

FREE DOWNLOAD

Stopping distances

The table, the three-line rule that generates it from memory, and a blank to fill in from memory.



The full table

The rule behind it

A blank to fill in



One rule and one pattern generate all twelve numbers. Learn those two things and the whole table builds itself, every time, without any memorising.

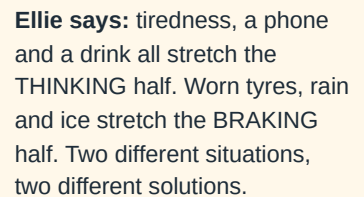
One. Thinking distance in metres is just the speed with the last digit dropped, then add a bit: 20 mph gives 6 m, 30 gives 9, 40 gives 12, and so on in threes.

Three. Add the two together. That total is your stopping distance.

Speed	Thinking	×	Braking	Stopping distance	Roughly
20 mph	6 m	×1	6 m	12 m	3 car lengths
30 mph	9 m	×1.5	14 m	23 m	6 car lengths
40 mph	12 m	×2	24 m	36 m	9 car lengths
50 mph	15 m	×2.5	38 m	53 m	13 car lengths
60 mph	18 m	×3	55 m	73 m	18 car lengths
70 mph	21 m	×3.5	75 m	96 m	24 car lengths

What changes them

Notice that thinking distance barely moves in the wet, because your reactions are the same. It is the braking half that grows, and it grows fastest at speed. So the gap you need at 70 mph is a good deal more than double the gap you need at 35.



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Now build it from the rule

Cover the first page and work the table out from the three lines, rather than recalling the numbers. Do that twice, a week apart, and it is yours for good.

Speed	Thinking	×	Braking	Stopping distance
20 mph				
30 mph				
40 mph				
50 mph				
60 mph				
70 mph				

Two to answer in a sentence

1. Why does the braking distance grow so much faster than the thinking distance?

2. It is raining. You are doing 60 mph. What gap are you leaving, and why?

The gap that does the same job without any maths.

Pick something fixed ahead: a sign, a bridge, a lamp post. When the car in front passes it, say "two seconds of space, and I stay in control". If you reach the same point before you finish, you are too close. Double it in the wet.

This page is one idea out of fourteen.

Spot the Hazard! does the same job for every official theory category: the system first, then the pen in your hand. The Question Book then tests whether it landed, with 280 questions and answers that explain the reason. care2drive.co.uk

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