Red
- “Stale Green Light”- Green since you first saw it
- “Last Clear Chance”- Who had the last possible chance to avoid an accident

Joining Traffic

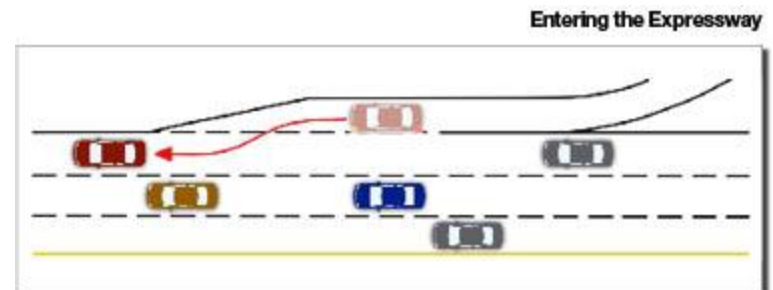
- Right Turn- 6 seconds
- Left Turn- 7 seconds
- Crossing Traffic- 4 to 5 seconds



Expressway Driving

Entering

1. Select your entrance
2. Locate “gap” from the ramp
3. Signal early
4. Adjust your speed to fit into “gap”
5. Cancel signal and adjust speed



Expressway Driving

Driving On

1. Lane of Choice (middle?)
2. Avoid “wolf packs”
3. Know your exit (use signs and proper lanes)
4. Following distance and visual lead time
5. Lane changes
6. Beware of “highway hypnosis” and “velocitization”

Expressway Driving

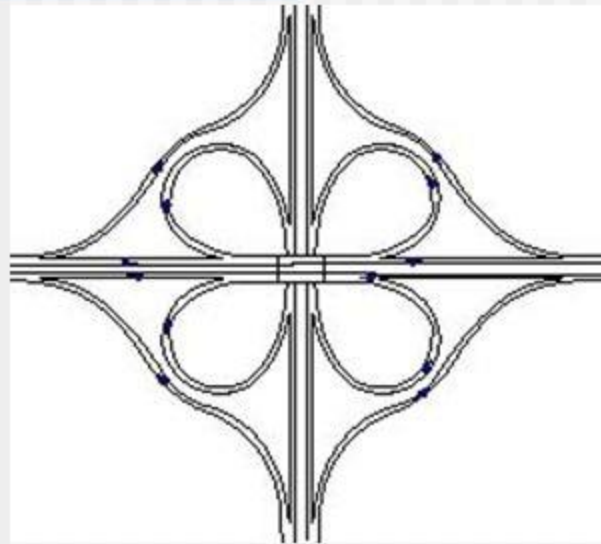
Exiting

1. Get in proper lane to exit
2. Signal early
3. Move into deceleration lane early
4. Identify ramp speed



Expressway Interchanges

- **Cloverleaf Interchange** – Resembles a four-leaf clover and enables a driver to proceed in either direction. Expressway to expressway.
- **Diamond Interchange** – used when the cross street is not as busy as the expressway.



