



Requirements and Scoring the DOL Skills Test



Objectives –

- Verbiage and Scoring Maneuvers
- Not teaching to the test
 - Students understand the verbiage
 - Instructors know how they are graded

- **Are we on the right road?**



Requirements and Scoring the DOL Skills Test Causes for disqualification (7-6)



Qualified: <input type="checkbox"/> Yes <input type="checkbox"/> No	Your score:
If no, reason:	
<input type="checkbox"/> Accident <input type="checkbox"/> Dangerous action <input type="checkbox"/> Violation of law <input type="checkbox"/> Deductions <input type="checkbox"/> Failure to perform	

Accident:

1. Contact with pedestrian
2. Contact with another vehicle – damage
3. Running off the road
4. Contact with fixed object



Requirements and Scoring the DOL Skills Test Causes for disqualification (7-6)



Qualified: <input type="checkbox"/> Yes <input type="checkbox"/> No	Your score:
If no, reason:	
<input type="checkbox"/> Accident <input type="checkbox"/> Dangerous action <input type="checkbox"/> Violation of law <input type="checkbox"/> Deductions <input type="checkbox"/> Failure to perform	

Dangerous action:

1. An accident that was prevented by the expert driving on the part of another.
2. Dodging by a pedestrian
3. Examiner assumes physical or verbal control of the vehicle



Requirements and Scoring the DOL Skills Test Causes for disqualification (7-6)



Qualified: <input type="checkbox"/> Yes <input type="checkbox"/> No	Your score:
If no, reason:	
<input type="checkbox"/> Accident <input type="checkbox"/> Dangerous action <input checked="" type="checkbox"/> Violation of law <input type="checkbox"/> Deductions <input type="checkbox"/> Failure to perform	

Violation of a traffic law:

1. Speeding (over 5 MPH or more over speed limit)
2. Failure to stop (Sign or Signal)
3. Driving on the wrong side of road
4. Turning from a straight-ahead lane or driving straight when in turn lane.
5. Driving the wrong way on a one-way street
6. Applicant is stopped by law enforcement.



Requirements and Scoring the DOL Skills Test Causes for disqualification (7-7)



Qualified: <input type="checkbox"/> Yes <input type="checkbox"/> No	Your score:
If no, reason:	
<input type="checkbox"/> Accident <input type="checkbox"/> Dangerous action <input type="checkbox"/> Violation of law <input type="checkbox"/> Deductions <input checked="" type="checkbox"/> Failure to perform	

Failure to perform:

1. Refuses to try a maneuver or states they cannot perform the required action.
2. Repeatedly fail to follow instructions or directions.



Requirements and Scoring the DOL Skills Test Causes for disqualification (7-7)



Qualified: <input type="checkbox"/> Yes <input type="checkbox"/> No	Your score:
If no, reason:	
<input type="checkbox"/> Accident <input type="checkbox"/> Dangerous action <input type="checkbox"/> Violation of law <input checked="" type="checkbox"/> Deductions <input type="checkbox"/> Failure to perform	

Accumulation of errors:

1. A score less than 80 points.



Required Route Maneuvers



Backing

Park and start on hill

Parallel parking

Starting

Turns

Lange change (Lane Travel on Sheet)



Route Maneuvers and Scoring

Backing Maneuver 7-2



Turn into a driveway or alleyway.

“Back around the corner to the right, staying as close to the edge of the curb as you can. Then safely continue backing in a straight line until I say stop”

Back up about 50’ or 2 ½ car lengths

“Stop”

“Reenter Traffic”

If using a corner – ***“Drive to the side of the road and stop. Imagine you are backing out of a driveway”***



Route Maneuvers and Scoring

Backing Maneuver 7-7 & 7-13



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unable Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Cut Curb Weave	2	LS: Clutch Stall Start Races	1

7-7 & 7-8

7-13



Route Maneuvers and Scoring

Backing Maneuver 7-7



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2St/ Unable Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Cut Curb Weave	2	LS: Clutch Stall Start Races	1

Vis = **Vision** doesn't use best possible vision – including “blind spot” before reentering traffic



Route Maneuvers and Scoring

Backing Maneuver 7-7



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp U nble Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Cut Curb Weave	2	LS: Clutch Stall Start Races	1

Sig = **Signal** fails to use required signal when entering traffic.



Route Maneuvers and Scoring

Backing Maneuver 7-7



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unal Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wid Dis Cut Curb Weave	2	LS: Clutch Stall Start Races	1

Sw = **Sidewalk** fails to stop at sidewalk area



Route Maneuvers and Scoring

Backing Maneuver 7-7



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unable road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide D's Cut Curb Weave	2	LS: Clutch Stall Start Races	1

Stp = **Stop** fails to stop before entering travel portion of road.

