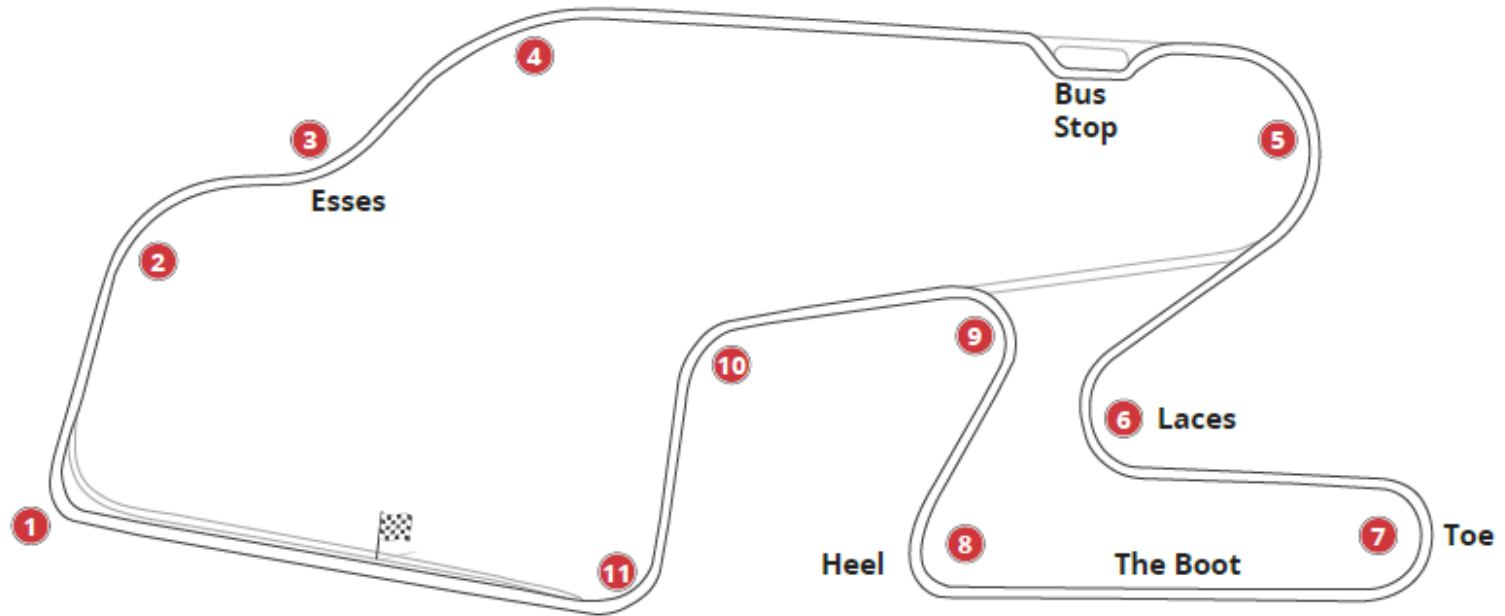


Sensory Input Session(s)

