

# **GT DRIVING SCHOOL**

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## **PROMPT SHEET 5**

### **BAY PARKING / REVERSE PARKING**

#### Bay Parking

- Will only be asked to Bay park in Test Centre
- Choose bay to park in on your left
- Use '3 white Line Rule'  
(1<sup>st</sup> White line = Right of Bay. Count 2<sup>nd</sup> & 3<sup>rd</sup> lines.)
- Go past 3<sup>rd</sup> line, stop, Handbrake UP, reverse Gear, Biting Point
- 360° observation
- Reverse in straight line until 3<sup>rd</sup> white line is approx halfway along left window
- Full Lock Left
- Keep speed SLOW
- Look out for road users & position of car in Bay
- Once parallel with white line on your left, turn wheel 2 revolutions to right to straighten wheels
- Look behind you as you move towards fence
- Stop before you touch the fence

#### Parallel / Reverse Parking

- Stop on left before car ahead
  - Move away in normal way
  - Go slightly past car about ½m away from on your left. If car approaching from any direction, Indicate to left.
  - Stop, Handbrake UP, reverse Gear
- If front of car is pointing in same direction
- Reverse SLOWLY up to mirror
  - Turn wheel 1 revolution to Left (12 o'clock to 12 o'clock anti-clockwise)
  - Look out for other road users. If car looks like they are going to pass you – STOP
  - Carry on moving until back lights of car go behind left mirror or positioned at '2 o'clock'
  - Full left lock – keep speed down. Look out for camber

If front of car is pointing towards you

- Reverse SLOWLY up to between front & rear doors (if 5-door car) OR up to door handle (if 3-door car)
- Turn wheel 1 revolution to Left (12 o'clock to 12 o'clock anti-clockwise)
- Look out for other road users. If car looks like they are going to pass you – STOP
- Carry on moving until bonnet line meets headlights of car goes behind left mirror or positioned at '2 o'clock'
- Full Right lock – keep speed down. Look out for camber
- As car moves slowly to parallel to curb, straighten wheel & reverse until 'Tyres & Tarmac' behind car ahead

If turned Right lock too soon

- Will find tarmac between car & curb
- Turn back towards curb, then straighten out
- Move forwards until 'Tyres & Tarmac'

If turned Right too late

- DON'T HIT CURB
- Stop & move forward, turning left
- DON'T HIT CAR
- Reverse again, turning full Right lock to clear curb
- Straighten up & reverse until 'Tyres & Tarmac'