Do not score STP and SW in the same Maneuver



Route Maneuvers and Scoring

Backing Maneuver 7-7



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unable Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Curb Weave	2	LS: Clutch Stall Start Races	1

Spd = **Speed** backs too fast.



Route Maneuvers and Scoring

Backing Maneuver 7-8



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unable Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Cut Curb Weave	2	LS: Clutch Stall Start Races	1

Wide = **Wide** Backs wide over center of the road (2 wheels).
4 Wheels score as Dangerous Action (DA)



Route Maneuvers and Scoring

Backing Maneuver 7-8



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unable Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Cut Curb Weave	2	LS: Clutch Stall Start Races	1

Curb = **Curb** One wheel over Curb. Unable to back due to curb.
Two wheels on the curb score as Dangerous Action (DA)



Route Maneuvers and Scoring

Backing Maneuver 7-8



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unable Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Cut Curb Weave	2	LS: Clutch Stall Start Races	1

2Stp = **Second Stop** fails to make a second stop or check if needed due to limited visibility.



Route Maneuvers and Scoring

Backing Maneuver 7-8



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unable Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Cut Curb Weave	2	LS: Clutch Stall Start Races	1

Unable = **Unable** prior to the turn, unable to back the car around the corner. Striking the curb three times.



Route Maneuvers and Scoring

Backing Maneuver 7-8



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unable Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Road Curb Weave	2	LS: Clutch Stall Start Races	1

Road = **Road** Backs off the road with one or more wheels, no curb present, and no damage to property.



Route Maneuvers and Scoring

Backing Maneuver 7-8



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unable Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Cut Curb Weave	2	LS: Clutch Stall Start Races	1

Wide = **Wide** over 18" from curb during turn.



Route Maneuvers and Scoring

Backing Maneuver 7-8



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unable Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Cut Curb Weave	2	LS: Clutch Stall Start Races	1

Dis = **Distance** over 18" from curb during straight line backing.



Route Maneuvers and Scoring

Backing Maneuver 7-8



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unable Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Cut Curb Weave	2	LS: Clutch Stall Start Races	1

Cut = **Cut** Cuts across corner where no curb exists.



Route Maneuvers and Scoring

Backing Maneuver 7-8



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unable Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Cut Curb Weave	2	LS: Clutch Stall Start Races	1



Curb = **Curb** Strikes curb, does not stop movement.



Route Maneuvers and Scoring

Backing Maneuver 7-8



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unable Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Cut Curb Weave	2	LS: Clutch Stall Start Races	1

Weave = **Weave** While backing does not keep vehicle in straight line.



Route Maneuvers and Scoring

Backing Maneuver 7-13



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unable Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Cut Curb Weave	2	LS: Clutch Stall Start Races	1

Mechanical operation – Which ones might be marked?



Route Maneuvers and Scoring

Backing Maneuver 7-13



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unable Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Cut Curb Weave	2	LS: Clutch Stall Start Races	1

Mechanical operation – Which ones might be marked?

Sig – **Signal** Fails to discontinue turn signal if it does not cut off automatically



Route Maneuvers and Scoring

Backing Maneuver 7-13



DP=Danger potential LS=Lack of skill CP=Congestion potential

Backing		Mechanical operation	
DP: Vis Sig Sw Stp Spd Wide Curb 2Stp Unable Road	4	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Wide Dis Cut Curb Weave	2	LS: Clutch Stall Start Races	1

Mechanical operation – Which ones might be marked?

Gear – **Gear** Starts in improper gear. Does not shift to drive after backing.



Route Maneuvers and Scoring

Park and start on hill 7-2



“See the LANDMARK ahead on the right”

“Park your vehicle at the LANDMARK as though you were going to leave it unattended”

If the location is simulated (not a distinct hill) add

“Assume you are on an uphill/downhill grade”



Route Maneuvers and Scoring Park and start on hill 7-10 & 7-11



Park and start on hill		Mechanical operation	
DP: Vis Sig Pb Gear Wh Dis Ctl Curb		DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Joc Curb Ctl		LS: Clutch Stall Start Races	1
CP: Dis			
Lane travel			
DP: Vis Sig Rt Lanes Curb	4		
CP: Lanes Weave	2		

7-10 & 7-11



Route Maneuvers and Scoring

Park and start on hill 7-10 & 7-11



Park and start on hill			Mechanical operation		
DP: Vis Sig Pb Gear Wh Dis			DP: Sig Hands Arm Pos 1Hand		2
Ctl Curb			Clutch Gear Brk		
LS: Joc Curb Ctl			LS: Clutch Stall Start Races	1	
CP: Dis			SMOG into the curb		
Lane travel			Sig – Signal		
DP: Vis Sig Rt Lanes Curb		4	Vis – Vision		
CP: Lanes Weave	2				