Reference Points

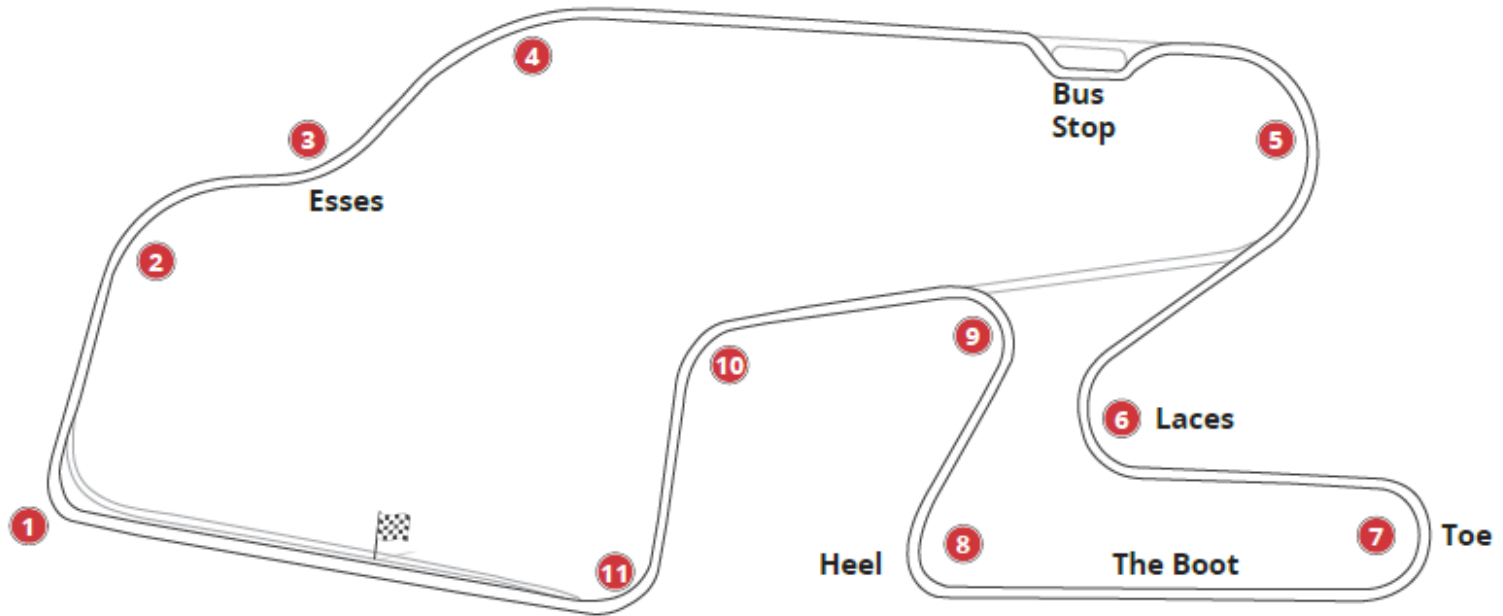
- Not cones!
- Cracks, posts, seams, curbs, etc.
- BOB, TI, EOB, A, TO, in between



Sensory Input Session(s)

Track Surface

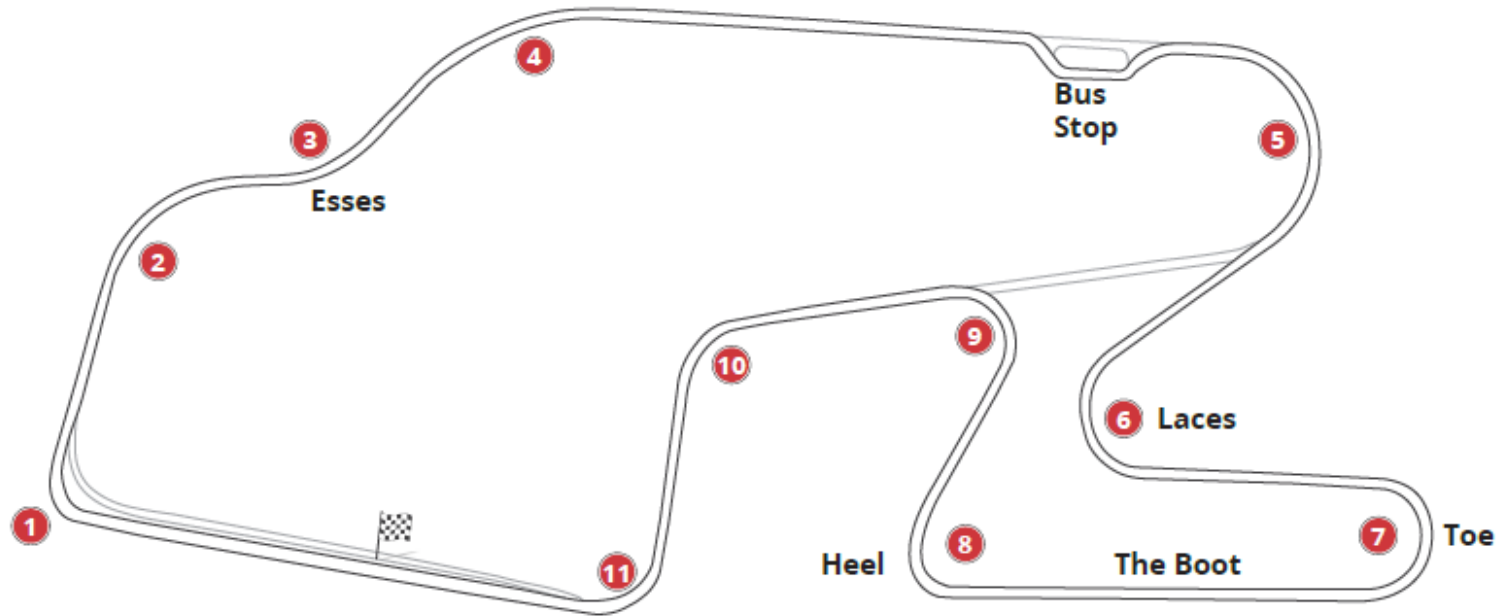
- Sealer, color change, etc.
- Elevation
- One new feature per lap



