



Turn In The Road A.K.A. 3-Point Turn

You know the Dulux dog? It's actually called an Old English Sheep dog. It never has been called a Dulux dog; it's just that people know it as the Dulux dog. It's the same thing with the Turn In The Road manoeuvre; it has never been called and never will be called the 3-point turn.

The reason for this is that the manoeuvre doesn't have to be completed in only 3 points. If the road was wide enough, you could do it in 1 point i.e. a U-turn. If the road was really narrow, you might have to do it in 9 points.

At the end of the day, the examiner doesn't care how many points you take; as long as you are near to the appropriate number of points, he's a happy bunny.

Generally

You must turn the vehicle around with the use of forward and reverse gears so that the vehicle can drive off pointing in the direction you came from.

You are likely to fail your driving test if:

1. You mount the kerb or bounce off it with force
2. You fail to notice people or vehicles passing near you and don't stop for them
3. You take too long to turn around and are a hindrance to others (you should be able to do this manoeuvre in under a minute realistically although there is no official time limit)

The Manoeuvre

1. Park up by the kerb on the left
2. Have a good 360 degree look around for vehicles, humans and animals
3. Get the car slowly moving forward and turn the steering wheel full right lock
4. If there's time, look up and down the road you are crossing for cars and people
5. Go as near to the kerb on the other side of the road as you dare
6. Stop, into reverse
7. Have a good 360 degree look around for vehicles, humans and animals
8. Reverse slowly and turn the steering wheel full left lock
9. If there's time, look up and down the road you are crossing for cars and people
10. Go as near to the kerb as you dare
11. Repeat points 2 through 10 until you have enough room to safely drive off in the direction you came from

Pointers

Observation is king!! If anything is likely to be passing close to you within the next 5 seconds or so, you must stop the car. If the danger subsides, either passing you or stopping to allow you to finish your manoeuvre then you look around 360 degrees and then carry on as you were. If you fail to see





a person/car/animal approaching and it comes within roughly a 3 metre radius, there's a high risk of failing your driving test.

It's 1¼ turns from centre to full lock, therefore 2½ turns from lock to lock.

When I say 'get the car moving slowly', I'm talking about just getting the wheels rotating rather than driving off. You're just avoiding 'Dry Steering' which is when you turn the steering wheel but the car wheels are staying at the same spot. The danger of dry steering is that if you happen to have parked on something sharp, you will just grind that object into your tyres. You also put extra strain on the steering mechanisms.

When traversing the road, you can speed up in the middle if you want to but whenever you are near a kerb you must go slowly. You will get away with lightly touching a kerb with a tyre but if you bounce off one or mount a kerb, there's a good chance you will fail your driving test.

Look out for 'Street Furniture'. Street furniture is anything that is near the edge of the road that you could potentially crash into when near a kerb. Either find a better place where there is no street furniture or don't get so close to the kerbs.

Consider the camber of a road. Camber is where one part of the road is higher than another (normally the middle of the road is higher than at the sides). Camber allows rain water to flow into the drains. Camber can also mean that one side of a road is higher than the other. In normal driving, camber isn't normally an issue but when you are going from kerb to kerb, you will be going up-hill and down-hill. In this situation, consider using the handbrake to stop the car rolling into a kerb. **Note: You do not have to use a handbrake during the driving test manoeuvre but if it helps you then why not?**

Summary

1. Forwards full right lock
2. Backwards full left lock
3. Ensure good all round observation throughout