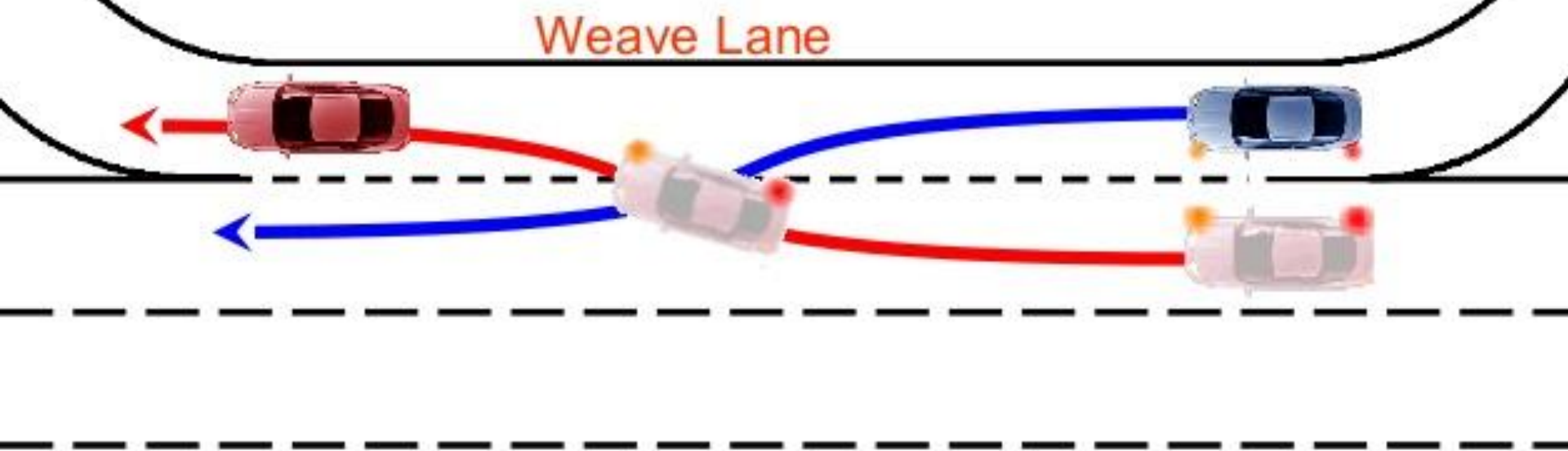
Expressway Interchanges

- **Trumpet Interchange** – when side road form T with expressway.
- **All-Directional Interchange** – used in complicated intersections with a high volume of traffic. Traffic is channeled in many directions.



Weave Lane

- Traffic entering and exiting the expressway uses the same lane.
- **To avoid a conflict**, the driver in the **BLUE** car entering from the entrance ramp must yield the right-of-way to the driver in the **RED** car who is leaving the expressway (entering yields to exiting).



R.O.W. = RED car is already on the road!

Freeway Considerations

- Highway Hypnosis
- Velocitization
- Increase following distance
- Increase visual lead time
- Tool booths
- Signs and exits
- “Wolf packs”
- Missing exit
- Disabled vehicles
- Move over law



Driving Forces

- **Gravity**- pull on car toward center of earth
 - **Centrifugal Force**- pull toward edge of road
 - **Kinetic Energy**- Energy in motion, built up in car, without the engine
 - **Inertia**- Body in motion tends.....
 - **Friction**- 2 bodies resisting each other causing heat
 1. Brake and brake drum
 2. Tire and road surface
- “Brakes stop the wheels not the car”***

Risk Acceptance

- **Directly Minimize Risk-** occurs with one hazard, adjust speed or lane position
- **Indirectly Minimize Risk-** Something done long in advance of hazard, lock doors, fasten seat belt, beep horn etc.
- **Separate-** Facing 2 problems at same time! Deal with each separately.
- **Compromise-** Helping other drivers (clearing lane)

Driving Conditions

Traction

- Weather- rain, ice and snow
- Road condition
- Tire condition- 2/32" tread
- Weight of car
- Driving speed- overacceleration
- Curves

Visibility

- Fog- low beams
- Darkness- "overdrive" headlights
- Rain and Snow
- Other vehicles
- Glare
- Trees and bushes
- Windshield frost and fog

The Collision

- First Collision
- Second Collision
- Third Collision
- The Law of Action-Reaction

