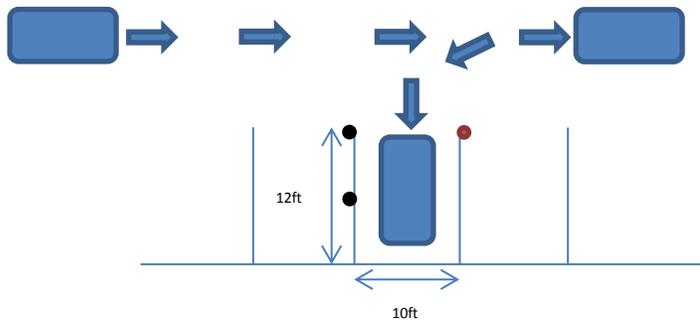


Excalibur School of Driving

90 Degree Corner Backing Procedure



Approaching

1. Signal to the right once you are within 50 ft of the poles.
2. As you by the poles you want to keep a gap of about 6-8ft away.
3. Make sure that you are parallel with the curb.
4. Stop the vehicle when your back bumper is 6-8ft past the second pole (red).

Backing up

1. Before you begin to back, up turn your wheels about half way to the right.
2. Your first backing up goal is to wrap around the first pole (red) no closer than 1 foot and no further than 3 feet. The difficult part here is you will need to negotiate your way around the red pole. You may need to add or take out turning in order to accomplish this.
3. Once your back right tire is even with the second pole (red) your second goal is to then pay attention to when your vehicle becomes perpendicular with the curb and stop.
4. Straighten the wheels and then continue backing up until your front bumper is just about even with second pole (red).

Correction Time

1. Double check to make sure you are perfectly perpendicular with the curb. If not, make the appropriate correction.
2. Check to make sure that you are centered from left to right. If not, make the appropriate correction. However, if you are just a little off with either of these two corrections then just complete the procedure and put the vehicle in "park" and set the parking brake. Making too many corrections could cost you points as well.

Grading

Contrary to popular belief the 90 degree backing portion of the road test is not worth as many points as one might think. The driver examiner is far more concerned with your observation skills and your ability to think quickly and negotiate a wide range of traffic conditions.

The main mistakes to avoid: do not touch a pole or jump the curb. Touching the pole during any part of this procedure is an automatic failure. Jumping the curb is also grounds for automatic failure. You can bump the curb, you just can't jump it. Bumping the curb, depending on how hard, is just a simple score reduction.