









Signs you must recognize

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

Sign color decoder

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

Connecticut signs you will see on the test

 Yield Red-and-white triangle. Slow and give right-of-way to cross traffic.	 No-pass pennant Yellow pennant on LEFT side marks START of no-passing zone.	 Steep hill Steep downgrade ahead. Use lower gear; do not ride the brakes.	 Reverse curve Road curves right then left. Slow before the first curve.	 Low clearance Distance from road surface to bridge or overpass ahead.	 Railroad crossing Mark the railroad crossing itself. Stop if a train is approaching.
 Railroad advance warning Round yellow sign warns a railroad crossing is ahead. Slow and prepare to stop.	 Do not pass White regulatory: no passing other vehicles for any reason.	 Railroad advance warning Round yellow sign warns a railroad crossing is ahead. Slow and prepare to stop.	 Yield (alt) Give right-of-way to traffic on road you wish to enter or cross.	 Merge from right Watch for traffic merging into your lane from the right.	 Slippery when wet Road may be slippery in wet conditions. Reduce speed.
 Cross road Another road crosses ahead. Be ready to yield.	 Merging traffic Traffic merging ahead from another road. Watch and adjust.	 Flagger ahead Construction flagger directing traffic. Obey their signals.	 School zone Pentagon = school zone ahead. Watch for children.	 Right lane ends Right lane ending. Merge left when safe.	 Stop Full stop at line. Check all directions before going.

Sign shape shortcuts

Octagon — Always means STOP. The only 8-sided sign.

Downward triangle — Always means YIELD. Red and white edges.

Diamond — Warning of a road condition or hazard ahead.

Vertical rectangle — Regulatory — speed limits, turn restrictions, lane use.

Horizontal rectangle — Guidance — route markers, exit info, distance signs.

Pennant — Sideways triangle on LEFT side = START of no-passing zone.

Round — Yellow circle with X = railroad crossing ahead.

Pentagon — School zone or school crossing — children present.

Rules of the road

Right of way

4-way stop — First to arrive goes first. Ties: driver on the RIGHT has right-of-way (Q13618).

Uncontrolled intersection — Yield to vehicle on your right.

Left turn — Yield to all oncoming traffic and pedestrians before turning (Q13659).

T-intersection — Driver on the through road has right-of-way.

Pedestrian — Always yield in any crosswalk, marked or unmarked, at all times.

Emergency vehicle — Pull to right edge and stop until it passes.

Stopped school bus — Stop both directions when red lights flash. Exception: physically divided highway.

Blind pedestrian (white cane) — Must stop and yield — always.

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

Merging onto freeway — Match freeway speed and merge when clear; a 4-second gap is needed.

Turning and signaling

Signal distance — Begin signaling about 100 feet before any turn (Q13591).

Always signal — Signal even if you see no one — not signaling is always wrong (Q13716).

Hand signal — left — Arm straight out the driver window.

Hand signal — right — Arm bent up at the elbow.

Hand signal — slow/stop — Arm bent down at the elbow.

Left turn from one-way — May turn onto a one-way going left after full stop.

Right on red — Allowed after a full stop, unless posted otherwise.

Starting from curb — Yield to all moving traffic before pulling out.

Lane markings and passing

Solid yellow — No passing on your side of the line.

Broken yellow — Passing allowed when safe.

Double solid yellow — No passing in either direction.

Solid white — Lane change discouraged; usually marks the shoulder.

Broken white — Lane change OK when safe.

Two-way left-turn lane — Center lane: left turns only — never use as a travel lane.

After passing — Return only when you can see the full front of passed car in mirror.

Following distance and emergencies

Following rule — 3–4 seconds baseline; 3–4 seconds behind a motorcycle (Q13457, Q13521).

Rain/fog/ice — Increase following distance beyond the 3–4 second baseline.

Large trucks — Stay farther back than behind a passenger car — larger blind spots.