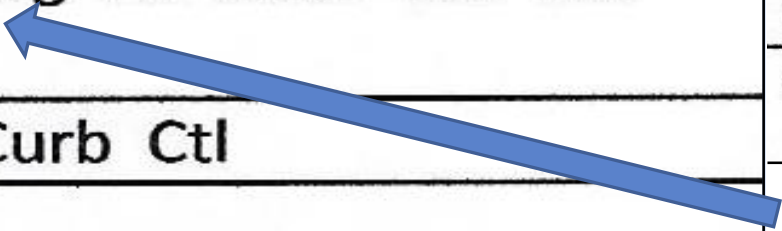


Route Maneuvers and Scoring

Park and start on hill 7-10 & 7-11



Park and start on hill			Mechanical operation		
DP: Vis Sig Pb Gear Wh Dis			DP: Sig Hands Arm Pos 1Hand		2
Ctl Curb			Clutch Gear Brk		
LS: Joc Curb Ctl			LS: Clutch Stall Start Races	1	
CP: Dis					
Lane travel					
DP: Vis Sig Rt Lanes Curb		4			
CP: Lanes Weave	2				



SMOG away from the curb

Sig – **Signal**

Vis – **Vision**



Route Maneuvers and Scoring

Park and start on hill 7-10 & 7-11



Park and start on hill		Mechanical operation	
DP: Vis Sig Pb Gear Wh Dis		DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
Ctl Curb		LS: Clutch Stall Start Races	1
LS: Joc Curb Ctl			
CP: Dis			
Lane travel			
DP: Vis Sig Rt Lanes Curb	4		
CP: Lanes Weave	2		

Pb = **Parking Brake** – Fails to secure
Gear = **Gear** - Fails to shift to park
(Automatic) manual – opposite of the hill.
Wh = **Wheels** - Fails to turn front wheels properly

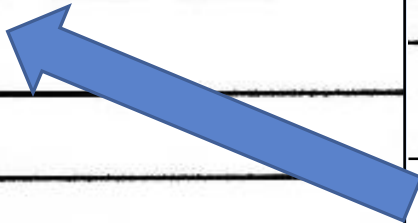


Route Maneuvers and Scoring

Park and start on hill 7-10 & 7-11



Park and start on hill				Mechanical operation	
DP: Vis Sig Pb Gear Wh Dis					2
Ctl Curb					
LS: Joc Curb Ctl				1	
CP: Dis					
Lane travel					
DP: Vis Sig Rt Lanes Curb			4		
CP: Lanes Weave		2			



Dis = **Distance** – front tire or entire car within 12” from curb

Ctl = **Control** – Does not maintain control of vehicle.

Curb = **Curb** – One wheel over curb when leaving (2 Wheels = DA)



Route Maneuvers and Scoring

Park and start on hill 7-10 & 7-11



Park and start on hill		Mechanical operation	
DP: Vis Sig Pb Gear Wh Dis		DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
Ctl Curb		LS: Clutch Stall Start Races	1
LS: Joc Curb Ctl			
CP: Dis			
Lane travel			
DP: Vis Sig Rt Lanes Curb	4		
CP: Lanes Weave	2		

Joc = **Jockeying** back and forth
 Curb = Strikes **curb** when leaving
 Ctl = **Control** - Releases parking brake before vehicle is controlled by engine or foot brake.



Route Maneuvers and Scoring

Park and start on hill 7-10 & 7-11



Park and start on hill	Mechanical operation	
DP: Vis Sig Pb Gear Wh Dis Ctl Curb	DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk	2
LS: Joc Curb Ctl	LS: Clutch Stall Start Races	1
CP: Dis ←	Dis – Distance Rear tire over 12" from curb.	
Lane travel		
DP: Vis Sig Rt Lanes Curb	4	
CP: Lanes Weave	2	



Route Maneuvers and Scoring

Park and start on hill 7-10 & 7-11



Park and start on hill		
DP: Vis Sig Pb Gear Wh Dis		
Ctl Curb		
LS: Joc Curb Ctl		
CP: Dis		
Lane travel		
DP: Vis Sig Rt Lanes Curb		4
CP: Lanes Weave	2	

Mechanical operation		
DP: Sig Hands Arm Pos 1Hand		2
Clutch Gear Brk		
LS: Clutch Stall Start Races	1	

Sig – Signal not cancelled after entering roadway
 Gear – Improper gear

Required Route Maneuvers

Parallel Parking





Route Maneuvers and Scoring

Parallel Parking 7-3



Parking between two vehicles (not recommended).

Identify the landmark.

“see the space between the red and blue cars”

“Parallel park between these two vehicles”

When the maneuver is complete.

“Reenter traffic”



Route Maneuvers and Scoring

Parallel Parking 7-3



Parking behind a single vehicle.

Identify the landmark.