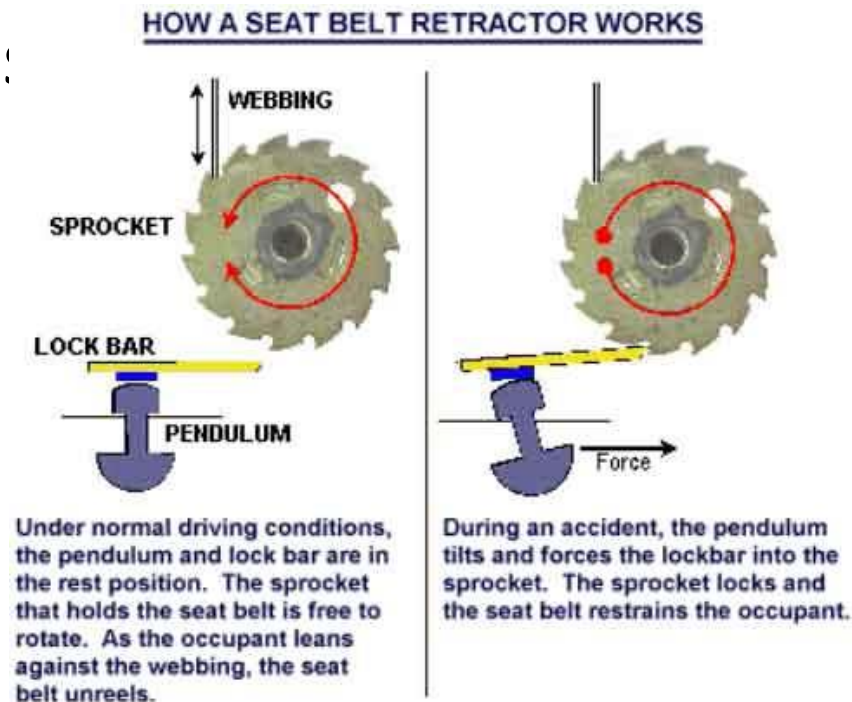


Safety Restraint Systems

- **Active System-** Something physically you must do for your own safety. Lock your door, buckle your belts, and adjust your headrest.
- **Passive Restraint-** Safety is provided for you. Air Bags, recessed door locks and handles, padded dash boards, and collapsible steering wheel.

Seat Belt History

- 1964 Lap Belt installed in all new cars
- 1968 2 piece Lap and Shoulder Belts
- 1970 One piece Lap and Shoulder Harness
- 1983 Automatic Seat Belt:
- 1984 NY Seat Belt Law



Child Restraint Systems

- Infant Carrier- up until age 1
- Conventional Car Seat- ages 1-4
- Protective Shield/ Booster Seat
- Child Harness System (integrated)



Why They Work

- Prevent Second Collision
- Decrease the “Law of Action- Reaction”
- Keep You in Control
- Prevent Ejection
- Keep You Alert
- The odds are with you



Myths

1. Fear of Confinement

- Water .05%
- Fire .05%

2. Ejection- 25X more likely to be killed

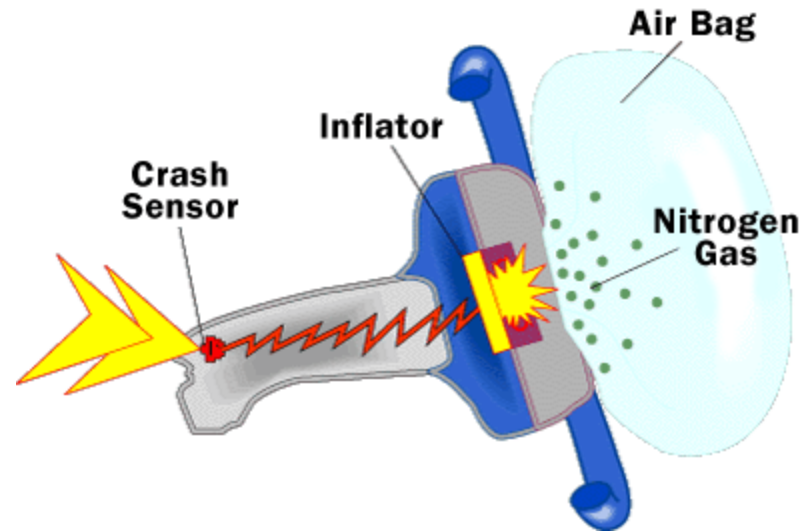
3. Proximity to Home- injury producing accidents occur within 25 miles of home and at speeds of less than 40 mph!

Airbags

- **How They Work**

1. Nitrogen gas inflator:10-12 mph
2. Deflate as soon as they Inflate (50 milliseconds)

- **Mandatory 1998**



Seat Belt Law

Who Must Be Secured?

- All Front Seat occupants
- All Children 16 and under anywhere in car
- Children under 4 in child restraint system

Subject to Fine?