Brake failure — Downshift, pump pedal, use parking brake, find soft shoulder.

Tire blowout — Grip wheel, ease off the gas; brake lightly once slowed.

Skid — Steer in direction of the skid; ease off gas. ABS: brake firmly, steer.

Move-over law — Slow and change lanes for stopped emergency or tow vehicles.

Railroad — flashing lights — Stop before crossing. Never drive around or under a gate (Q13594).

Connecticut speed reference

Residential / business district 25 mph (unless posted)

School zone (children present) Reduced — obey posted sign

Max posted limit Only under ideal conditions

Basic Speed Law Never faster than safe for conditions

Night / fog / rain Slow below posted limit

Work zones Obey reduced posted limit; fines doubled

Safety, DUI, parking and test-day

Connecticut DUI quick-facts

Adult driver BAC limit (21+)	0.08 %	First DUI — breath test refusal	45-day suspension + IID required (Q13558)
Under-21 zero tolerance	Any detectable amount	Only thing that lowers BAC	Time — not coffee, food, or air (Q13287, Q13340)
Under-21 suspension	Up to 2 years	Alcohol effect on driving	Impairs all skills — ALL of the above
0.02 % BAC effect	Nearly doubles crash risk (Q13470)	Children under 12	Back seat only; rear-facing if applicable

Hazardous conditions

DO

- + Use low beams in fog, rain, or snow
- + Increase following distance in any poor-visibility condition
- + Steer in the direction of the skid; ease off gas
- + Press and hold ABS brakes; pump non-ABS brakes
- + Shift to a low gear before going down steep hills on ice or snow
- + Turn headlights on at dusk or when wipers are in use

DON'T

- Use high beams in fog (light reflects back at you)
- Brake hard on ice — locks front wheels, kills steering
- Use cruise control on wet or icy roads
- Drive around or under a railroad crossing gate — always illegal
- Pass a school bus with flashing red lights (both directions must stop)
- Hold a phone while driving (any age)

Parking and curb rules

From a fire hydrant	Stay 10 ft away (Q13692)	Downhill (any road) or uphill without curb	Wheels TOWARD road edge
From a stop sign	Stay 25 ft away (Q13624)	Uphill WITH curb	Wheels AWAY from curb
From a pedestrian safety zone	Stay 25 ft away (Q13730)	Always on a hill	Set parking brake; leave in Park or in gear

Equipment and vehicle rules

Seat belts — Required even with airbags — always wear your seatbelt.

Children under 12 — Must ride in the back seat.

Headlights — when on — At dusk, in rain/snow, or when visibility is reduced.

Phone use — Under 16–17: no handheld or hands-free device allowed.

Tire pressure / balance — Unbalanced or low-pressure tires cause faster tire wear (Q13726).

Rumble strips — Vibration + sound alert to lane drift — not a stopping device.

Connecticut test-day cheat box

Exam length (all ages)	25 questions	Permit hold — adult 18+	90 days
Passing score	20 of 25 (80%)	Supervised hours required	40 hrs total, 8 at night
Permit fee (2026)	\$19	Night curfew (first 6 months of license)	11 pm – 5 am (exceptions: school, work, religious, emergency)
Driver ed required	Yes, ages 16–17	Passengers — Phase 1 (first 6 months)	Parent/guardian/instructor only; no friends (Q13469)
Permit hold — teen (driver ed)	120 days	Passengers — Phase 2 (months 7–12)	Immediate family only
Permit hold — home training teen	180 days	All GDL restrictions lift	At age 18

Last-minute test-taking tips

Read every option before you pick — Connecticut's bank often includes a partially-correct distractor. When two options seem right, pick the more cautious one ("yield and wait" beats "proceed" every time). At any 4-way stop where two cars arrive simultaneously, you have right-of-way if the other driver is on your LEFT. Never drive around a railroad gate — it is always illegal on the CT test. Eliminate obvious wrong answers first, then guess — unanswered counts as wrong.