“see the red vehicle on the right”

“Imagine another vehicle parked 1-1/2 car lengths to the rear; parallel park between the two”

When the maneuver is complete.

“Reenter traffic”



Route Maneuvers and Scoring

Parallel Parking 7-3



Parking between poles, cones or stanchions.

“Parallel park in the space between the four poles as if you were parking between two vehicles”

When the maneuver is complete.

“Reenter traffic”



Route Maneuvers and Scoring

Parallel Parking 7-9 & 7-10



Parallel Parking			Mechanical operation		
DP: Vis Sig Cont Thur Curb Unable Road	4		DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk		2
LS: Cur 1 1/2 Joc	2		LS: Clutch Stall Start Races	1	
CP: Trv Dis Cent	2				

Vis = **Vision** – Fails to use best possible vision when entering, leaving or within parking space.

Sig = **Signal** – Fails to signal properly when leaving parked position. Hand signal if turn indicator cannot be observed by street traffic.



Route Maneuvers and Scoring

Parallel Parking 7-9 & 7-10



Parallel Parking			Mechanical operation		
DP: Vis Sig Cont Thur Curb	4		DP: Sig Hands Arm Pos 1Hand		2
Unable Road			Clutch Gear Brk		
LS: Curb 1 1/2	2		LS: Clutch Stall Start Races	1	
CP: Try Dis Cen	2				

Cont = Bumper makes **CONTACT** with another vehicle or pole (no damage) If damage score as Accident (Test over)

Thur = Drives forward or backs **THROUGH** poles.

Curb = **Curb** Backs over curb with one wheel

Unable = Score after two attempts to park and still not properly parked

Road = Passenger side wheels are past the poles, as if on curb.



Route Maneuvers and Scoring

Parallel Parking 7-9 & 7-10



Parallel Parking			Mechanical operation		
DP: Vis Sig Cont Thur Curb Unable Road	4		DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk		2
LS: Curb 1 1/2 Joc	2		LS: Clutch Stall Start Races	1	
CP: Try Dis Cent	2				

Curb = Strikes curb stopping vehicular movement.

1 ½ = Fails to park within the designated 1 ½ car lengths.

Joc = Excessive jockeying back and forth. No more than three moves.



Route Maneuvers and Scoring

Parallel Parking 7-9 & 7-10



Parallel Parking			Mechanical operation		
DP: Vis Sig Cont Thur Curb Unable Road	4		DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk		2
LS: Curb 1 1/2 Joc	2		LS: Clutch Stall Start Races	1	
CP: Try Dis Cent	2				

↑
Try = Backs more than once from traveled portion of road.

Dis = Not within 12" from curb

Cent = Fails to center vehicle properly (too far forward or back).



Route Maneuvers and Scoring

Parallel Parking 7-9 & 7-10



Parallel Parking			Mechanical operation		
DP: Vis Sig Cont Thur Curb Unable Road	4		DP: Sig Hands Arm Pos 1Hand Clutch Gear Brk		2
LS: Curb 1 1/2 Joc	2		LS: Clutch Stall Start Races	1	
CP: Try Dis Cent	2				

Sig – Signal not cancelled after entering roadway
Gear – Improper gear

Required Route Maneuvers

Start Maneuver





Route Maneuvers and Scoring

Starting maneuver 7-3



Identify the landmark.

“Drive to the side of the road and stop”

When the maneuver is complete.

“Reenter traffic”



Route Maneuvers and Scoring

Starting maneuver 7-11



Starting		
DP: Vis Sig Curb		4
Lane travel		
DP: Vis Sig Rt Lanes Curb		4
CP: Lanes Weave	2	

SMOG to Curb

Vis = **Vision**

Sig = **Signal**



Route Maneuvers and Scoring

Starting maneuver 7-11



Starting		
DP: Vis Sig Curb		4
Line travel		
DP: Vis Sig Rt Lanes Curb		4
C: Lanes Weave	2	

SMOG back into traffic

Vis = **Vision**

Sig = **Signal**



Route Maneuvers and Scoring

Starting maneuver 7-11



Starting		
DP: Vis Sig Curb		4
Lane travel		
DP: Vis Sig Ft Lanes Curb		4
CP: Lanes Weave	2	

Curb – Goes over curb or off shoulder of road with one wheel when leaving parked position.

2 Wheels over curb or off shoulder is a DA



Route Maneuvers and Scoring Turns 7-3



Approximately 100 feet before

“At the next corner, turn right/left”

Roundabouts

“After entering the round-about take the # exit to the right”



Questions????

Future of WTSEA

- Brief History
- Purpose of WTSEA
- Board Members retiring
- Board positions that will be open
- Nominations and elections in the spring 2022
- Hosting the ADTSEA conference in July 2022 in Vancouver (approximately 28 clock hours)
- No Fall conference in 2022