









# Signs you must recognize

Shape and color tell you what to do before you read the text.

## Sign color decoder

|  |   |  |   |
|--|---|--|---|
|  <b>Red</b><br>Stop, yield, or do not enter            |  <b>Yellow</b><br>Warning of hazard ahead        |  <b>Orange</b><br>Work zone, construction, or detour    |  <b>Green</b><br>Permitted movement or directions            |
|  <b>Blue</b><br>Driver services, hospitals, rest areas |  <b>Brown</b><br>Recreation, parks, scenic areas |  <b>White</b><br>Regulatory — must obey the posted rule |  <b>Yellow-green</b><br>Pedestrian, school, or bike crossing |

## Arizona signs you will see on the test

|   |  |  |  |   |  |
|---|--|--|--|---|--|
| <br><b>Right lane ends</b><br>Right lane is ending ahead. Merge left when safe.                                      | <br><b>Pedestrian crossing</b><br>Watch for pedestrians crossing the road ahead.            | <br><b>Roadwork ahead</b><br>Orange diamond = work zone. Slow down; expect workers and equipment.                   | <br><b>Do not pass</b><br>White regulatory: do not pass other vehicles for any reason.                      | <br><b>Railroad crossing (cross)</b><br>White X-shaped sign at the tracks. Yield to any approaching train.     | <br><b>Yield</b><br>Downward red+white triangle. Slow and yield to traffic that is near enough to conflict. |
| <br><b>Railroad crossing (advance)</b><br>Round yellow sign before the tracks. Slow, look, listen, prepare to stop. | <br><b>School zone</b><br>Pentagon = approaching school. Watch for children; reduce speed. | <br><b>Intersection</b><br>Crossroads ahead. Be ready for traffic entering from either side.                       | <br><b>Steep hill</b><br>Steep downgrade ahead. Use lower gear; do not ride brakes.                       | <br><b>Series of curves</b><br>Multiple curves ahead. Slow before the first curve.                            | <br><b>No-pass pennant</b><br>Yellow pennant on the LEFT side marks START of a no-passing zone.            |
| <br><b>Stop</b><br>Octagon = full stop. Check traffic all directions before going.                                 | <br><b>Merging traffic</b><br>Traffic merging onto your road ahead. Adjust speed or lane. | <br><b>Railroad — look, listen, and cross</b><br>White regulatory at the crossing. Look, listen, prepare to stop. | <br><b>School crosswalk</b><br>Yellow-green pentagon. Be ready to stop if children are in the crosswalk. | <br><b>Left turn on green</b><br>Regulatory: you may turn left on the green light when safe.                 | <br><b>Low clearance</b><br>Distance from the road surface to a bridge or overpass ahead.                 |
| <br><b>Slippery when wet</b><br>Yellow warning. Road ahead may be slippery; reduce speed.                          | <br><b>Reverse curve</b><br>Road curves right then left. Slow before the first curve.     | <br><b>Slow-moving vehicle</b><br>Orange triangle with red border on a vehicle's rear = travels 25 mph or less.   | <br><b>Keep right</b><br>Pass to the right of the divider or obstruction ahead.                           | <br><b>Railroad crossing advance warning</b><br>Round yellow advance warning. Prepare to stop for any train. | <br><b>Yield (red+white)</b><br>Give the right-of-way to traffic on the road you are entering.            |

## Sign shape shortcuts

# Rules of the road

## Right of way

**4-way stop** — First to arrive goes first; yield to any driver who arrived before you.

**Uncontrolled intersection** — Arriving at the same time, yield to the vehicle on your right.

**Left turn** — Yield to all oncoming traffic and any pedestrian in the crosswalk.

**Pedestrian in crosswalk** — Yield at all times — marked or unmarked.

**Roundabout** — Yield to traffic already circulating; enter on a gap.

**Blind pedestrian** — A pedestrian with a white cane or guide dog; yield at all times. Stop until they are well away from your path.

**Emergency vehicle** — Pull to the right edge and stop until it passes. Never block intersections.

**Stopped school bus (red flashers)** — Stop in BOTH directions and remain stopped until the red lights stop flashing.

**Yield sign** — Slow and yield to any cross traffic near enough to conflict.

## Arizona speed and distance facts

|                       |                 |
|-----------------------|-----------------|
| Signal before turn    | At least 100 ft |
| School crossing speed | 15 mph          |

|                             |                 |
|-----------------------------|-----------------|
| Parking — fire hydrant      | Stay 15 ft away |
| Parking — railroad crossing | Stay 50 ft away |

|                 |                                       |
|-----------------|---------------------------------------|
| Work zone       | Slow + be ready to stop suddenly      |
| Basic Speed Law | Never faster than safe for conditions |

|   |                             |
|---|-----------------------------|
| Pass on shoulder  | Never — even to overtake    |
| Following at night / behind motorcycle / behind big truck | Increase following distance |

## Lane markings and changes

**Solid yellow on your side** — Do not pass.

**Broken yellow on your side** — Passing allowed when safe.

**Double yellow** — Yellow lines separate traffic moving in opposite directions on two-way roads. You may cross only if the line on YOUR side is broken.

