

Delaware DMV permit practice test 11

From the Delaware Driver Manual. Free at permitpracticetestdmv.com/delaware/

25 questions. Circle one answer for each. Answer key on the last page. Name: _____ Score: _____ / 25

1. A 20-pound object at 55 mph hits with what force?

- A. About 100 pounds
- B. About 20 pounds
- C. About 1,000 pounds
- D. About 10,000 pounds

2. How much can dirt on headlight and taillight lenses reduce light?

- A. By 50%
- B. By 5%
- C. Not at all
- D. By 90%

3. If you take your eyes off the road for 3-4 seconds at 55 mph, how far do you travel?

- A. About a mile
- B. The length of a football field
- C. About 10 feet
- D. About 50 feet

4. What is 'highway hypnosis'?

- A. Being unaware of surroundings from monotony on long drives
- B. Staring at headlights
- C. A type of DUI
- D. A road sign

5. Which is a sign of drowsy driving?

- A. You're humming
- B. You don't remember driving the last few miles
- C. Your speed is steady
- D. You're alert

6. On long trips, how often should you take a break according to the Delaware manual?

- A. Only when sleepy
- B. Every hour or so
- C. Every 4 hours
- D. Every 300 miles

7. You are driving past a crash at the side of the road. What should you do?

- A. Keep your eyes on the road and get past it as soon as you safely can
- B. Stop in your lane to watch
- C. Pull up alongside the scene
- D. Slow down to get a good look at what happened

8. With ABS, how should you stop quickly?

- A. Use the parking brake
- B. Press the brake as hard as you can and keep pressing
- C. Brake lightly
- D. Pump the brakes

9. After driving through deep water, how do you dry your brakes?

- A. Pull the parking brake hard
- B. Drive fast
- C. Drive slowly in low gear and tap the brakes lightly, testing every 200 feet
- D. Let them air dry while parked

10. After running off the pavement, at what speed should you try to return?

- A. 25 mph
- B. 40 mph
- C. At the speed limit
- D. 15 mph or less

11. What should you never do with the ignition while the car is moving?

- A. Turn on the radio
- B. Use cruise control
- C. Turn it to the 'lock' position
- D. Turn on accessories

12. If a vehicle fire gets out of control, how far away should you move?

- A. 1 mile
- B. 25 feet
- C. 10 feet
- D. At least 100 feet

13. Your brakes fail. What should you do first?

- A. Shift into reverse
- B. Turn off the engine
- C. Pull the parking brake as hard as possible
- D. Pump the brake pedal several times

14. How should you handle a tire blowout?

- A. Hold the wheel tightly, keep straight, slow gradually and brake lightly, then pull off
- B. Steer sharply
- C. Speed up
- D. Brake hard

15. Your gas pedal sticks. What should you do?

- A. Keep eyes on the road, quickly shift to neutral, pull off when safe and turn off the engine
- B. Pump the gas
- C. Shift into reverse
- D. Turn off the engine at speed

16. Your headlights suddenly go out. What should you try?

- A. Follow another car closely
- B. Try the switch a few times; if that fails, use flashers, turn signals or fog lights and pull off
- C. Keep driving with high beams
- D. Stop in your lane

17. Why should you not use water on a vehicle fire?

- A. Water causes steam burns only
- B. Water damages the engine
- C. Burning gas floats on water and spreads the fire
- D. It's illegal

18. Your car stalls on railroad tracks and a train is coming. Which way should you run?

- A. In the general direction the train is coming from, away from the tracks
- B. Stay in the car
- C. Along the tracks away from the train
- D. Across the tracks in front of the train

19. Without ABS, what should you do if your brakes lock during a quick stop?

- A. Quickly let up on the pedal, then press again once the skid stops
- B. Hold the pedal down harder
- C. Release completely and coast
- D. Shift to neutral

20. How should you handle a skid?

- A. Stay off the brake and steer where you want to go, correcting until straight
- B. Accelerate
- C. Turn the wheel away from where you want to go
- D. Brake hard

21. What three options do you have to avoid a collision?

- A. Honk, flash, or wave
- B. Reverse, park, or stall
- C. Stop, turn, or speed up
- D. Signal, slow, or exit

22. Which is generally better if you can't avoid a collision?

- A. Stopping in the lane
- B. Crashing head-on rather than leaving the road
- C. Swerving into oncoming traffic
- D. Running off the road rather than crashing head-on

23. If your vehicle is hit from the rear, what should you do?

- A. Press against the seat back and head restraint and be ready to brake
- B. Turn sharply
- C. Release the brakes
- D. Lean forward

24. After a minor crash with no injuries where your vehicle blocks traffic, what must you do?

- A. Leave it until police arrive
- B. Make every reasonable effort to move it out of traffic
- C. Stand in the lane to direct traffic
- D. Drive away

25. When should you move an injured person at a crash scene?

- A. When they ask for water
- B. Never
- C. Only if they are in a burning vehicle or in immediate danger of being hit
- D. Always

