

Stopping Distances and Reaction Times

The **stopping distance** of a vehicle is the distance covered between the driver **first spotting** a hazard and the vehicle coming to a **complete stop**. It's made up of the **thinking distance** and the **braking distance**.

$$\text{Stopping Distance} = \text{Thinking Distance} + \text{Braking Distance}$$

The **longer** it takes a car to **stop** after seeing a hazard, the **higher** the risk of **crashing**. The distance it takes to stop a car (**stopping distance**) is divided into the **thinking distance** and the **braking distance**:

The **thinking distance** is the distance the car travels in the driver's **reaction time** (the time between **noticing the hazard** and **applying the brakes**). It's affected by **two main factors**:

- 1) Your **reaction time** — this is increased by **tiredness**, **alcohol**, **drugs** and **distractions**.
- 2) Your **speed** — the **faster** you're going, the **further** you'll travel during your reaction time.

The **braking distance** is the distance taken to stop **once the brakes have been applied**. It's affected by:

- 1) Your **speed** — the **faster** you're going, the **longer** it takes to stop.
- 2) The **mass** of the car — a car full of **people** and **luggage** won't stop as quickly as an empty car.
- 3) The condition of the **brakes** — **worn** or **faulty** brakes won't be able to brake with **as much force**.
- 4) How much **friction** is between your **tyres** and the **road** — you're more likely to **skid** if the road is **dirty**, if it's **icy or wet** or if the **tyres** are **bald** (tyres must have a minimum **tread depth** of **1.6 mm**).

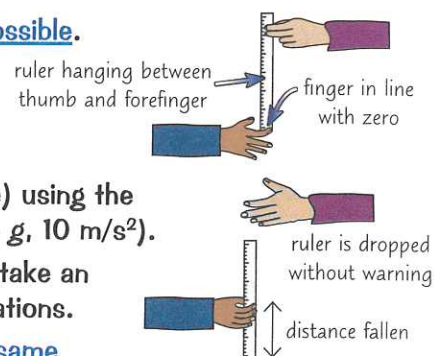
In the exam, you may need to **spot** the **factors** affecting thinking and braking distance in **different situations**. E.g. if a parent is driving her **children** to school **early** in the morning on an **autumn** day, her **thinking** distance could be affected by **tiredness**, or by her children **distracting** her. Her **braking** distance could be affected by **ice**, or by **leaves** on the road reducing the **friction/grip**.

The Ruler Drop Experiment Measures Reaction Times

Everyone's reaction time is different and many different **factors** affect it (see above).

One way of measuring reaction times is to use a **computer-based test** (e.g. **clicking a mouse** when the screen changes colour). Another is the **ruler drop test**:

- 1) Sit with your arm **resting** on the edge of a table (this should stop you moving your arm up or down during the test). Get someone else to hold a ruler so it **hangs between** your thumb and forefinger, lined up with **zero**. You may need a **third person** to be at **eye level with the ruler** to check it's lined up.
- 2) Without giving any warning, the person holding the ruler **drops it**. Close your thumb and finger to try to **catch the ruler as quickly as possible**.
- 3) The measurement on the ruler at the point where it was caught is **how far** the ruler dropped in the time it took you to react.
- 4) The **longer** the **distance**, the **longer** the **reaction time**.
- 5) You can calculate **how long** the ruler was falling for (the **reaction time**) using the equations on p.146 because its **acceleration** is **constant** (and equal to g , 10 m/s^2).
- 6) It's **hard** to do this experiment **accurately**, so do a lot of **repeats** and take an **average** of the **distance** the ruler fell. Use this average in your calculations.
- 7) Make sure it's a **fair test** — keep the **variables** you **aren't testing** the **same** every time, e.g. use the **same ruler** for each repeat and have the **same person** dropping it.
- 8) For an experiment like this, a typical reaction time is around **0.2-0.6 s**.
- 9) A person's reaction time in a **real** situation (e.g. when driving) will be **longer** than that, though. Typically, an **alert** driver will have a reaction time of about **1 s**.



Stop right there — and learn this page...

Bad visibility also causes accidents — if it's foggy, it's harder to notice a hazard, so there's less room to stop.

Q1 Drivers on long journeys should take regular breaks. Explain why, in terms of stopping distance. [3 marks]

Stopping Distances and Reaction Times

1 The thinking distance for a driver in a car travelling at 40 mph is 12 m. The braking distance is 24 m.



a) State what is meant by thinking distance.

.....
 [1]

b) Calculate the car's stopping distance when it is travelling at 40 mph.

Stopping Distance = m
 [1]
 [Total 2 marks]

2 Different people have different reaction times.



a) What is the typical reaction time for a person?

A 1.3 – 1.8 s B 0.4 – 0.9 s C 0.1 – 0.2 s D 2.0 – 3.0 s
 [1]

b) Give **three** factors that could affect a person's reaction time.

.....
 [3]
 [Total 4 marks]

3 A car is travelling down a road, and the driver has to brake suddenly.



a) Describe what is meant by braking distance.

.....
 [1]

b) There are lots of leaves on the road, and the road surface is wet. Explain what effect this will have on the car's braking distance.

.....

 [2]
 [Total 3 marks]

4 The ruler drop test can be used to investigate people’s reaction times.



a) Describe **one** other method that can be used to test people’s reaction times.

..... [1]

b) Describe the steps involved when using the ruler drop experiment to investigate reaction times.

..... [6]

[Total 7 marks]

5* A group of friends are driving home from a concert late at night. It is raining heavily and they are listening to loud music on the radio.



Describe the factors that could affect the car’s stopping distance and safety of the journey. Explain the effect each factor could have.

..... [Total 6 marks]

[Total 6 marks]