**Bicyclist arm straight out** — The cyclist is signaling a LEFT turn.

**Broken white** — Lane change allowed; you may cross to pass or change lanes.

**Center lane (continually passed)** — Move to the right lane — you should not be cruising in the center lane.

## Traffic signals and turns

**Flashing yellow** — Slow down and proceed with caution through the intersection.

**Flashing red** — Treat as a stop sign — full stop, then go when clear.

**Solid yellow arrow** — Prepare to stop and yield the right-of-way to oncoming traffic.

**Left turn into designated lane** — Signal before you arrive at the intersection.

**Steady red arrow** — Do not turn in the indicated direction until the light turns green.

**Green arrow** — Proceed in the direction of the arrow only if you are in the proper lane and the roadway is clear.

**Left turn from one-way street** — Use the lane nearest the LEFT curb before turning left.

## Following, passing, sharing the road

**Following distance — slippery road** — Increase your following distance — leave more space than normal.

**Following distance — at night** — Increase following distance; you cannot see as far ahead.

**Behind a motorcycle** — Allow a larger following distance than for a car.

**Behind a big truck** — Drive farther back than you would behind a passenger vehicle.

**Passing on the right shoulder** — Never — even to overtake a slower car.

**No-passing zone signs** — Tell drivers that it is not safe to pass.

**Children on bicycles** — Give extra space — children behave unpredictably.

**Truck blind spots ("no-zones")** — If you cannot see the driver's mirrors, they cannot see you.

## Railroad and emergency response

**Railroad gates down + flashing lights** — Come to a complete stop well behind the gates. Wait for the tracks to clear and the gates to rise before crossing.

**Emergency vehicle in intersection** — Continue through the intersection, pull to the right, then stop.

**Tire blowout** — Grip the wheel, ease off the gas; when slowed, use the brakes lightly. Exit the traffic lane when safe.

# Safety, DUI, parking and test-day

## Arizona DUI quick-facts

|                               |                                  |                                |   |
|-------------------------------|----------------------------------|--------------------------------|---|
| Adult driver (21+) BAC limit  | 0.08%                            | Substances that affect driving | Alcohol, prescription drugs, over-the-counter drugs |
| Under-21 zero tolerance       | Any amount of alcohol            | Taking medicine                | Consult your doctor about effects before driving    |
| Only thing that reduces BAC   | Time                             | Drowsiness impairs             | Judgment — same as alcohol or drugs                 |
| Any amount of alcohol affects | Judgment + physical coordination | Alcohol & drugs affect         | Reaction time, vision, judgment, coordination       |

## Visibility and hazardous driving

### DO

- + Use LOW beam headlights in rain, fog, or snow — high beams reflect back
- + Use LOW beam headlights when daylight fades, so others can see
- + Increase following distance at night, on slippery roads, and behind motorcycles or trucks
- + Adjust your mirrors BEFORE you start driving
- + Slow down on gravel or dirt — tires have less traction than on pavement
- + Avoid deep puddles when possible
- + Sound a sharp horn blast if a child is about to run into the street

### DON'T

- Use high beams in fog — light reflects back at you
- Cross a solid yellow line on your side to pass
- Pass on the right shoulder, under any circumstances
- Drive in the center lane if you are continually being passed on both sides
- Push through drowsiness — take a break
- Engage with aggressive drivers — get out of their way
- Use a cell phone while driving — it occupies hands, eyes, and mind

## Parking and special situations

|                                   |                                    |  |  |
|-----------------------------------|------------------------------------|--|--|
| From fire hydrant                 | Stay 15 ft away                    | Parked on a hill                       | Never leave wheels straight — angle them so the car drifts |
| From railroad crossing            | Stay 50 ft away                    | Disabled on the highway                | Park with all 4 wheels on the traveled road if possible    |
| Downhill, two-way, no curb        | Wheels RIGHT (toward road edge)    | Crosswalk yielding                     | Yield to pedestrians at all times — marked or unmarked     |
| Parallel parking, facing downhill | Wheels sharply toward side of road | Pedestrian with white cane / guide dog | Stop until they are well away from your path               |

## Arizona vehicle and operator rules

**Liability insurance** — Vehicles in Arizona must be covered by liability insurance AT ALL TIMES.

**Cell phone use** — Distraction — it occupies your hands, eyes, and mind. Avoid it.

**Blind spots** — Areas of the road that cannot be seen in your mirrors. Check by glancing over your shoulder.

**Rumble strips** — Vibration + sound alert inattentive drivers that they are leaving the lane.

**Signaling a turn** — Signal continuously while turning — it tells other drivers your intention.

**Speed limit factor** — Exceeding the posted speed limit and driving too fast for conditions are top contributors to crashes.

## Arizona test-day cheat box

|                              |  |   |  |
|------------------------------|--|---|--|
| Knowledge test length        | 30 questions                               | Supervised hours (Option 1)               | 30 total, 10 at night                            |
| Passing score                | 24 of 30 (80%)                             | Supervised hours (Option 2, w/ driver-ed) | 20 total, 6 at night                             |
| Instruction permit fee       | \$7  | Class G night curfew (first 6 mo)         | Midnight – 5 a.m.                                |
| Minimum age — Class G permit | 15 years 6 months                          | Class G passengers (first 6 mo)           | Max 1 passenger under 18 (siblings exempt)       |
| Permit hold before road test | 6 months (or until 18, whichever is first) | Restrictions end                          | After 6 months OR at age 18 — whichever is FIRST |

## Last-minute test-taking tips

Read every option before you pick — the MVD likes to include a partially-correct option to trip you up. When two options seem right, pick the more