**Right turns (MSPSGL Routine)**

**Mirrors**

* Check centre & left mirror
* Effective observation of all other road users

**Signal**

* Right indicator
* To inform other road users
* Correct timing
  + Too early - other road users will ignore
  + Too late - other road users won't have time to react

**Position**

* Just left of centre line

**Speed and Gear**

* Slow to suitable speed using brakes
  + Stop if necessary, oncoming traffic has priority
  + 5 - 10 mph, blind or tight corner
  + 10 - 20 mph, open or shallow corner
* Change to appropriate gear
  + 1st gear, if stopped
  + 1st gear, blind or tight corner
  + 2nd gear, open or shallow corner
* Do not coast into or round corner
  + Not in full control
  + Mustn't release clutch in corner
    - Stranded if in neutral
    - Stall if in wrong gear

**Look**

* Check road ahead
  + Ensure it is safe to turn
* Check road ahead
  + Assess all other road users
  + Oncoming vehicles, priority
  + Time to cross - Time to walk across

**Point of Turn**

* When front wheel level with centre line in new road
  + Too soon - will cross white line
  + Too late - will hit curb

**Steer**

* Pull Push
* Straighten up
* Just before the turn is completed
* Feed wheel back

**Check Mirrors**

* New road, new mirrors
* Accelerate
* Change gear