Sensory Input Session(s)

Safety

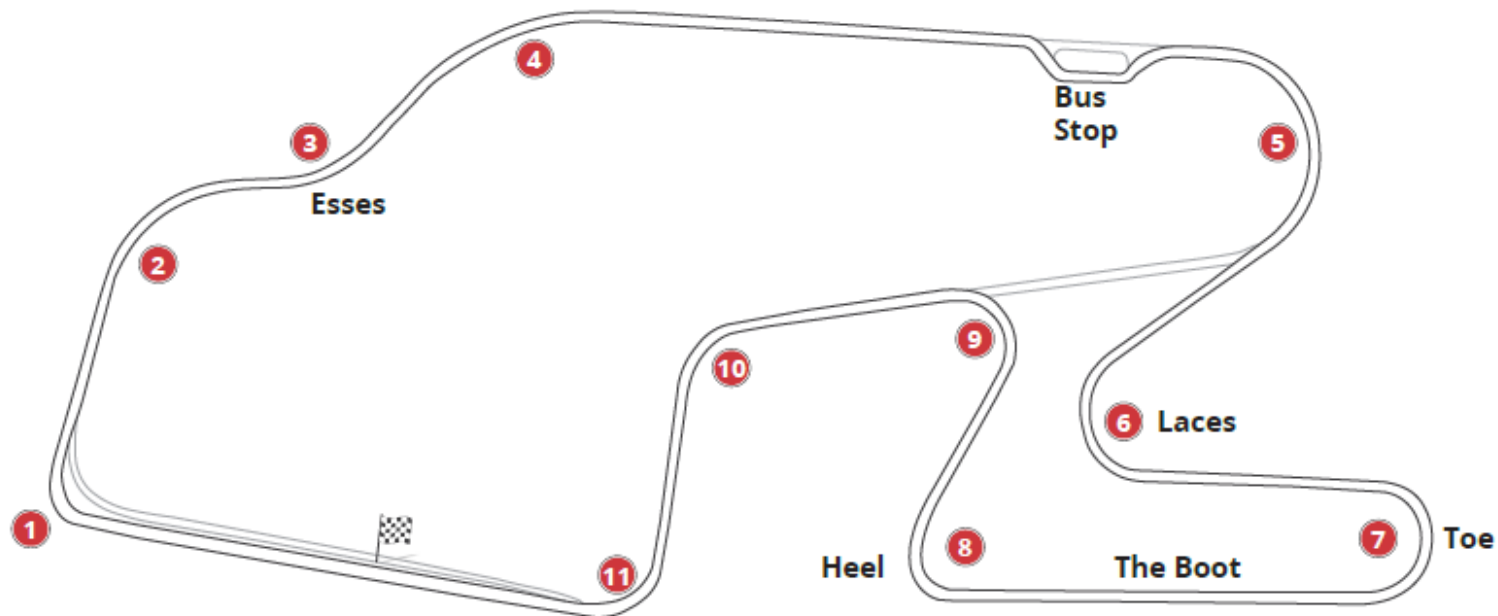
- How soon/far ahead can I see flag stations?
- Bail out area(s) for each corner
- Which curbs could I drive on? Not?
- Etc.



Sensory Input Session(s)