- The Driver for all passengers under age 16
- Passengers 16 and over for themselves

Penalty: \$50.00 (3 points)

Exemptions: Autos pre-seatbelts, Emergency Vehicles, taxis, trucks (18,000 lbs.), and mail trucks, school busses (1987), tractors, physical condition

Driving Emergencies

“Do not Panic”

- **Tire Blowout/ Loss of Wheel**

1. Hold wheel firmly
2. Ease off gas
3. Steer straight ahead (counter steer)
4. Do not brake until car is under control!

- **Steering Failure**

1. Ease off gas and use flashers
2. Do not disturb balance (brake?)
3. Allow vehicle to slow then brake!

- **Brake Failure**

1. Pump brakes to build pressure
2. Use a lower gear (engine drag)
3. Use Emergency Brake



Driving Emergencies

- **Stuck Accelerator**

1. Hook toe under pedal
2. Shift to neutral and slow naturally and then brake
3. Do not shut off car!

- **Running off Pavement**

1. Do not swerve back to pavement
2. Stay on shoulder ease up on gas
3. After you slow steer gently back onto pavement

- **Headlight Failure**

1. Use 4 way flashers or directional signals
2. Pull off road and get help!

Driving Emergencies

- **Vehicle approaching in your lane**
 1. Pull right and slow down
 2. Honk your horn and flash lights
 3. Always go right!
- **Stalling on Railroad Tracks**
 1. Shift to neutral and push off tracks
 2. Abandon car and run toward direction of oncoming train
- **Wind shield Wiper/ Hood Failure**
 1. Roll down windows for visibility
 2. Steer off road

Driving Emergencies

- **Immersion**

1. Get out while car is floating
2. If sinking get out window
3. Air pocket develops in rear of car, again try window

- **Fire**

1. Pull off road and turn off car
2. Use fire extinguisher, dirt or sand to put out fire. Do not use water!
3. If just overheating- shift to neutral and rev engine, turn on heater

Accident Scene

Be Prepared: Have a basic emergency kit!

1. Reflectors
2. Flares
3. First Aid Kit

Stop

- Close to accident scene without impeding traffic
- Leaving scene of injury or fatality is a misdemeanor
- Leaving scene of property damage (dog?) is a traffic infraction

Warn

- Hazard lights and flares

Notify

- Nearest Law enforcement agency (injury)
- Nearest law enforcement agency (damage over \$1000)
- Nearest law enforcement agency if owner is not present

Exchange

- Motorist ID
- Name and Address
- Insurance carrier and ID number
- Others?



What is Road Rage?

- Display of aggression by a driver
- The more extreme acts of aggression, such as a physical assault, that occurs as a direct result of a disagreement between drivers



What is Aggressive Driving?

- **Angry, impatient motorist or passenger**
- **Intentionally injures or kills another motorist, passenger or pedestrian**
- **Aggressive because of a traffic dispute, altercation, or grievance**





WHEN CONFRONTED WITH AGGRESSIVE DRIVERS

- **Get Out of the Way** First and foremost make every attempt to get out of the way
- **Put Your Pride Aside** Do not challenge them by speeding up or attempting to hold-your-own in your travel lane
- **Avoid Eye Contact** Eye contact can sometimes enrage an aggressive driver
- **Gestures** Ignore gestures and refuse to return them
- **Report Serious Aggressive Driving** You or a passenger may call the police. But, if you use a cell phone, pull over to a safe location

Buying Auto Insurance

What Insurance company will ask you:

Personal

- Age
- Sex
- Marital Status
- Where you live
- Employment (where)
- Education
- Driving Record

Independent Agent or Direct
Writer?

Car

- What is it worth?
- Type of car
- Age of car
- Is it financed?
- Is it garaged?
- Weight of car
- Power (cylinders)
- Extra's (GPS, sound system, satellite radio, etc.)

Shopping for insurance

Types of Auto Insurance

- **No-Fault** (Personal Injury Protection)
 1. Paid regardless of fault
 2. Pays for driver and passengers up to \$50,000
 3. Covers lost wages
 4. Includes a death benefit
- **Bodily Injury Liability**
 1. Pays for driver and passengers in other car
 2. Minimum 50,000/individual 100,000 all passengers in car (50/100)
- **Property Damage Liability**
 1. Pays for damage to personal property
 2. Minimum 10,000
- **Uninsured Motorist Protection**
 1. Provides coverage if hit by uninsured motorist
 2. Minimum 25,000/50,000

