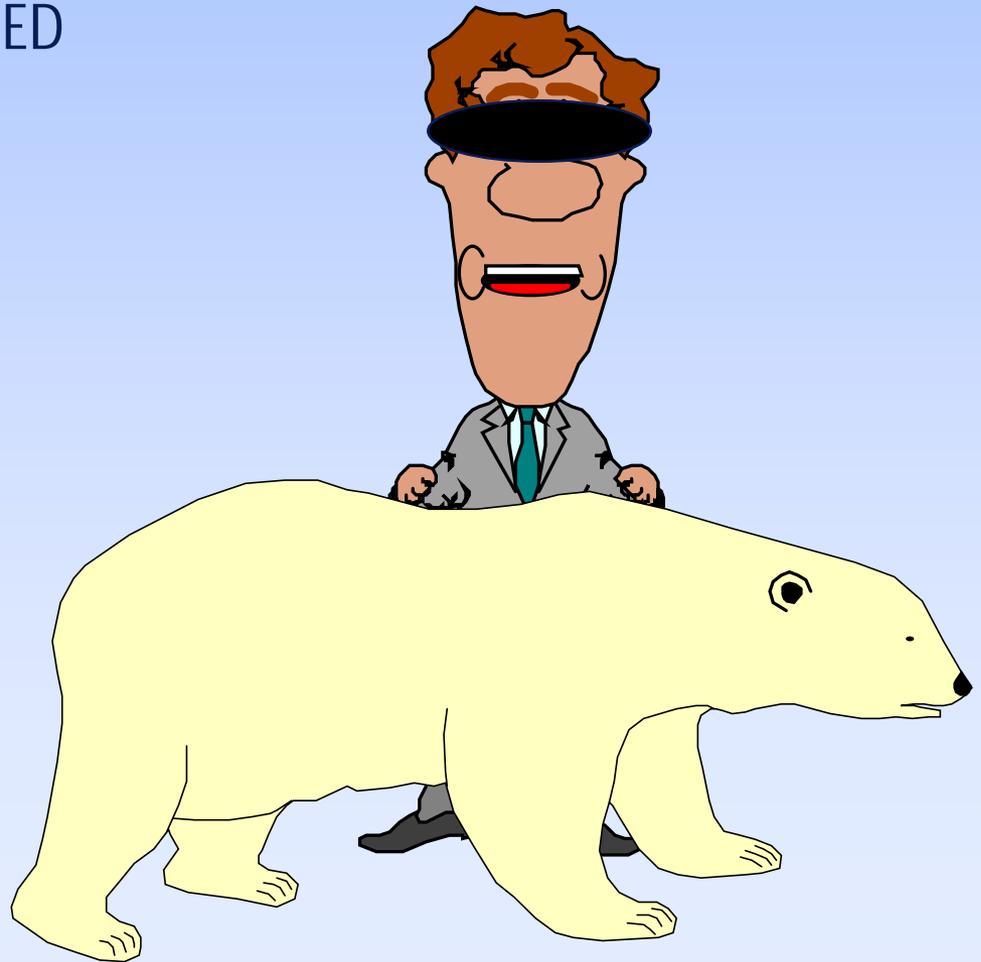


# LIMITED VISIBILITY

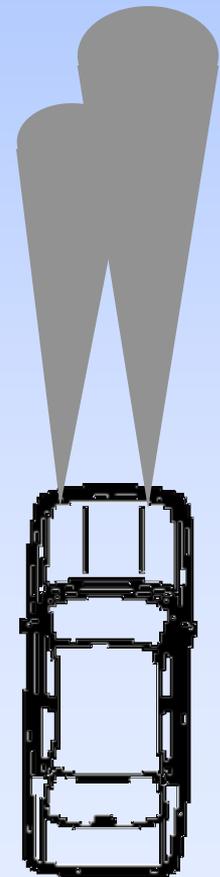
- FOG
- SUN AND DAYTIME - REDUCED VISIBILITY
- RAIN
- SNOW
- NIGHT DRIVING  
DUSK/TWILIGHT