Brake Application

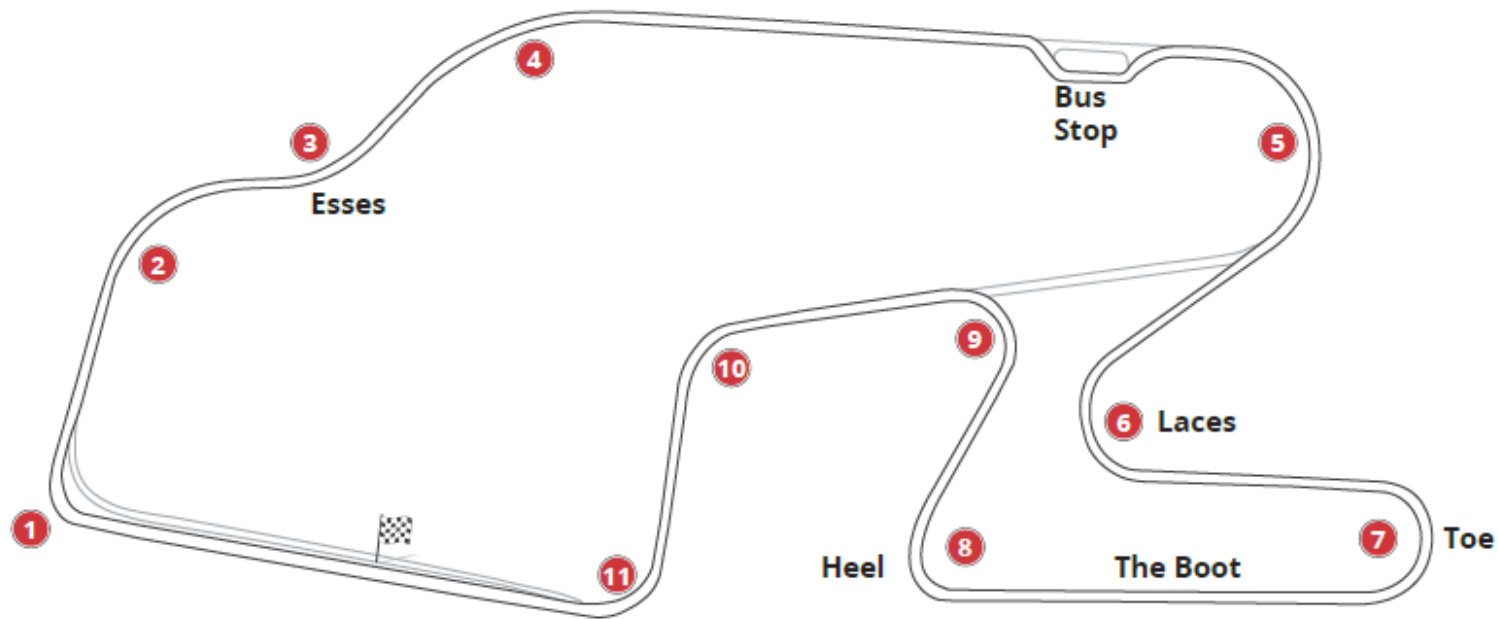
- Quick and hard enough? Too much?
- Does the car get upset?
- Totally consistent lap to lap?
- Get money in the bank early in the brake zone (Cass Whitehead)
- Brakes: "on like a lion, off like a lamb" (Pobst)
- Etc.



Sensory Input Session(s)

Brake Release

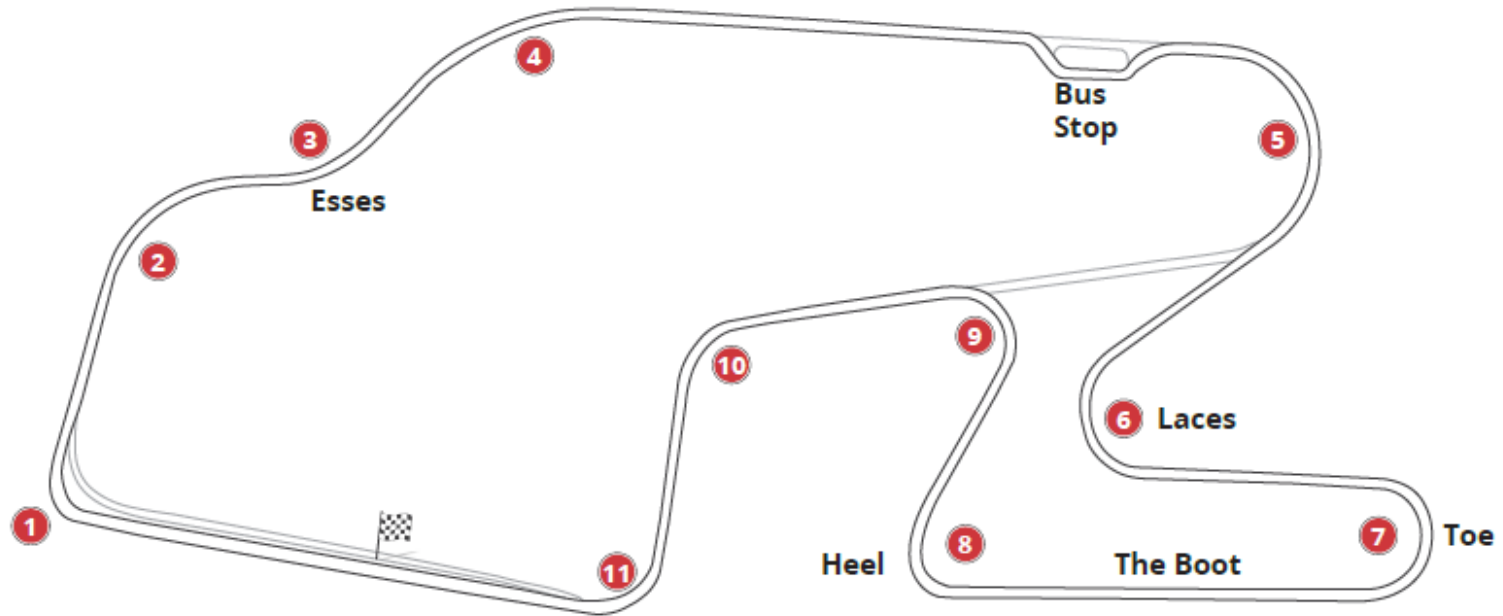
- Modulating pressure thru brake zone properly?
- Beginning release at the right point?
- Right rate? Slow, medium, fast
- Totally consistent lap to lap?
- Come off the brakes politely (Peter Argetsinger)
- Etc.