Optional Insurance

- **Medical Payments-** adds coverage to your No-Fault policy
- **Collision-** Covers damages to your car
- **Towing**
- **Comprehensive-** fire, flood, vandalism
- **Glass**



Insurance Terms

- **Deductible**- Policy holder pays deductible amount and insurance company pays the rest. (collision and comprehensive)
- **Assigned Risk**- Refers to someone insurance companies feel is a bad risk. Rates will be higher to assigned risks.
- **Casualty Insurance**- Another name for liability insurance.
- **Claim**- Demand for payment made against insurance company under terms of policy.
- **Named Insured**- Person or organization in which policy is issued.
- **Negligence**- action or failure to act in a matter ordinarily expected of a reasonably careful person.
- **Rating Territory**- Geographical area where all rates are equal.
- **Stated Limits**- (policy limits) maximum amounts of protection specifically written into the insurance policy.

TYPICAL AUTO INSURANCE POLICY

Bodily Injury Liability				
Each Person/Each Occurrence		\$100,000/\$300,000		
Property Damage		\$50,000		
Basic Personal Injury Protection		\$50,000 with \$200 Deductible		
	Work Loss	\$2,000		
	Death Benefit	\$2,000		
	Necessary Expenses	\$25		
Supplementary Uninsured/Underinsured				
Each Person/Each Occurrence		\$25,000/\$50,000		
Comprehensive Deductible		\$500		
Collision Deductible		\$500		
Rental Car Coverage		\$0		
Towing		\$50		

**12 fl oz of
regular beer**

=

**8–9 fl oz of
malt liquor**
(shown in a
12 oz glass)

=

**5 fl oz of
table wine**

=

**1.5 fl oz shot of
80-proof spirits**
("hard liquor" —
whiskey, gin, rum,
vodka, tequila, etc.)



about 5%
alcohol



about 7%
alcohol



about 12%
alcohol



about 40%
alcohol

The percent of "pure" alcohol, expressed here as alcohol by volume (alc/vol), varies by beverage.

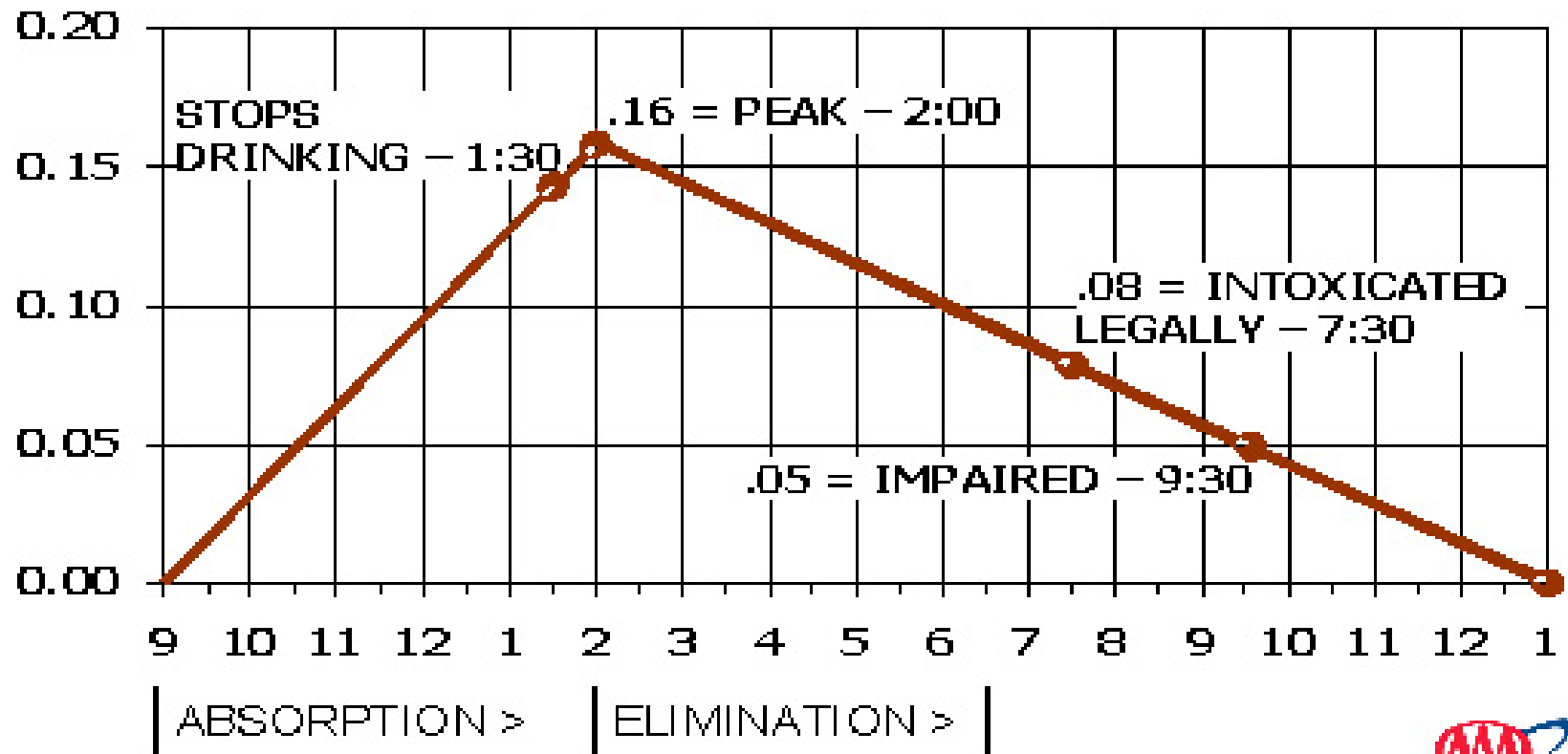
Approximate Blood Alcohol Percentage In One Hour

