









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

DC signs you will see on the test

 Stop Full stop at line. Check all directions before proceeding.	 Yield Slow and give right-of-way to all traffic and pedestrians.	 Railroad advance warning Round yellow: railroad crossing ahead. Slow, look, listen, prepare to stop.	 Railroad crossbuck White X at the crossing. Stop if train is approaching.	 Divided highway begins Highway divides. Keep right of the center median.	 Merge Traffic merging into your lane from the right. Be ready.
 Steep hill Steep downgrade ahead. Use lower gear; control your speed.	 Winding road Series of curves ahead. Slow down and stay in your lane.	 Curve right Road curves right ahead. Slow before entering the curve.	 Reverse curve Road curves right, then left. Slow before the first curve.	 School zone Fluorescent pentagon. Children present; slow and watch.	 Flagger ahead Orange diamond: person directing traffic. Obey their signals.
 Work zone Orange: workers on or near road. Slow, give extra space.	 Low clearance Height limit ahead (e.g., 12'-6"). Tall vehicles must find alternate route.	 No-passing pennant Yellow pennant on LEFT side marks START of no-passing zone.	 Do not pass White rectangular: do not pass other vehicles for any reason.		

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 rules.
- 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+R-R = railroad crossing advance warning.
- Pentagon** — School zone or school crossing — children present.

Rules of the road

Right of way

4-way stop — First to arrive goes first. Ties: yield to driver on the right.

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

Uncontrolled intersection — Look left, right, then left again before entering.

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

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

Emergency vehicle — Pull to right edge and stop. Never block intersections.

Stopped school bus — Stop both directions when red lights flash; wait until they stop.

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

Merging onto freeway — Match freeway speed; freeway traffic has right-of-way.

Police officer vs. signal — Always obey the officer, even if light is green.

DC speed limits

Posted speed limit means	Maximum under ideal conditions
Adjust speed for	Weather, traffic, road conditions
Hydroplaning risk begins at	35 mph on wet roads

In traffic flow (50–55 mph)	Stay within that speed range
Driving too slowly is	Also illegal — can disrupt traffic
Signal before turning or changing lanes	At least 100 ft in advance

Lane markings and changes

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

Broken yellow — Passing allowed when safe and clear.

Double solid yellow — No passing in either direction.

Solid white — Lane change discouraged; shoulder or edge line.

Broken white — Lane change permitted when safe.

Passing check — Check mirrors AND blind spots before every lane change.

Return after pass — Move back when you see headlights of passed car in rearview.

Pavement arrow — Drivers in that lane must follow the indicated movement.

Turning and signaling

Signal distance — Signal at least 100 ft before turning, changing lanes, or leaving curb.

Signal timing — Activate signal 3–4 seconds before your turn.

Hand signal — left — Left arm straight out the driver window.

Hand signal — right — Left arm bent up at the elbow.

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

Left turn wait — Keep wheels straight while waiting to turn left.

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

Missed exit — Never back up — continue to next exit to turn around.

Following distance and emergencies

Following distance — Increase distance in rain, snow, ice, fog, or behind large vehicles.

Large vehicle blind spot — If you can't see driver's mirror, they can't see you — stay back.

Tractor-trailer stopping — At 55 mph, a loaded semi needs up to 400 feet to stop.

Wheels off road edge — Ease off gas, brake gently, steer back at safe speed.

Skid on ice/snow — Reduce speed, increase following distance; ease — don't brake hard.

Hydroplaning — Ease off gas; do not brake hard — let tires regain contact.

Fatigue = alcohol — Drowsiness impairs judgment the same way alcohol does.

Move-over law — Change lanes or slow for stopped emergency and tow vehicles.

Sharing the road and railroad

Motorcyclist — Give a full lane width; check blind spots before changing lanes.

Bicycle hand signal — left — Arm straight out = left turn. Give cyclists full lane width.

Pedestrian — Yield in every crosswalk — marked or unmarked.

Children on bikes — Least predictable road users — give extra space.

Railroad — round advance sign — Slow, look, listen, prepare to stop before tracks.

Railroad — flashing lights / gates — Stop; never drive around lowered gates.

Parked car hit — Leave note with your name, phone, and address.

Light rail crossing — Look both ways before crossing tracks; never race a train.

Safety, DUI, parking and test-day

DC DUI quick-facts

Adult driver BAC limit (21+)	0.08 %	Drugs + alcohol	Multiplies impairment of both
Only way to lower BAC	Time — nothing else works	Over-the-counter drugs	Can also impair — check labels
Alcohol in any amount	Impairs judgment and coordination	DUI is	A serious traffic safety problem

Hazardous conditions

DO

- + Use low beams in fog, rain, or snow (high beams reflect back)
- + Increase following distance in any poor weather or low visibility
- + Ease off gas when hydroplaning — let tires regain road contact
- + Reduce speed at first sign of rain, snow, or sleet
- + Remove all snow, ice, and frost from ALL windows before driving
- + Keep windshield and mirrors clear in sleet and snow
- + Pull off the road safely if conditions become dangerous

DON'T

- Brake hard on ice — locks wheels, you lose steering control
- Use cruise control on wet or icy roads
- Use high beams in fog (glare reflects back at you)
- Drive when drowsy — fatigue impairs as much as alcohol
- Stop on a freeway shoulder unless it is an emergency
- Pass a school bus with flashing red overhead lights
- Drive while emotionally upset — take time to cool off first

Parking rules

Within 5 ft of alley/driveway entrance	No parking	Uphill — no curb	Turn wheels toward road edge
Double parking	Prohibited — blocks traffic	"No standing" sign	Temporary stop to load/unload passengers only
Downhill — with or without curb	Turn wheels toward road edge	Parallel park — step 1	Pull even with car in front of space, then turn
Uphill — with curb	Turn wheels AWAY from curb	Set parking brake	Every time — especially on any hill

Equipment and vehicle rules

Seat belts — Driver AND all passengers required by DC law in moving vehicles.

Children — airbag risk — Children age 12 and under must ride in the back seat.

Small children — Never allow children to stand or ride unrestrained.

Headlights — fog/snow/rain — Use low beams; high beams reflect back in fog.

Address change — Notify DC DMV within 60 days of moving.

Vehicle defect — Correct any safety defect before driving.

Driving is a — Privilege — not a right. Follow all laws.

Hit parked car — Leave note with name, phone, and address attached securely.

DC test-day cheat box

GRAD test (under 18)	30 questions, pass = 24 correct (80 %)	Learner permit supervisor	Licensed driver age 21+ in passenger seat
Adult test (21+)	25 questions, pass = 20 correct (80 %)	Provisional curfew (Sep–Jun)	Sun–Thu until 10:59 pm; Fri–Sat until 11:59 pm
Permit fee	\$20 permit + \$10 knowledge test = \$30 total	Provisional curfew (Jul–Aug)	Daily until 11:59 pm
Learner permit driving hours	6 am – 9 pm only (no nighttime)	Driver education in DC	NOT required (optional but recommended)

Last-minute test-taking tips

Read every option before you pick — the DMV often includes a partially-correct option to trip you up. When two options seem right, pick the more cautious one ("slow and yield" usually beats "speed up" or "honk and proceed"). If you blank, eliminate the obvious wrong answers first, then guess — unanswered counts as wrong. DC has two different tests: GRAD (30 Qs) for learner permits and the Adult test (25 Qs) for drivers 21+. Know which one you are taking.