



2008

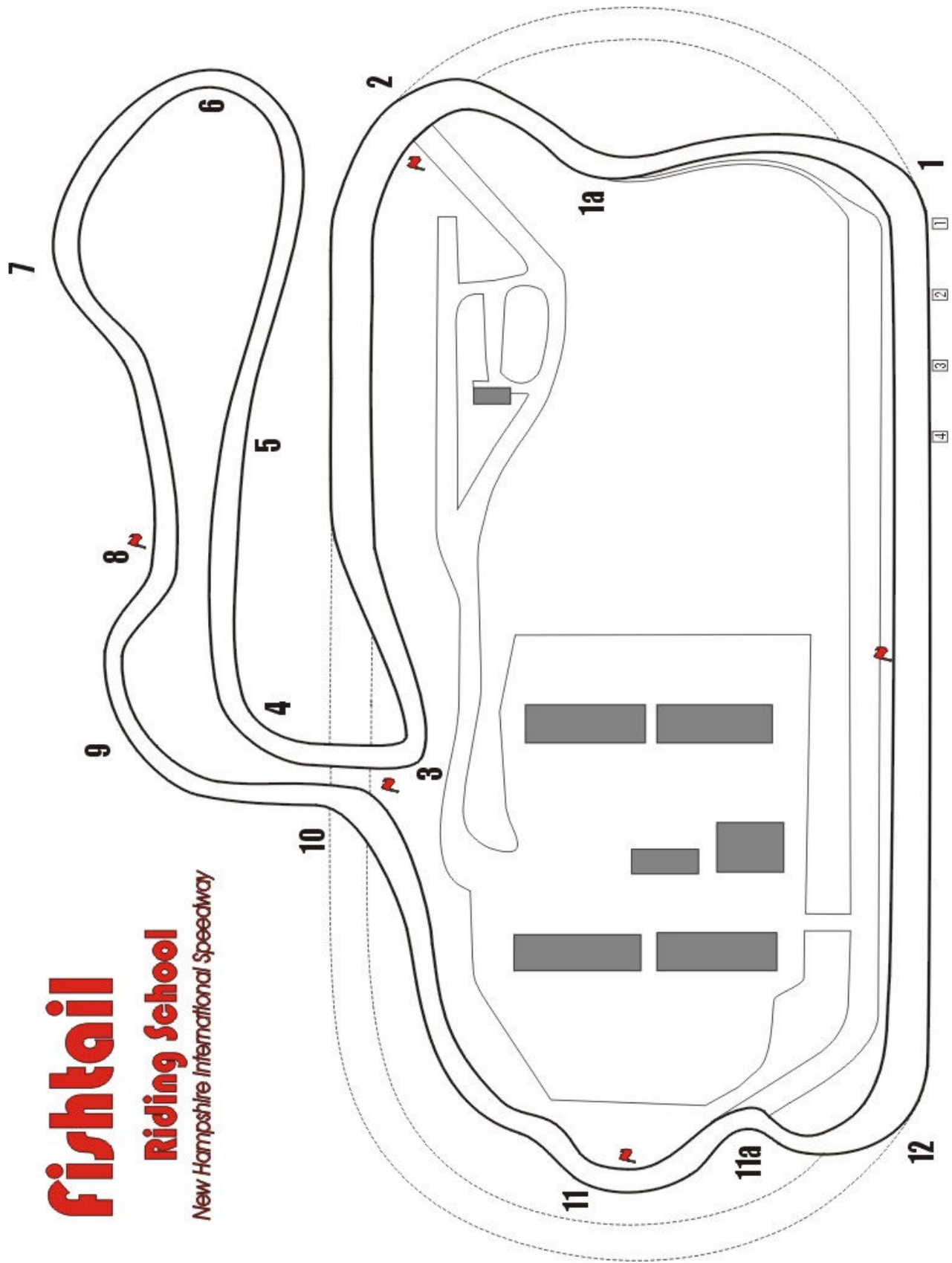
Workbook

Name \_\_\_\_\_

# Fishtail

## Riding School

New Hampshire International Speedway



## The 80% Solution:

- Look where you want to go
- Keep a light grip on the bars
- Open the throttle as soon as possible

(Always apply these 3 rules, and 80% of your cornering issues will be solved)

## Proper Body Position

- Start with the balls of your feet on the foot pegs
- Rotate your hips around the back of the fuel tank
  - Move with your feet, not your hands
- Let your shoulders follow your hips
  - Chin/sternum should be just outside of fork tube
- Relax your shoulder and elbow into the turn
- Keep a light grip on the bars
- Turn your head to look through the turn

## Vision

- The bike will go where you look
- Keep moving your focus down-track to where you want to be
- Use peripheral vision/scanning to track your progress
- Think picket fence
  - Watching across your shoulder is a blur
  - Looking ahead reveals clear detail

Looking long vs. looking short

- Focusing close to your bike – erratic inputs
- Focusing far ahead – smooth inputs
- If your riding is getting jerky, think about where you are looking