Answer key: Delaware practice test 11

From the Delaware Driver Manual. Free at permitpracticetestdmv.com/delaware/

1. C: About 1,000 pounds

A 20 lb. object at 55 mph has a force of 1,000 lbs. at impact—so secure your load. (Secure Your Load, page 107)

2. A: By 50%

Dirt on the lenses can reduce the light by 50%; keep them clean. (Clean Glass Surfaces, page 108)

3. B: The length of a football field

Taking your eyes off the road for 3-4 seconds at 55 mph means your vehicle travels the length of an entire football field. (Distracted Driving, page 53)

4. A: Being unaware of surroundings from monotony on long drives

Highway hypnosis is a state of being unaware of surroundings, caused by monotony—the wind, tires and steady engine hum. (Drowsy Driving, page 53)

5. B: You don't remember driving the last few miles

Signs include eyes closing, trouble keeping your head up, yawning, not remembering the last few miles, missing exits, drifting from your lane, and variable speed. (Drowsy Driving, page 53)

6. B: Every hour or so

Take breaks—stop every hour or so or when you need to; walk around and get fresh air. (Fatigue, page 134)

7. A: Keep your eyes on the road and get past it as soon as you safely can

Don't slow down just to look (rubbernecking); taking your eyes off the road can lead to a crash with slowed traffic ahead and adds to congestion. (Seeing Well, page 116)

8. B: Press the brake as hard as you can and keep pressing

With ABS, press the brake pedal as hard as you can and keep pressing; don't let up even if the pedal pushes back. (Stopping Quickly, page 138)

9. C: Drive slowly in low gear and tap the brakes lightly, testing every 200 feet

Put your car in low gear, drive slowly and tap the brakes lightly, testing every 200 feet until braking returns to normal. (Brake Failure: If your brakes are wet, page 136)

10. D: 15 mph or less

Don't try to get back on the pavement until the vehicle is under control, speed is 15 mph or less, and you've checked traffic behind. (Running Off The Pavement, page 136)

11. C: Turn it to the 'lock' position

Never turn the ignition to 'lock' while moving; the steering will lock if you turn the wheel. (Steering Wheel Locking Device, page 136)

12. D: At least 100 feet

If a fire gets out of control, move at least 100 feet away; the gas tank may explode. Don't use water on a gas fire. (Fire, page 138)

13. D: Pump the brake pedal several times

Pump the brake pedal; if that fails, use the parking brake slowly, then shift to lower gears and find a safe place to stop. (Brake Failure, page 136)

14. A: Hold the wheel tightly, keep straight, slow gradually and brake lightly, then pull off

Hold the wheel tightly, keep the vehicle straight, take your foot off the gas, brake lightly and pull off in a safe place. (Tire Blowout, page 137)

15. A: Keep eyes on the road, quickly shift to neutral, pull off when safe and turn off the engine

Keep your eyes on the road, quickly shift to neutral, pull off when safe and turn off the engine. (Gas Pedal Sticks, page 137)

16. B: Try the switch a few times; if that fails, use flashers, turn signals or fog lights and pull off

Try the headlight switch; if that fails, use emergency flashers, turn signals or fog lights, and pull off as soon as possible. (Headlight Failure, page 137)

17. C: Burning gas floats on water and spreads the fire

Use a chemical extinguisher or dirt/sand; don't use water—burning gas will float on it and spread the fire. (Fire, page 138)

18. A: In the general direction the train is coming from, away from the tracks

Get out and move away from the tracks, running in the general direction the train is coming from so debris won't hit you. (Stalling On Railroad Tracks, page 138)

19. A: Quickly let up on the pedal, then press again once the skid stops

Apply brakes as hard as you can without locking; if they lock, quickly let up, then press again once the skid stops, repeating until stopped. (Stopping Quickly, page 138)

20. A: Stay off the brake and steer where you want to go, correcting until straight

Stay off the brake, steer in the direction you want to go, then turn back as the vehicle straightens; continue correcting. (Dealing With Skids, page 139)

21. C: Stop, turn, or speed up

In avoiding a collision, drivers have three options: stop, turn, or speed up. (Avoiding Collisions, page 138)

22. D: Running off the road rather than crashing head-on

Generally it is better to run off the road than crash head-on into another vehicle. (Turning Quickly, page 139)

23. A: Press against the seat back and head restraint and be ready to brake

Press yourself against the back of your seat with your head against the restraint, and be ready to brake. (Hit From The Rear, page 140)

24. B: Make every reasonable effort to move it out of traffic

If there are no injuries or deaths and the vehicle obstructs traffic, the driver must make every reasonable effort to move it. (At The Crash Scene, page 140)

25. C: Only if they are in a burning vehicle or in immediate danger of being hit

Do not move the injured unless they are in a burning vehicle or in immediate danger of being hit; moving them can worsen injuries. (If Someone Is Injured, page 141)