



Grade 1 Test

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It is important to read and understand this manual as it sets out what you need to know, understand and demonstrate to pass your Grade 1 Test.

This manual applies to everyone attending and should be understood by both the Member together with any signed in Associate.

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Grade 1 Test

Now that you have achieved scores of 10 for each of the competences for General and Advanced Driving, and completed all the Grade 1 prerequisites, you can attempt the Grade 1 Test.

Grade 1 requires passing a **three-part** test with **three** different Instructors.

- **Part 1 General Driving**
 - At any venue that the Chief Instructor, or deputy, consider to provide an adequate challenge for such a test.
- **Part 2 General Driving with overtaking**
 - At any venue that the Chief Instructor, or deputy, consider to provide an adequate challenge for such a test.
- **Part 3 Advanced Driving**
 - At any venue that the Chief Instructor, or deputy, consider to provide an adequate challenge for such a test.

Failure of any part will mean that all three parts have to be taken again.

Part 1 & Part 2 must be attempted at different venues.

The three Parts can be attempted in any order. Part 1 **or** Part 2 plus Part 3 may be taken at the same venue on the same day, if the venue is considered by the Chief Instructor, or deputy, to provide an adequate challenge for both parts of the test. **Note:** Only one attempt at the Grade 1 test is permitted per event; i.e. if you attempt part 1 in the morning and are unsuccessful you cannot take it again the same day.

It is your responsibility to inform the Instruction Co-ordinator that you wish to attempt the Test.

It is your responsibility to download and print a Test Marking Sheet from the website and bring it to the venue.

No marking sheet, no test!

Instructors

These will be selected by the Instruction Co-ordinators and will come from the Senior Instruction Team. If there are no Senior Instructors available then the Test will be deferred to a later date.

The decision on whether you have passed any part of the test rest solely with the Instructor who performs the Test.

Marking

Part 1 General Driving

You will be allowed a total of **15** Minors for the whole drive, providing that not more than 3 are for the same competency. If 4 Minors are incurred for the same competency that will become a Major and result in a Fail.

Part 2 General Driving with overtaking

You will be allowed a total of **5** Minors for the whole drive, providing that not more than 3 are for the same competency. If 4 Minors are made for the same competency that will become a Major and result in a Fail.

Part 3 Advanced Driving

You will be allowed a total of **5** Minors for the whole drive, providing that not more than 3 are for the same competency. If 4 Minors are made for the same competency that will become a Major and result in a Fail.

Major Errors

- **Unsafe Driving**

Any action or manoeuvre that the Instructor deems to be unsafe will result in a Major. Hitting a cone would be regarded as unsafe driving.

- **Manoeuvres**

If you have to restart a manoeuvre that will result in a Major, other than reversing round a corner and a car comes from the direction in which you are reversing, then you must return to your start position. Failure to do so would be regarded as a Major.

If you hit the kerb (or a cone) on any manoeuvre this would be a Major.

- **Illegal Actions**

Any driving action that does not comply with the traffic laws set out in the Highway Code would result in a Major. Examples of which, but not restricted to, are:

Breaking a speed limit.

Failing to bring the car to a complete stop at a "Stop" sign.

Failing to comply with a "Give Way" sign.

Any manoeuvre that is deemed unsafe, or causes another driver to brake or take avoiding action.

Failing to return wing mirrors to the driving position after a manoeuvre.

Cars

Part 1 General Driving

You will be expected to drive a different car than the one you normally drive.

Part 2 General Driving with overtaking

You will drive your normal car.

Part 3 Advanced Driving

You will drive your normal car.

Tips and Insider advice for taking the Test

Read the Marking Sheets included in this Pack. They clearly set out the competences you will be expected to perform.

Study the marking sheet for the pre-drive checks. Ensure that you know and can either demonstrate, or describe, the P.O.W.D.E.R.Y. and Cockpit Checks. These will be required to be performed in full when attempting Part 1. The Instructor will decide how much of needs to be performed at Parts 2 & 3.

Make sure you know what type of car you drive and what driver aids are fitted. For example do you have power steering, ABS, traction control etc. Look them up in your car's owner's manual and be prepared to describe how they work. This will be part of the Mechanical Knowledge competency.

Make sure that you know what all the warning lights mean and that you can explain how to react if one should come on when you are driving.

Don't forget the rolling Brake Check!

Note the marks deducted for incorrect or non-performance of a Pre-drive check. If you make 8 errors in this you will have failed before you leave the car park!

The Instructor will be looking to see how you react under pressure and if you can ignore distractions. This will be part of the Mental Skills and Attitude competency.

The Instructor will also be assessing your attitude to driving, other drivers, and to people in general.

Remember an Instructor will not award a Pass if, in their opinion, they would not give you the keys to their own car and let you drive it solo.

Remember the five "S" for driving:

Safety

Systematic

Smoothness

Speed

Sparkle

Name: _____ Venue: _____ Instructor: _____ Date: _____



Part 1 2 3

Pass/Fail (delete as applicable)

Grade 1 Test Marking Sheet	<u>Minor</u>	<u>Minor</u>	<u>Minor</u>	<u>Minor</u>	<u>Major</u>
POWDERY & Cockpit Checks (see attached marking sheet)					
Attitude & Mental Skills					
Use of the System of Car Control					
Information					
Observation					
Mirrors					
Use of Signals					
Position					
Tyres & Tarmac					
Driving for vision (cornering position at Combe)					
At junctions & roundabouts					
Speed					
Adherence to limits					
Stop in available distance you can see to be clear					
Gear					
Correct selection & hand position					
Appropriate overlapping					
Acceleration					
Smooth					
Progressive					
Steering & Hand Position					
Ten to Two					
Crossing hands & wheel slipping					
Cornering					
Balance throttle					
Limit point driving					
Overtaking (Part 2)					
Contact position					
Observation & shoulder check					
Correct gear, acceleration & return					
Mechanical Sympathy					
Commentary (Min 10 Minutes Part 1)					
Manoeuvres					
Hill Start					
Parallel park (both ways)					
Reverse round a corner (both ways)					
Turn in the Road					

Pre-Drive Checks Marking Sheet (In full at Part 1)					
P.O.W.D.E.R.Y Checks					
Petrol					
Oils					
Water					
Damage					
Electrics					
Rubber					
You					
Pre-Start Checks					
Physical handbrake check					
Gear stick is in neutral position					
Visual check of all the doors					
<i>Above 3 should be done in the order shown</i>					
Familiarise with position of controls					
Adjust seating					
Adjust mirrors					
Fit seat belt, check for wear & operation, headrest					
Static brake pressure					
Turn the ignition key to auxiliary on position					
Adjust exterior mirrors if electrically operated					
Warning lights that are on and what they mean					
Fuel gauge for sufficient fuel to complete journey					
Post-Start Checks					
All passengers are seatbelts on					
Verify handbrake warning light					
Rolling brake check					
Mechanical Knowledge					
Explain driver aids fitted (own car)					
Explain what to take if a warning lights comes on					
Motorway emergency procedures					
Totals					

Marking for Checks

For each check missed or incorrectly performed check deduct one mark.

Divide total by 2 to convert for the number of Minors

Eight (8) marks deduct on this sheet would be equal to 4 Minors that in turn equal 1 Major and a Test Fail.

Maximum minors allowed P1 = 15 P2 = 5 P3 = 5