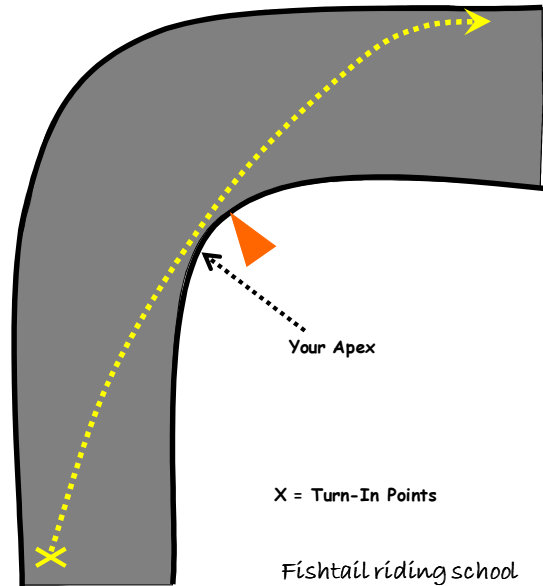
## Reference points

- Braking point
- Turn in point
- Apex
- Exit point

## Picking the Proper Line

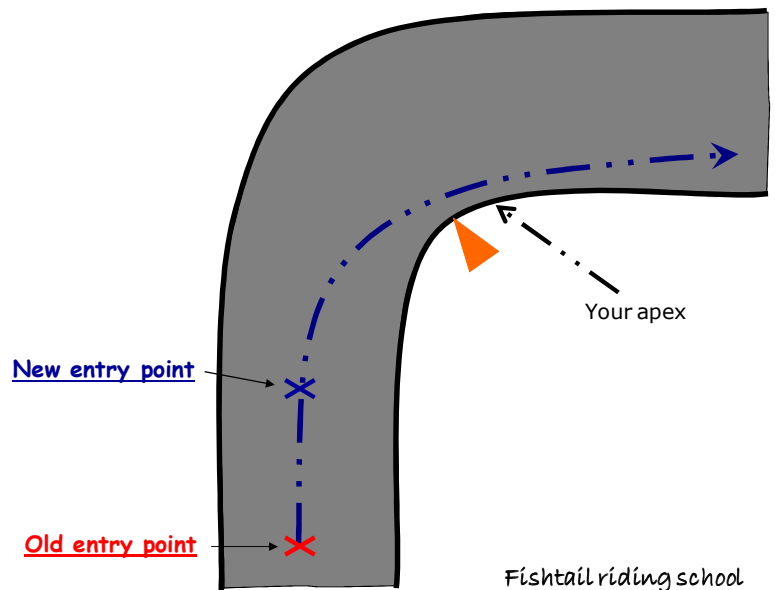
### Early Apex (no turn-in point)

- Apex becomes reference point
- Enter too soon
- Exit wide
- Square corner end game



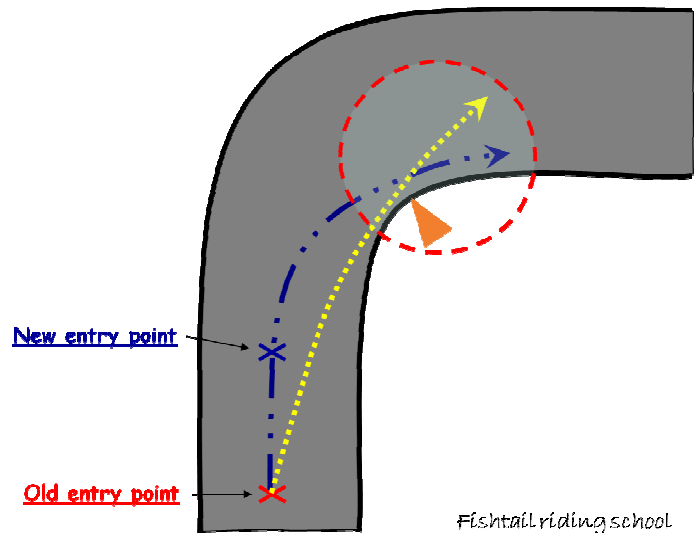
### Late Apex (safest and best option)

- Be patient
- Push entry farther into turn
- Apex at or past mid point



## The Critical Piece

- The most important piece is where your nose is pointed when you get to the apex.



## Picking a Turn Point

- The faster you go, the more important the turn-in point
- Pick a reference point on or near the pavement
- Set your body position before you reach the turn-in point
- Play connect the dots using your peripheral vision
- Now you can make meaningful corrections

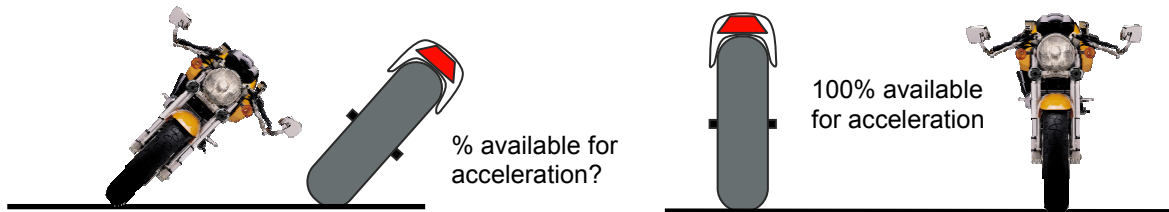
## What does a good line look like?