Sensory Input Session(s)

Throttle

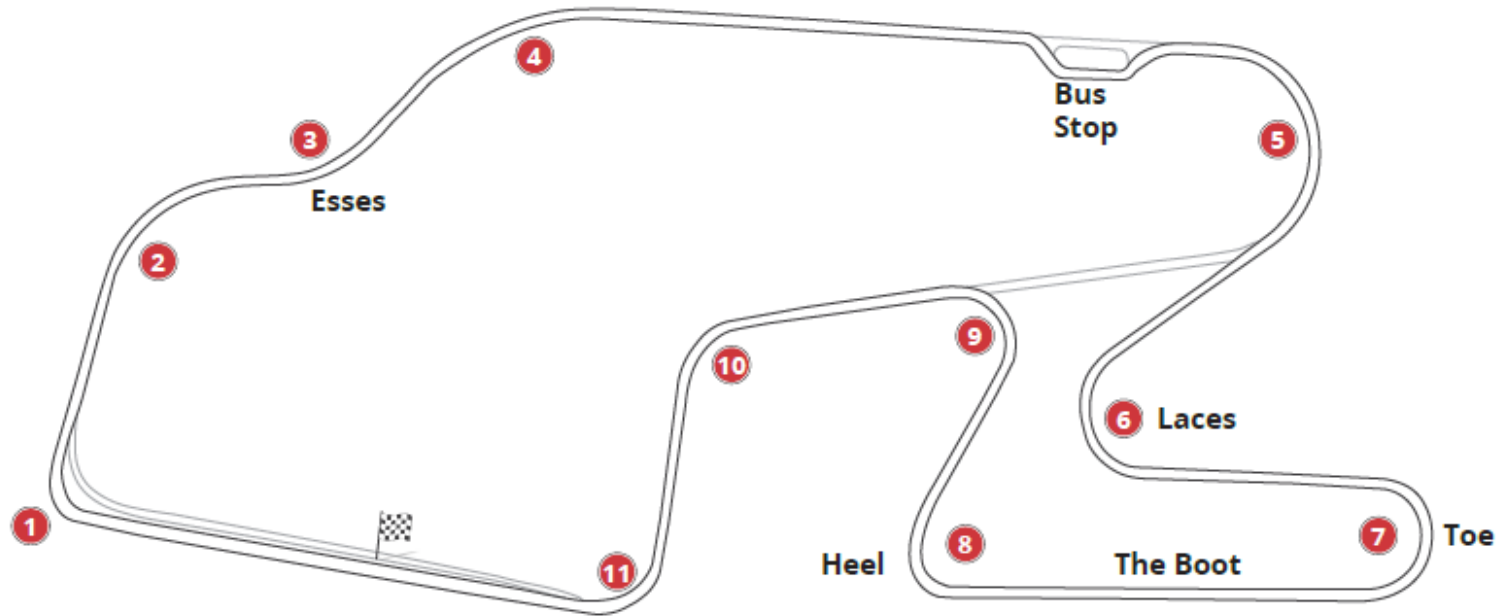
- Squeezing too soon or too quickly? Not enough?
 - Pause between brake and gas?
- On floor until brake application?
- How are you using it (vs when)
- Use only the top half? (David Murry)
- Etc.