# FOG

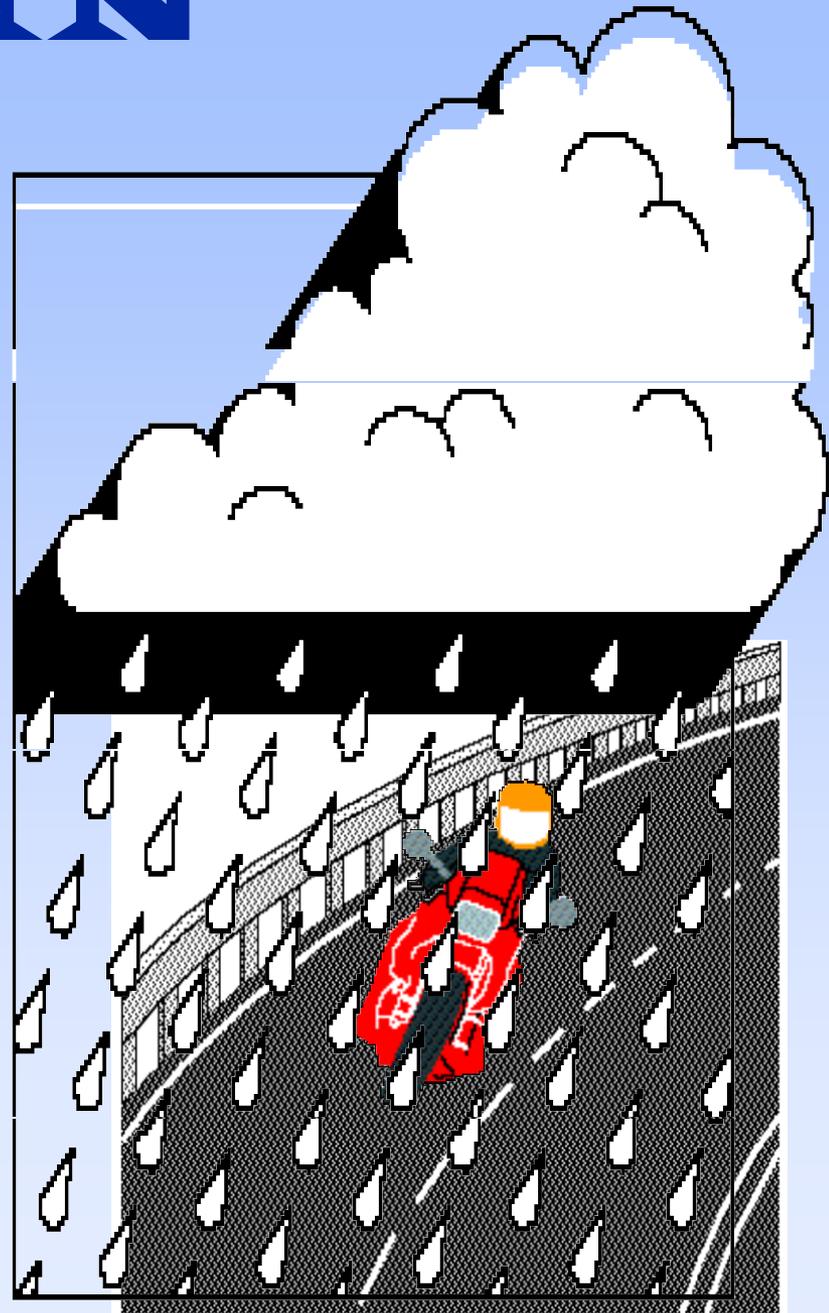
**HIGH BEAMS IN FOG  
LETS YOU SEE MORE FOG**

- ❑ LIMITED VISIBILITY
- ❑ PROPER USE OF HEADLIGHTS
- ❑ DISTANCE OF VISIBILITY DETERMINES SPEED AND ALSO STOPPING DISTANCE
- ❑ LIGHTS WILL BE ON IN ANTICIPATION OF FOG OR SMOKE
- ❑ EMERGENCY STOPS - DO NOT USE SHOULDER-GET OFF THE ROAD



# RAIN

- SPEED IS INFLUENCED BY TRACTION AND VISIBILITY
- MOST SLIPPERY WHEN IT FIRST RAINS
- BETTER TRACTION IN TRACKS OF CAR AHEAD OF YOU
- WHEN PASSING ON WET ROADS, ANTICIPATE NEED FOR WIPERS
- **HYDROPLANING**
  - ⌘ TIRES ARE LIKE SKIS
  - ⌘ LOSS OF TRACTION AT LOW SPEEDS
  - ⌘ SLOW DOWN WITHOUT BRAKING
  - ⌘ DIFFICULT TO DETECT
  - ⌘ AVOID STANDING WATER AT HIGH SPEEDS
- DRY BRAKES WITH SLIGHT LEFT FOOT PRESSURE



# SNOW

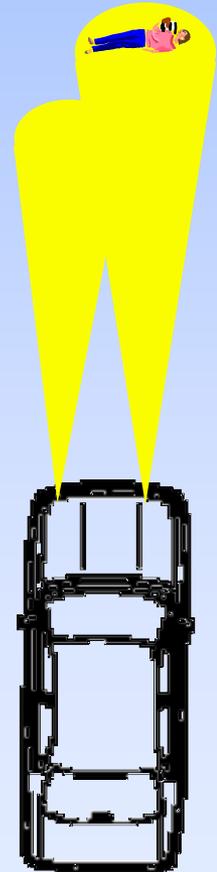
- ❑ BEFORE DRIVING, CAR SHOULD BE CLEAR OF SNOW
- ❑ WHEN SNOWING-REDUCED VISIBILITY & LESSENERED TRACTION
- ❑ SLICKEST TIME IS AT 32 DEGREES AND ABOVE
- ❑ ICE WILL SHOW UP ON BRIDGES & OVERPASSES 1ST
- ❑ MODERATE CAR CONTROL INPUTS 1) ACCELERATION, 2) BRAKING, 3) TURNING
- ❑ STOPPING DISTANCE 10-12X'S GREATER IN GLARE ICE
- ❑ ICE BUILD UP AT INTERSECTIONS