Drinks	Body Weight in Pounds								Influenced
	100	120	140	160	180	200	220	240	
1	.04	.03	.03	.02	.02	.02	.02	.02	Possibly
2	.08	.06	.05	.05	.04	.04	.03	.03	
3	.11	.09	.08	.07	.06	.06	.05	.05	Impaired
4	.15	.12	.11	.09	.08	.08	.07	.06	
5	.19	.16	.13	.12	.11	.09	.09	.08	Legally
6	.23	.19	.16	.14	.13	.11	.10	.09	Intoxicated
7	.26	.22	.19	.16	.15	.13	.12	.11	
8	.30	.25	.21	.19	.17	.15	.14	.13	
9	.34	.28	.24	.21	.19	.17	.15	.14	
10	.38	.31	.27	.23	.21	.19	.17	.16	

Subtract .015% for each hour of drinking. One drink is 1.5oz. of 80 proof liquor at 40%, 12oz. of beer at 4.5%, or 5oz. of wine at 12%.

Elimination Rate

BAC



J1 H08



Elimination of Alcohol

ELIMINATION PROCESS

Breath
Urine
Sweat } **10%** **LIVER 90%**

An adult male with normal liver function eliminates
about 0.015 BAC per hour.

Therefore: BAC of 0.05 = 3.5 hours for removal
BAC of 0.07 = 5.0 hours for removal
BAC of 0.10 = 7.0 hours for removal
BAC of 0.15 = 10.0 hours for removal



Potential expenses from a DUI -- first offense

You don't even have to get convicted to start running up expenses on a DUI charge. But if you're found guilty, a first offense could mean that last drink cost you dearly. While the amounts vary by location and specific circumstances, here are some of the expenses you may realize:

- Fines.
- Attorney fees.
- Loss of job.
- Temporary loss of income.
- Alternate transportation costs.
- Periodic blood testing.
- Cost of incarceration.
- Court costs.
- Bail.
- DUI "school."
- Car towing, impounding.
- Car ignition interlock device.
- Monthly monitoring fees.
- Increased auto insurance premiums.

People drink all the time, what's the big deal?