Sensory Input Session(s)

Steering

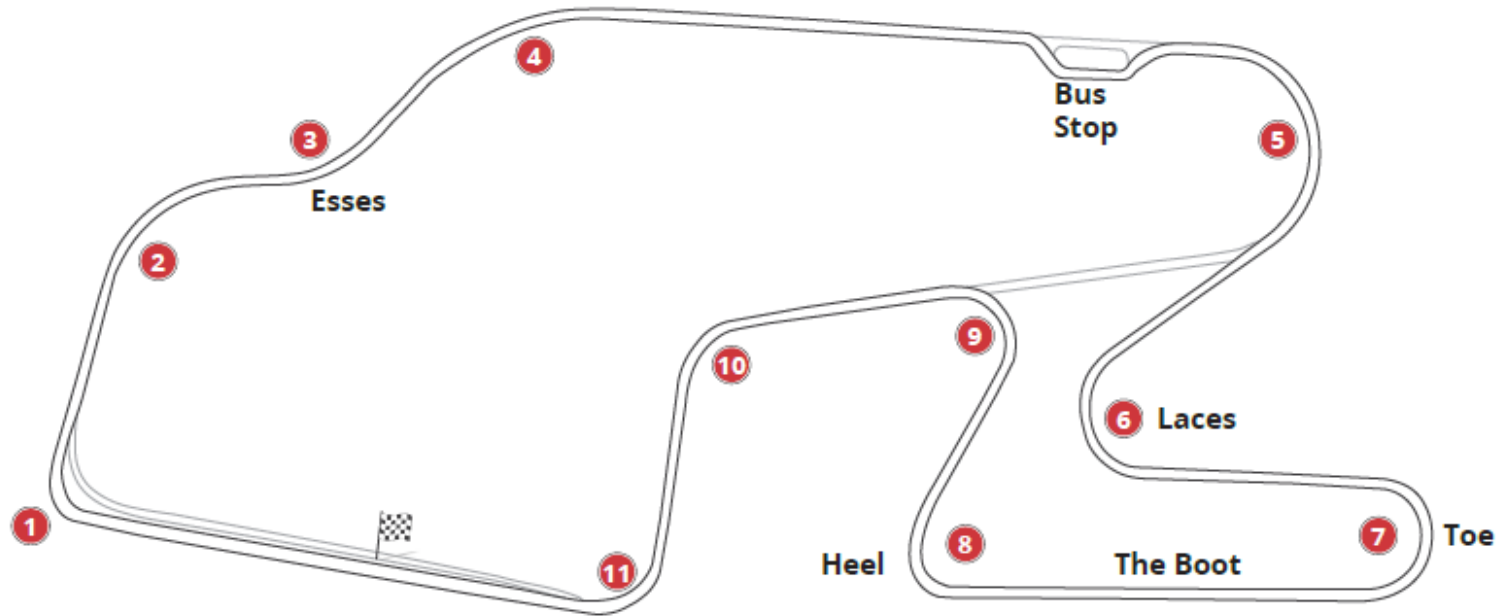
- Especially how you unwind on corner exit
- Is turn-in from track edge?
- Is turn-in crisp/flowing or gentle/progressive
 - Both correct, depends on the corner: Turn 1 vs Turn 6
- Etc.



Sensory Input Session(s)