# NIGHT DRIVING

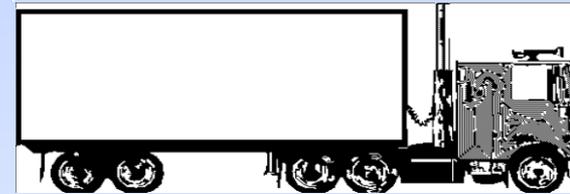
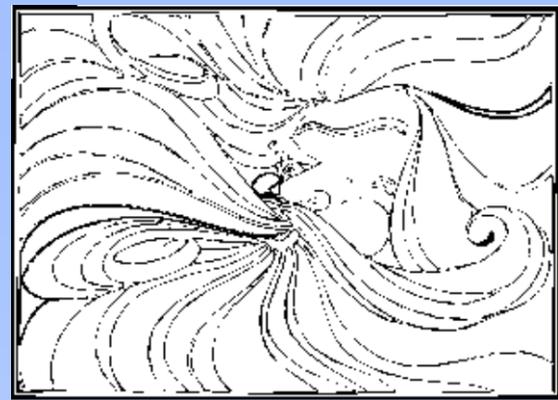
## NIGHT

- SLOW DOWN
- OVER DRIVING HEADLIGHTS
- AVOID GLARE OF ONCOMING LIGHTS
- FOLLOWING A CAR WITH HIGH BEAMS IS UNSAFE AND ILLEGAL
- SPEED EFFECTS VISION
- IN GENERAL
- USE LIGHTS PROPERLY
- INCREASE W.E.A. {I.P.D.E., SMITH SYSTEM, ZONE CONTROL}
- DECREASE SPEED
- USE OTHER EQUIPMENT FOR OTHER SPECIFIC LIMITED VISIBILITY SITUATIONS



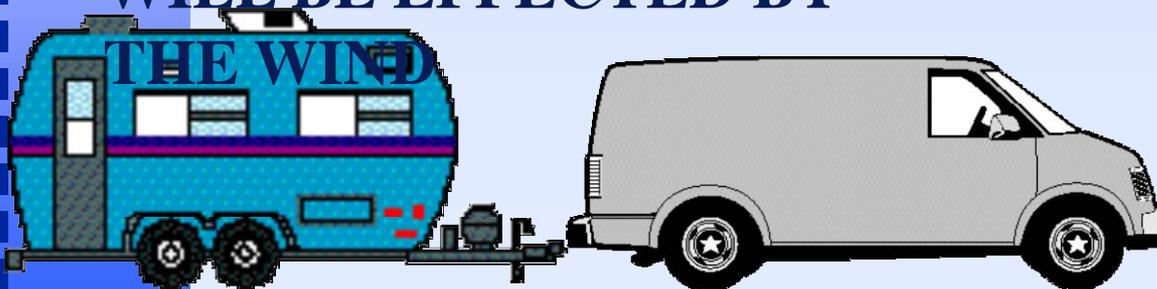
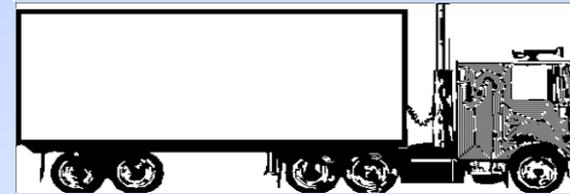
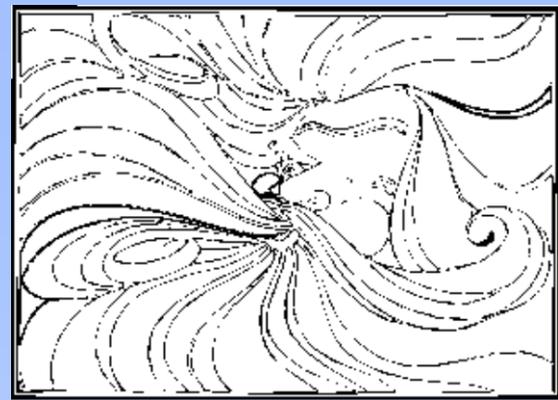
# WIND

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- ❑ DECREASE SPEED
- ❑ ADJUST TO WIND GUSTS  
(CAR CAN SWERVE)
- ❑ THE LARGER THE VEHICLE THE MOST IT WILL BE EFFECTED BY