- Ideally, you should be able to smoothly accelerate through the turn
- In general, later is safer
- If you exit the turn and see:
  - Trees or a guard rail = BAD (that's an early entry)
  - Pavement = GOOD (that's a late entry)

## Throttle Control

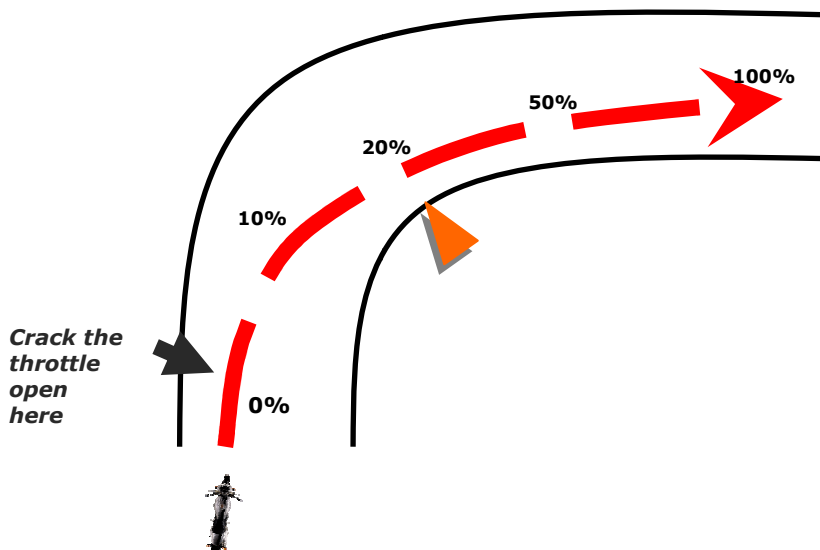
- Open the throttle as soon as your lean angle is set
- Take the slack out of the cable plus just a little more
  - Settles suspension
  - Keeps chassis geometry constant
  - Maximizes front wheel traction
- Smoothness is critical
- Light grip on the bars
- Small changes near closed throttle make a big difference

### Rear tire traction available during cornering



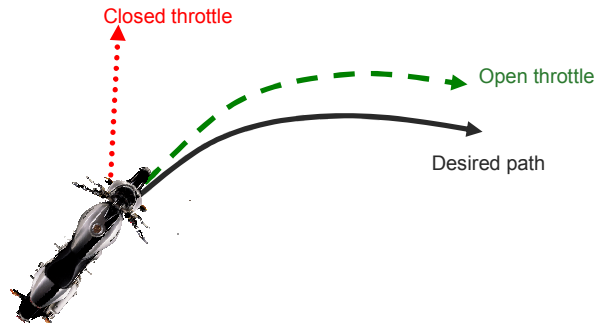
### Controlling Acceleration

- Begin accelerating when you can see the exit
- Smoothly add throttle as you stand the bike up
- Control exit path with throttle



## Controlling Traction with the throttle

What happens when front tire traction is exceeded?



*An open throttle frees up more front tire traction for cornering*

## Braking

### The Big Picture

- Slow the least in the shortest distance
- Brake early enough to avoid panic
- Brake hard early so you can precisely judge entry speed
- Use the brake lever as a rheostat, not a toggle switch

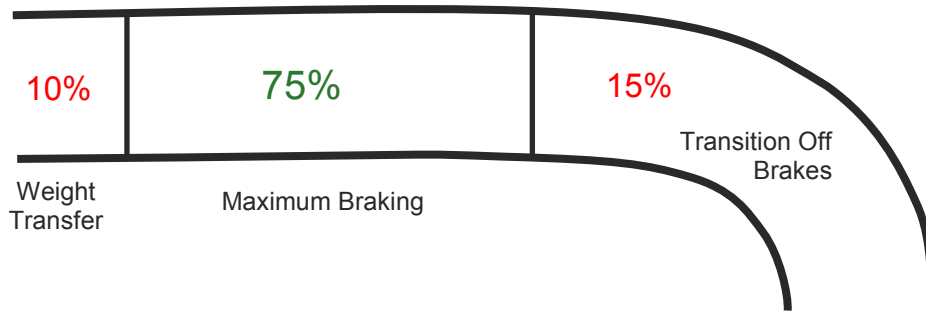
First pick a braking point. Then . . .

- *Smoothly* roll off the throttle
  - Choppy throttle = choppy brakes
- “Set” the pads
  - Transfers weight forward
- Squeeze the brakes on
  - Avoids a big nose dive
  - Lets you feel the impending lock up
  - Allows for corrections

### Smoothly release

- Keeps chassis stable
- Front tire stays planted
- Quickens your turn in

Release the brakes more slowly than you apply them



Avoid “stabbing” at the brake lever (using the brake lever as a toggle switch) because it

- Upsets the chassis
- Can lead to overshooting available traction

If you want to push your braking point further into the turn

- Close throttle at the same point
- Coast to the new reference point
- Keeps the variables to a minimum

# Putting it all together