Mirrors

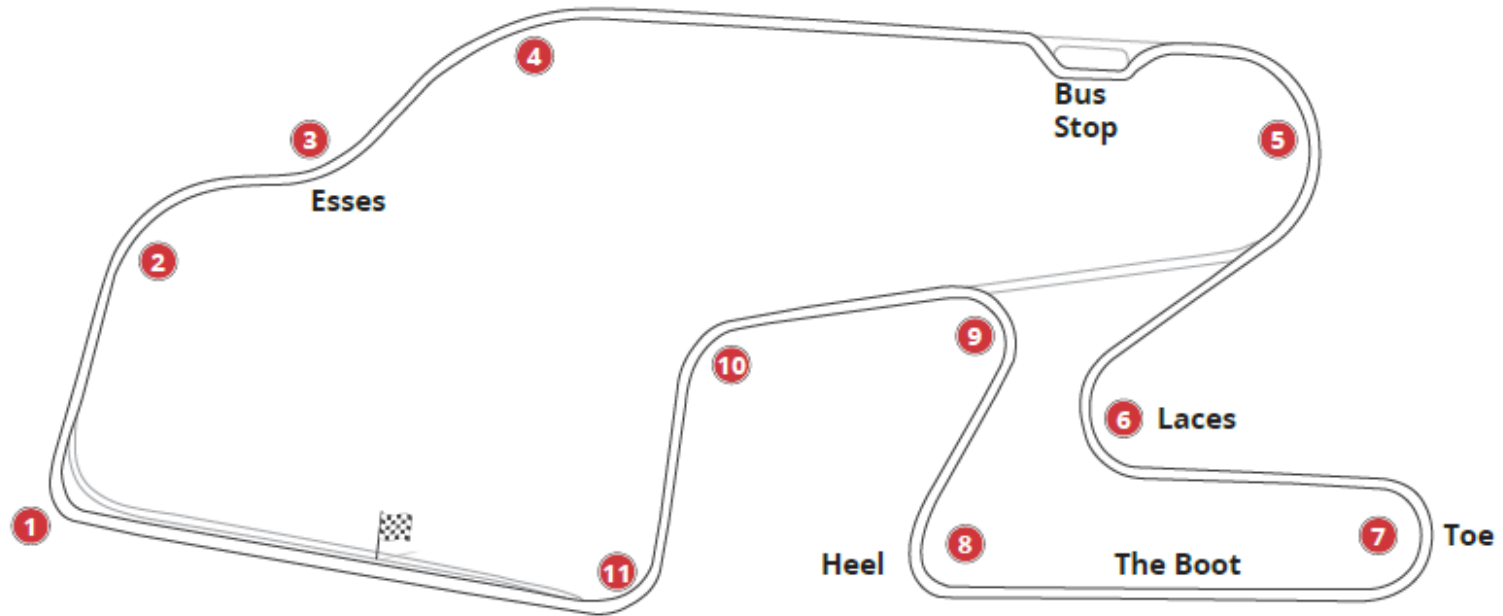
- Adjusted properly?
- How many cars behind?
 - End of back straight?
- Closing speed: is car in mirror closer or further away?
 - What color(s) is/are cars behind?
- Etc.



Sensory Input Session(s)

What Would I Do If

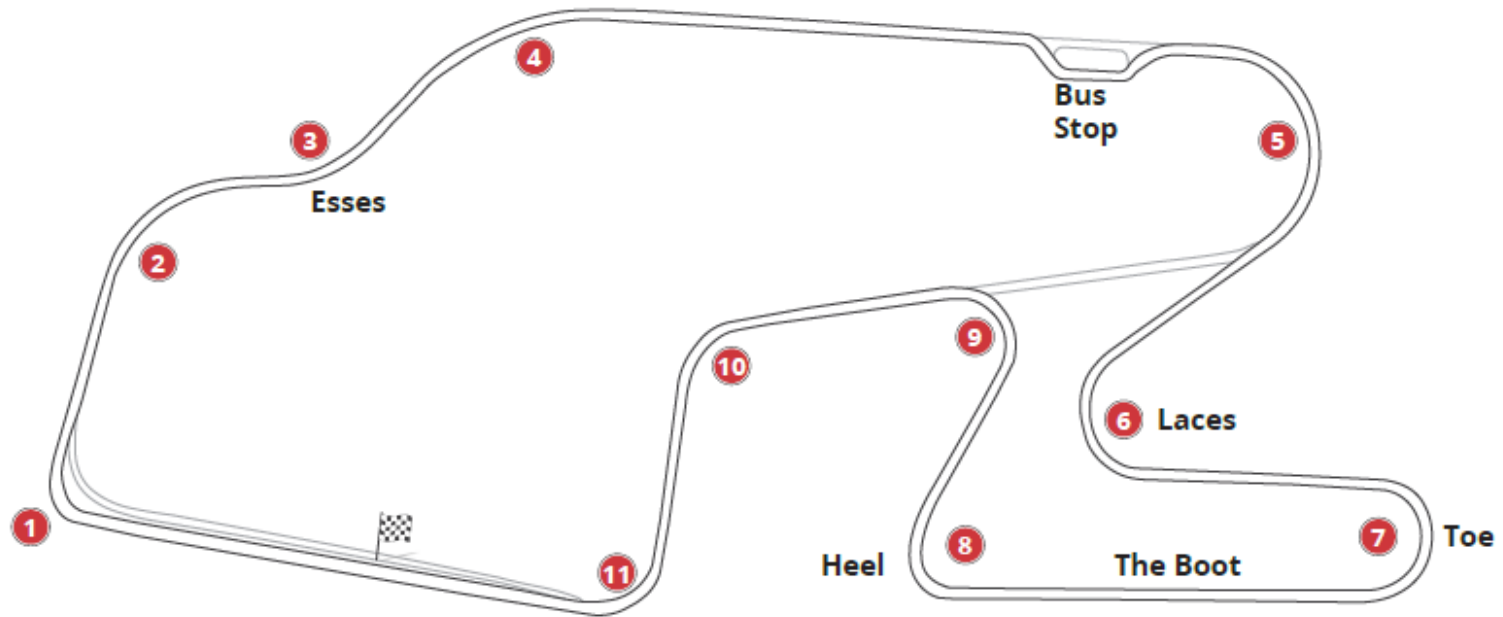
- I smell anti-freeze?
- Car in front swerves under braking?
- Brake pedal soft in middle of traffic entering bus stop? off camber?
- Two fast cars, you give one signal, can't see second one?
- Etc.