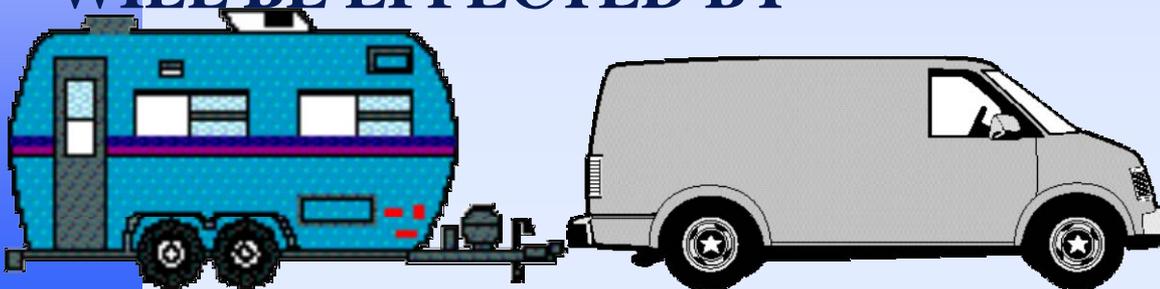
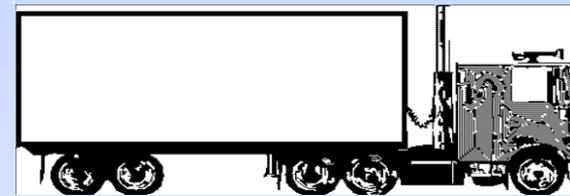
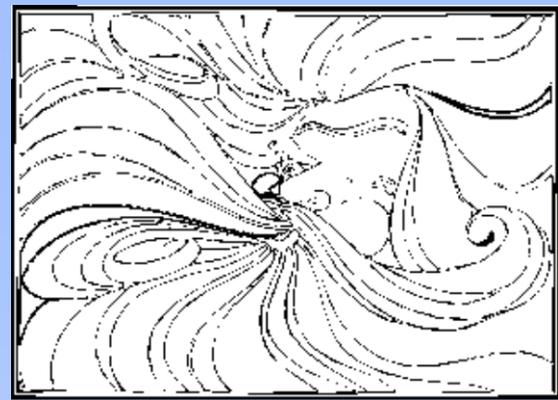
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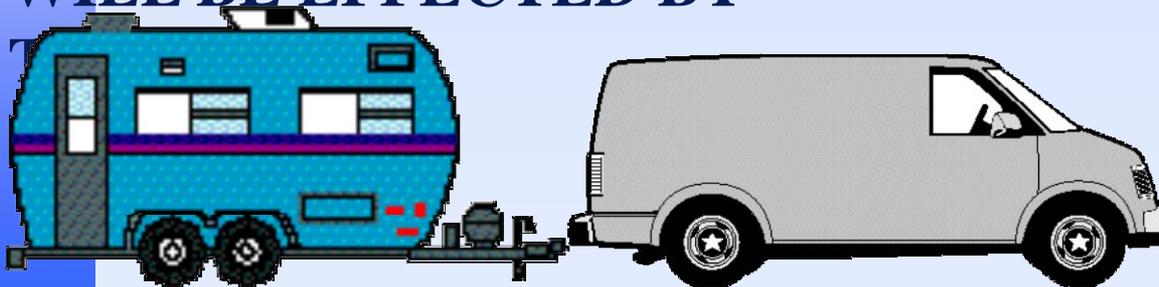
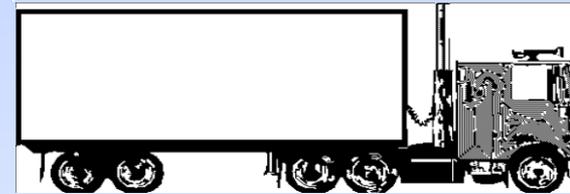
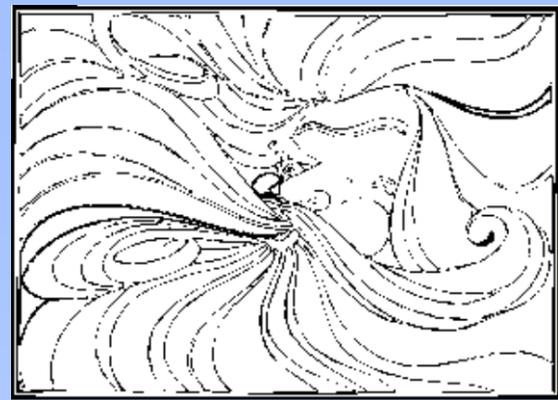
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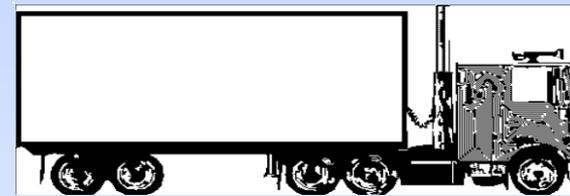
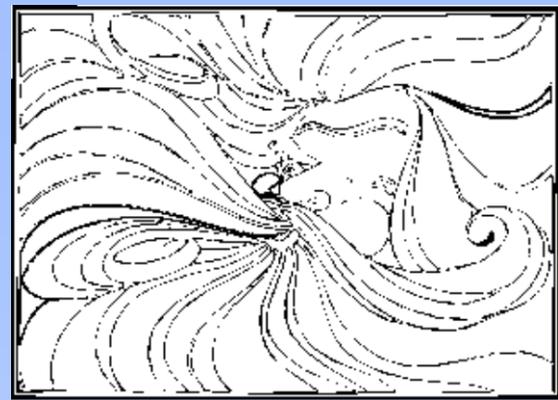
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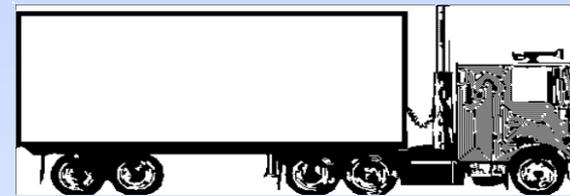