- Alcohol is a depressant especially in large quantities
- Affects everyone differently
- Lowers response time, reduces inhibitions, affects judgment
- Can cause physical harm and even death



DWI Arrest

- Probable Cause
- License and registration
- Visual Checks
- Alka-Sensor
- Sobriety Tests
- Arrest
- Breathalyzer
- Conviction



DRUNK DRIVING PENALTIES

Driving While Intoxicated

DWI [.08% and higher Blood Alcohol Content (BAC) or other evidence of intoxication]

	FINE	JAIL SENTENCE	LICENSE ACTION
1 ST Offense (Misdemeanor)	Minimum \$ 500 Maximum \$ 1,000	Up to 1 Year	Minimum 6-Month Revocation
2 ND Offense (Within 10 years / Class E Felony)	Minimum \$1,000 Maximum \$ 5,000	Up to 4 Years	Minimum 1-Year Revocation*
3 RD Offense (Within 10 years / Class D Felony)	Minimum \$2,000 Maximum \$10,000	Up to 7 Years	Minimum 1-Year Revocation*

A person convicted of DWI could be sentenced to 3 years probation for a misdemeanor conviction and 5 years probation for a felony conviction.

Aggravated Driving While Intoxicated

ADWI [.18% and higher Blood Alcohol Content (BAC)]

	FINE	JAIL SENTENCE	LICENSE ACTION
1 ST Offense (Misdemeanor)**	Minimum \$1,000 Maximum \$ 2,500	Up to 1 Year	Minimum 1 Year Revocation
2 ND Offense (Class E Felony)	Minimum \$1,000 Maximum \$ 5,000	Up to 4 Years	Minimum 18-Month Revocation
3 RD Offense (Class D Felony)	Minimum \$2,000 Maximum \$10,000	Up to 7 Years	Minimum 18 Month Revocation

Driving While Ability Impaired

DWAI [more than .05% to less than .08% Blood Alcohol Content (BAC)]

	FINE	JAIL SENTENCE	LICENSE ACTION
1 ST Offense (Traffic Infraction)	Minimum \$ 300 Maximum \$ 500	Up to 15 Days	90-Day Suspension
2 ND Offense Within 5 years (Traffic Infraction)	Minimum \$ 500 Maximum \$ 750	Up to 30 Days	Minimum 6-Month Revocation*
3 RD Offense Within 10 years (Misdemeanor)	Minimum \$ 750 Maximum \$1,500	Up to 180 Days	Minimum 6-Month Revocation*

Zero Tolerance

Drivers Under 21 (DMV administrative finding of .02% to .07% Blood Alcohol Content (BAC))

	CIVIL PENALTY	LICENSE ACTION	ADDED FEE
1 ST Offense	Minimum \$125	6-Month Suspension	\$100 Suspension Termination Fee
2 ND Offense	Minimum \$125	1-Year Revocation or until age 21, whichever is longer	\$100 Re-Application Fee

* The Department of Motor Vehicles decides when your license can be returned. Its return or reinstatement, based on state law or regulation, is not automatic. You must apply for your license, pay civil penalties, a relicense fee and you may have to take a test.

** Cannot plead below DWI Misdemeanor

Ways to Combat Drinking and Driving

1. Take a Taxi/ Uber
2. Let a non-drinker drive
3. Walk home
4. Spend the night
5. Call someone to pick you up
6. Designated driver
7. Safe Ride
8. Mass Van and Bus Trip
9. Sleep it off



What is Distracted Driving?

Distracted driving is any non-driving activity a person engages in that has the potential to distract him or her from the primary task of driving and increase the risk of an accident.

There are three main types of distraction:

Visual — taking your eyes off the road


Manual — taking your hands off the wheel

Cognitive — taking your mind off what you're doing



What Is Considered Distracted Driving?

- Texting
- Talking on the phone
- Using a hand-held device
- Grooming
- Using navigation systems
- Adjusting the radio, CD player, etc.
- Drinking or eating
- Talking with other passengers



Just to name
a few!

Texting and Driving

Sending or receiving a text message takes a driver's eyes from the road for an average of 4.6 seconds.

At 55 MPH this is equivalent to driving the entire length of a football field, blindfolded.

Texting and Driving is the equivalent of driving with a (B.A.C.) Blood Alcohol Content of .08, the legal limit for DWI in New York State.

Text messaging creates a crash risk 23 times greater than driving while not distracted.



What's New

- Move over law
- Texting and Driving = 5 point violation
- Textalyzer
- Self-driving Cars
- Sniffing flashlight
- Guardian Interlok
- Flashing Yellow Arrow