Sensory Input Session(s)

Vision

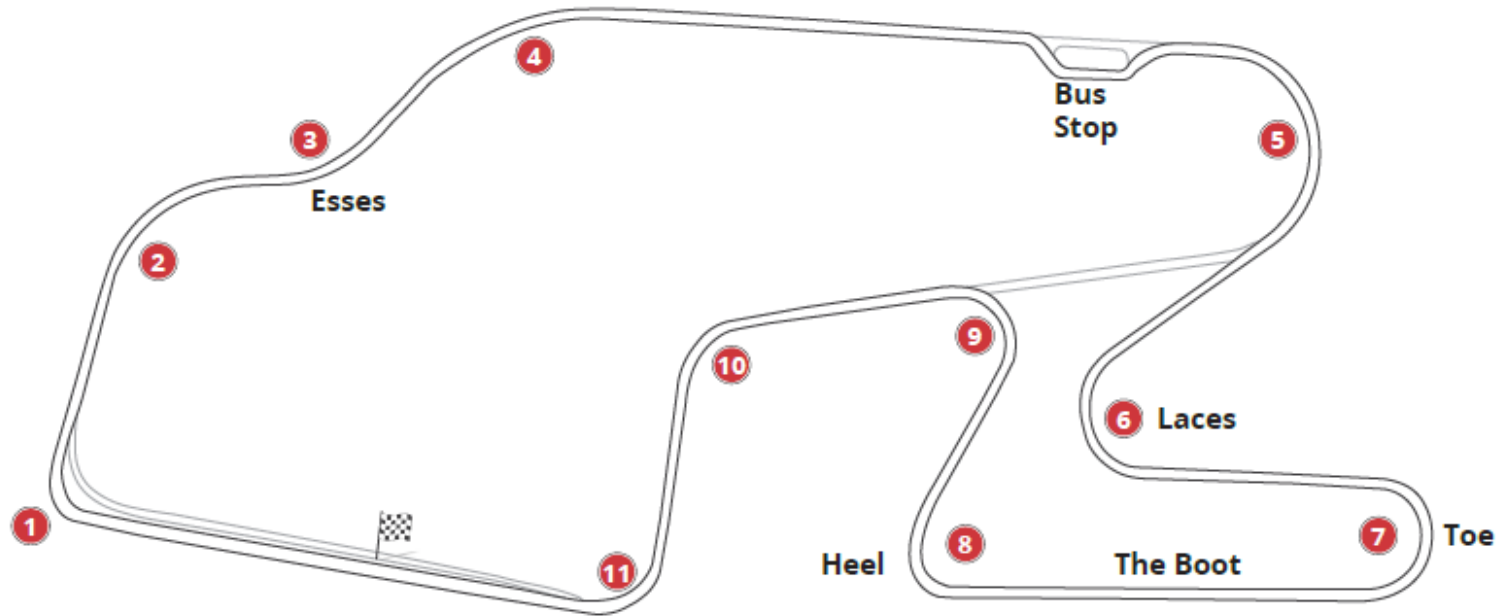
- Everything you can see on and off the track surface
 - Something new each lap
 - e.g. Horizon change during cornering
- How far ahead can you see?
- Etc.



Sensory Input Session(s)

Kinesthetics

- Steering wheel feedback
- How g-loads build; weight transfer
- Feel the track surface
- Etc.



Sensory Input Session(s)

Hearing

- Wind noise, tires, brakes
- Cornering vs. straight
- Different parts of track
- Etc.