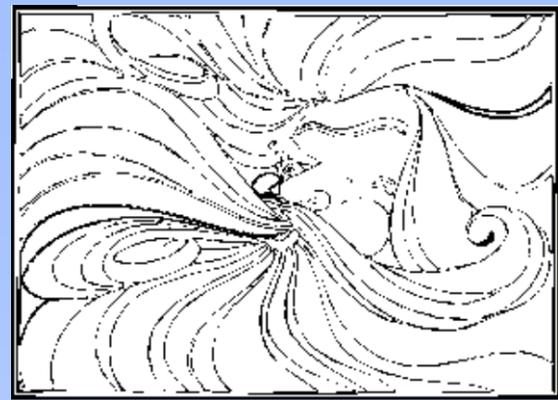
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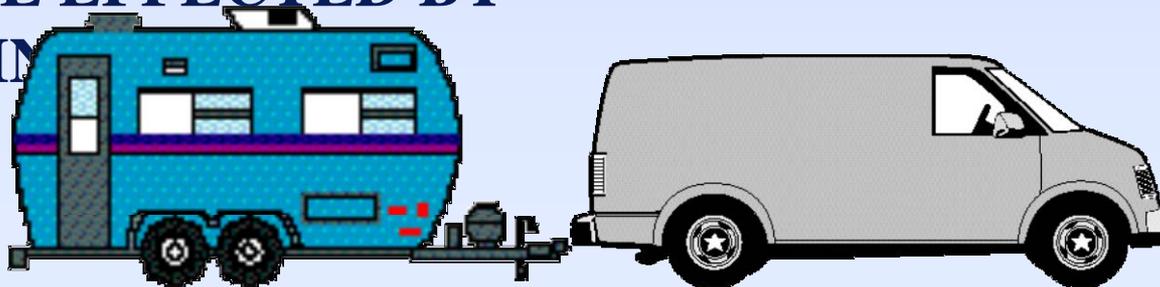
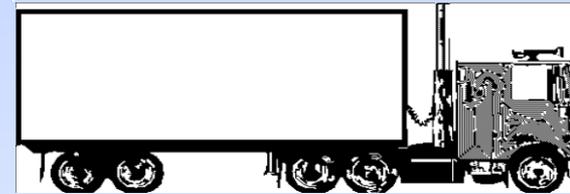
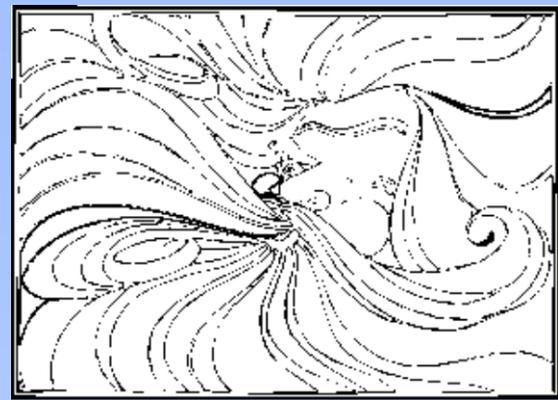
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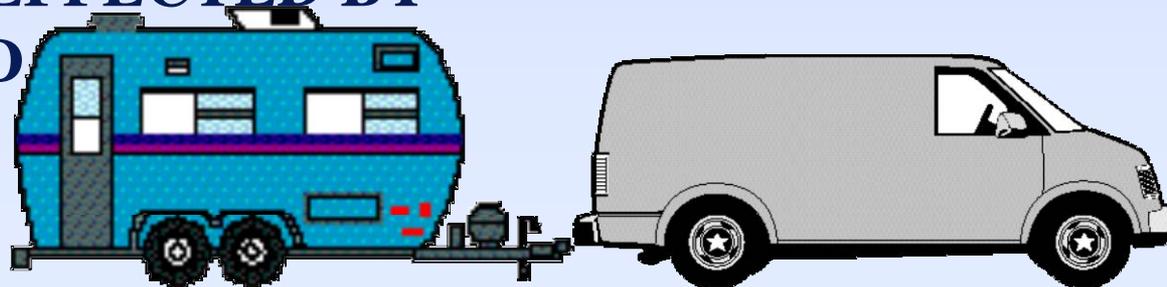
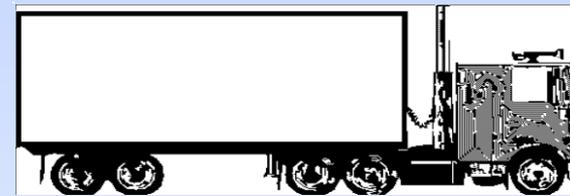
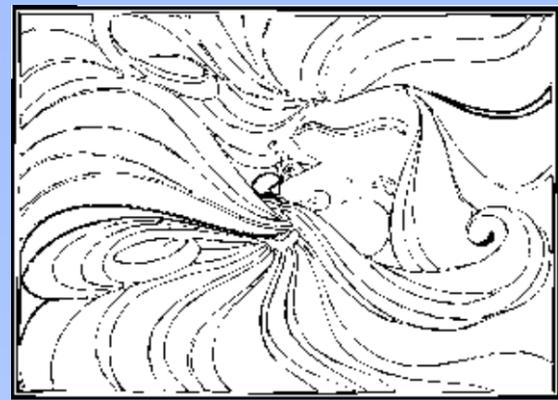
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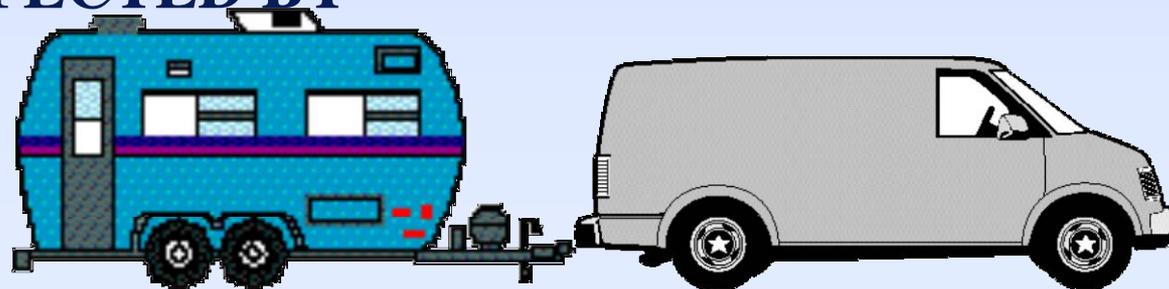
