Helpful Tips for Safe Winter Driving in a CanaDream RV

- Plan the best route to your destination ahead of time, check road and weather conditions.
- Clear all snow and ice completely off windows, side-view mirrors, headlights, tailgates and license plates.
- Allow extra travel time in bad weather, take more frequent breaks and change drivers if you have an additional driver.
- · Always wear your seatbelt!
- Drive defensively! Winter road conditions can change quickly so be alert. Drive safe!
- Know your braking system and how it reacts on ice. Always be gentle with braking pressure on slick roads.
- Slow down! The posted speed limit is intended for ideal road conditions.
- Do not tailgate or travel too close behind another vehicle. Be sure to leave at least 3 vehicle lengths between your vehicle and the one in front of you as a safe stopping distance for winter road conditions.
- Stay back from snowplows. They will let you pass when it is safe to do so.
- Do not use cruise control on snowy, icy or wet roads. Stay in full control of the RV.
- Keep your headlights on all the time don't rely on daytime running lights. Low beams are more effective than high beams in fog or heavy snow conditions.
- Avoid sudden moves by anticipating turns or lane changes. Abrupt changes in direction or slamming on the brakes could cause you to spin out of control.
- Avoid braking on curves by driving through them at a safe, steady speed.
- Signal well in advance of turning to give other motorists time to anticipate and react to your actions. Check your rear-view and side mirrors, and always shoulder check before changing lanes.
- Remember that bridge decks may be slippery even when other parts of the highway are not, since they are subject to greater temperature fluctuations.
- We recommend you keep your fuel tank half full. The extra fuel volume can help reduce moisture in the fuel system and adds extra weight to the vehicle, which improves tire traction in snowy or icy conditions. A topped-up gas and propane tank will also be an asset if you became stranded.

