Role Play

As long as you comply with two basic rules, role play is **NOT** a problem.............

Rule 1   **It has to be legal and safe at all times without exception**

Rule 2   There is no requirement for every role play to imitate the reckless and uncooperative associate sometimes a co-operative associate with subtle faults can be used to bring out the best in an observer

When you decide on a topic for your role play ride reflect back on the associates that you have ridden with or even on your own performance when you started to learn advanced riding techniques.

If you introduce numerous errors in your ride then the "trainee observer" just cannot recall all those issues let alone construct a debrief to reflect those errors.

EVERY ride/drive has a theme, be it positioning and cornering, observations and planning, basic system faults etc etc. A core element of observing skills is identifying "errors" – therefore avoid making those "errors" too obvious **BUT** keep your role play straight forward – the idea is not to catch out the trainee observer but to build their skill level up.

From my own experience delivering instructor courses I rarely introduce more than 3 or 4 themed errors into a drive/ride, even towards the end of the course when the student is becoming much more proficient in identifying errors. As your trainee observer improves then the length of the debrief may increase therefore the more that you expect them to identify in the ride then the longer the debrief will naturally be. This reduces learning time......................

You **MUST NEVER** put yourself in danger to imitate positioning faults (e.g. riding/driving on the offside of the road or across the mouth of a junction with traffic waiting in it) you may chuckle, I have seen it done

You must have decided on your role **BEFORE** the ride/drive commences, so have a plan and stick with it. Changing your role mid-session is unfair on your trainee observer and you will also confuse yourself.

Remember that some riders/drivers are actually proficient but have other issues that need exploring as opposed to riding or driving faults so perhaps introduce a session with **NO** errors i.e. the very good rider or driver, but is a timid quiet person reluctant to converse. You may find that the trainee "invents" faults at the debrief that don't actually exist. (You will need to produce a really good example otherwise you will have to accept their critique).

You can hopefully see where I am coming from – role play is enjoyable **BUT** keep to the basic rules, keep the errors fairly basic and above all else **DO NOT PUT YOURSELF OR ANYONE ELSE IN DANGER**

Richard Gladman