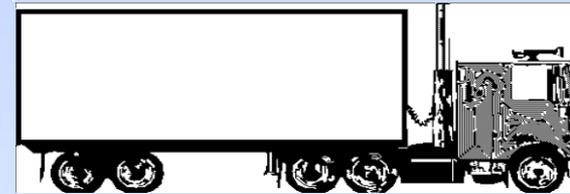
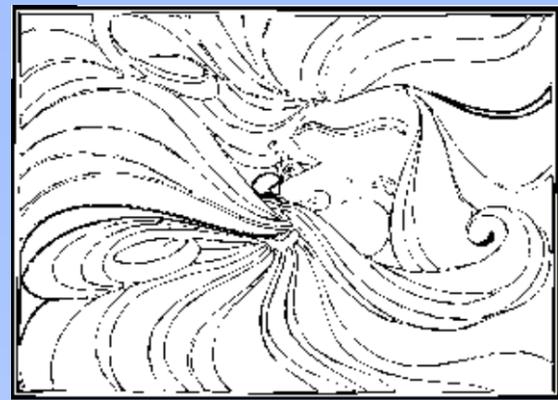
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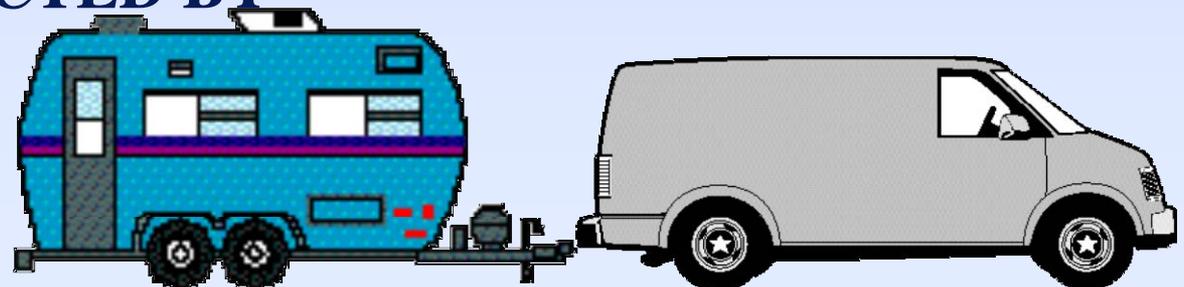
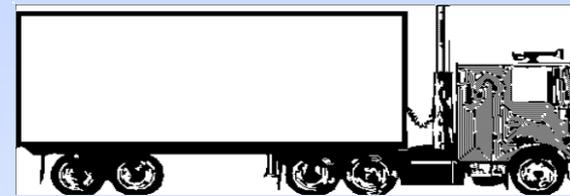
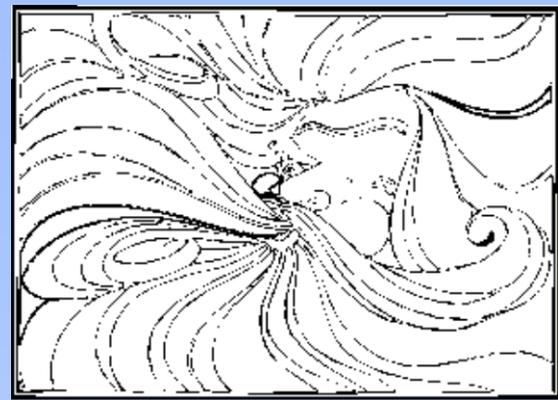
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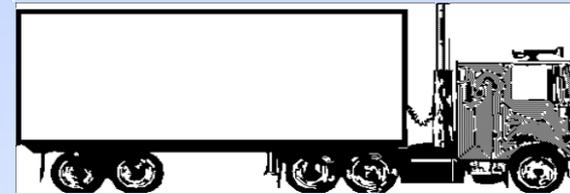
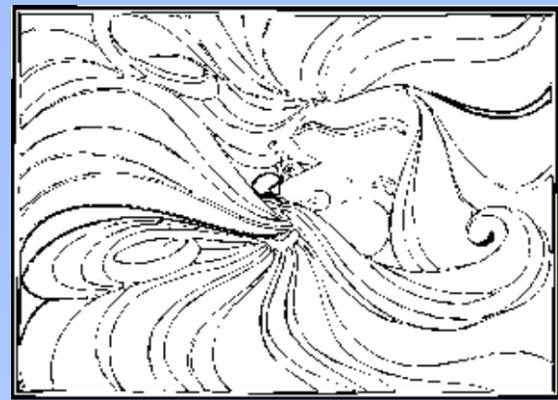
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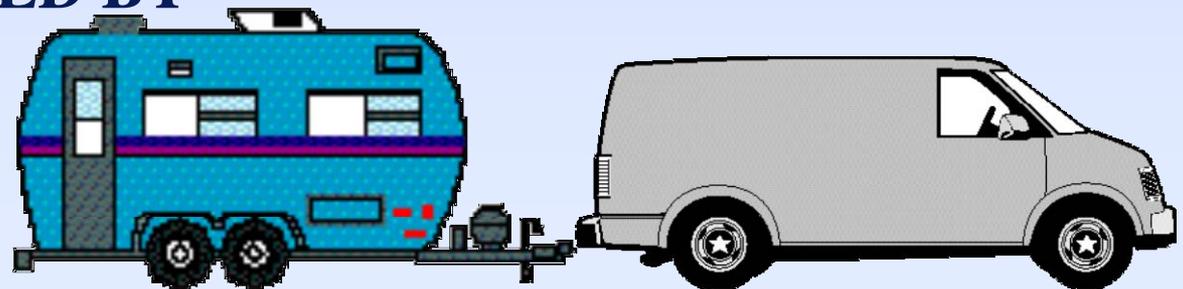
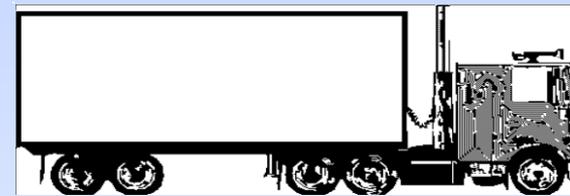
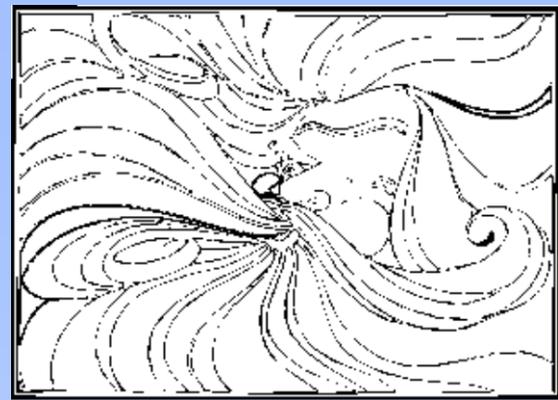
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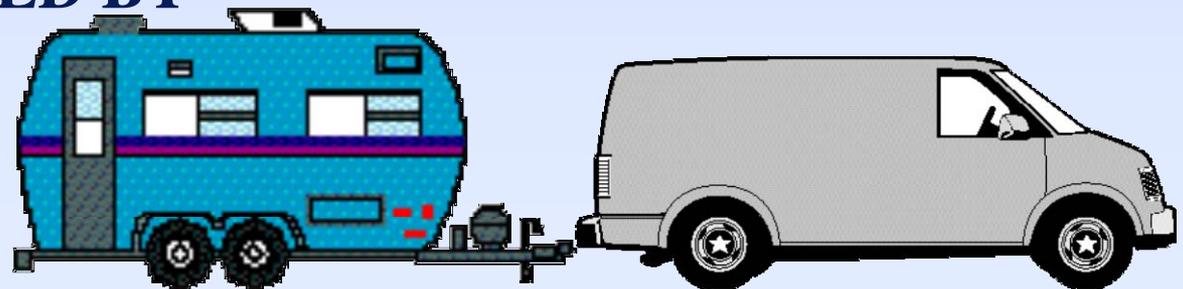
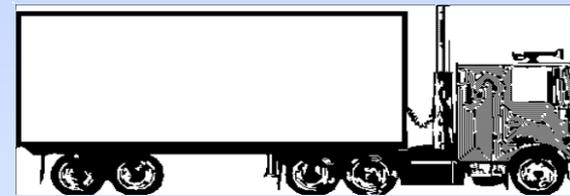
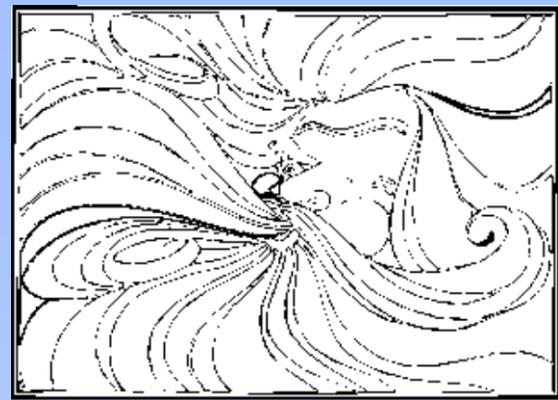
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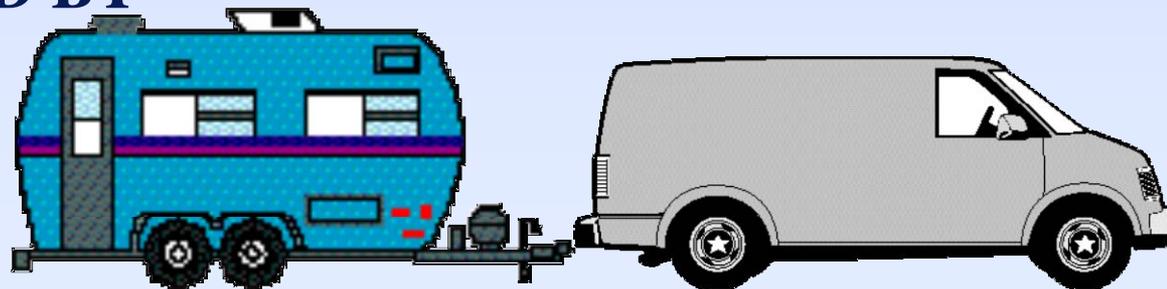
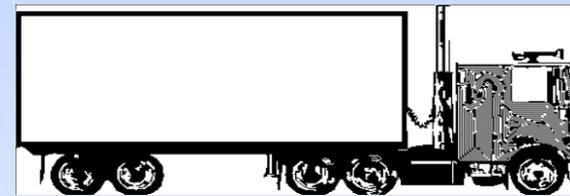
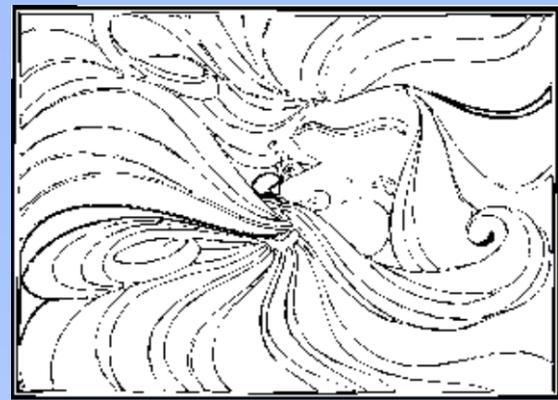
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# LESSENERD TRACTION

## ROADWAY CHARACTERISTICS

- HILLS
- CURVES
- GRAVEL/POTHOLES/WASHBOARD
- RRX
- VARIOUS ROAD SURFACES
- BRIDGES /TUNNELS

## ROADWAY SURFACES

- DRY CONCRETE
- ASPHALT/BLACK TOP
- CROWNED / GROVED / GRAVEL / METAL GRATED
- DIRT / MUD
- WASHBOARD SURFACE

## WEATHER CONDITIONS

- SNOW / RAIN / ICE / TEMP. / WIND / FOG

# Front Traction Loss

**REESTABLISH  
BALANCE  
OF THE VEHICLE**

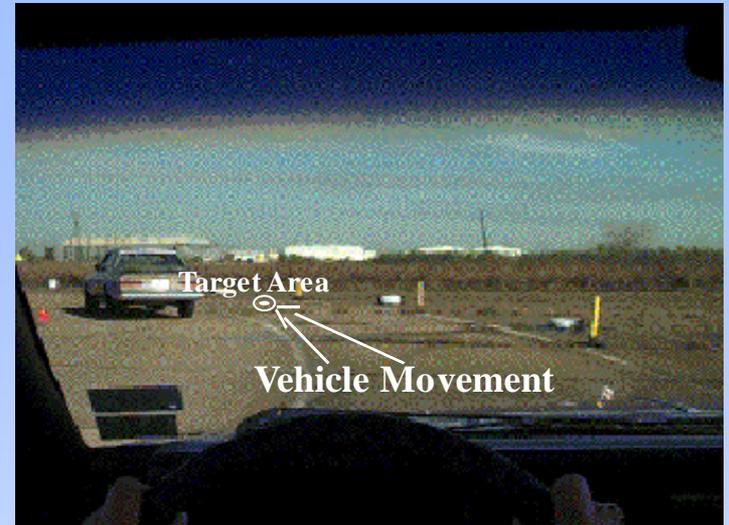
**MODERATE CAR  
INPUTS**

**IN:**

- **STEERING**
- **BRAKING**
- **ACCELERATION**

## Recognition

When entering the Curve, the vehicle path is following your target area...



## TRACTION LOSS TO THE FRONT TIRES



... Vehicle does not follow the Intended Travelpath and wants to move Straight rather than Turn

**LIMITED VISIBILITY/ TRACTION LOST**

**SOLUTION: Slow-Down**

