









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 or road condition 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

New Jersey signs you will see on the test

 Traffic signal ahead A traffic signal is at the intersection ahead; prepare to stop.	 Roundabout ahead Enter at low speed; yield to traffic already in the circle.	 Sharp right turn Road turns sharply right; slow down before reaching the curve.	 Railroad crossing Rail crossing ahead; slow, look, listen, prepare to stop.	 Exit only Yellow EXIT ONLY panel: your lane exits; you cannot continue through.	 Chevron / sharp curve Road curves sharply in the arrow direction; slow before the curve.
 T-intersection ahead Road ends at a T; be ready to yield to through traffic.	 Hairpin / extreme angle Road changes direction at an extreme angle; slow sharply.	 Curve right Road curves right ahead; ease off gas before the curve.	 Right lane ends Right lane ends; traffic must merge left when safe.	 Stop Eight-sided red sign: full stop, check all directions before going.	 No-passing pennant Pennant on left side: start of no-passing zone; do not pass.
 Do not enter / wrong way One-way road ahead; entering from this direction is prohibited.	 Workers ahead Orange = work zone; workers near road; slow and give space.				

Sign shape shortcuts

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

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

Diamond — Warning sign — hazard or road condition ahead.

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

Horizontal rectangle — Guidance — route markers, exit info, distances.

Pennant (sideways triangle) — Left side of road: start of no-passing zone.

Round — Yellow circle with X+RR = railroad crossing ahead.

Pentagon — School zone or school crossing — children present.

Rules of the road

Right of way

Uncontrolled intersection — Yield to the vehicle on your right.

Left turn — Yield to all oncoming traffic and pedestrians.

Roundabout entry — Yield to pedestrians, cyclists, and circulating vehicles.

Pedestrian — crosswalk — Always yield, even if crossing against a red light.

Yield sign — Slow down; yield to intersection traffic; stop if needed.

Emergency vehicle (siren/lights) — Pull right and stop; never block intersections.

Entering from alley/driveway — Yield to all road traffic before pulling out.

Transit bus re-entering roadway — Must yield to bus signaling back into traffic.

New Jersey speed limits

Residential district	25 mph	Suburban business district	35 mph
Business district	25 mph	Unmarked rural roadway	50 mph
School zone (children present)	25 mph	Pass stopped school bus (at school)	≤ 10 mph
Suburban residential district	35 mph	Basic rule	Never faster than safe conditions allow

Lane use and passing

Solid yellow on your side — No passing; do not cross the center line.

Broken yellow — Passing allowed when the road ahead is clear.

Double solid yellow — No passing in either direction.

Solid white line — Lane change discouraged; often marks edge of road.

Broken white line — Lane change permitted when safe.

No-passing pennant — On LEFT side of road: start of no-passing zone.

Signal before passing — Signal at least 100 ft before changing lanes to pass.

Blind spot check — Glance over shoulder AND check mirrors before moving.

Turning and signaling

Signal distance — Activate turn signal at least 100 ft before moving.

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

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

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

Signal always required — Turning, changing lanes, leaving parking — signal every time.

Stop line / crosswalk — Stop before the line; if none, stop before entering intersection.

School bus — red flashers — Stop at least 25 ft away; exception: bus is on opposite side of divided highway.

Railroad crossing — Stop no closer than 15 ft from nearest rail if signals are active.

Following distance

Normal conditions — Three-second rule: pass fixed point 3 sec after car ahead.

Snow-covered roads — Minimum 6 seconds; double on any slippery surface.

Rain, sleet, fog — Increase following distance — stopping takes longer.

Large vehicle ahead — Increase distance; truck blocks your forward view.

Tailgater behind you — Move right or slow gradually; let them pass.

Parallel parking — Park within 6 inches of the curb.

Safety, DUI, parking and test-day

New Jersey DUI quick-facts

Adult BAC limit (21+)	0.08 %	BAC NOT affected by	Physical fitness level
Under-21 zero tolerance	0.01 % or more	Kyleigh's Law (GDL decals)	2 reflective decals on license plate (under 21)
Only way to lower BAC	Time — coffee/exercise do not help	GDL probationary curfew	No driving 11:01 p.m. – 5:00 a.m.
BAC affected by	Amount drunk, time between drinks, body weight	GDL passenger limit (under 21)	1 additional passenger (plus dependents)

Hazardous conditions

DO	DON'T
<ul style="list-style-type: none"> + Use low beams in fog, rain, or snow + Turn headlights on when visibility drops to 500 ft or less + Increase following distance on wet, icy, or snowy roads + Steer into a skid and ease off the gas + Pump non-ABS brakes; press and hold ABS brakes + Pull off the road if visibility becomes dangerously low + Reduce speed and add following distance on snow-covered roads 	<ul style="list-style-type: none"> – Use high beams in fog — light reflects back and blinds you – Brake hard on ice — locks wheels and kills steering – Use cruise control on wet or icy roads – Back up or make a U-turn if you miss a freeway exit – Stop in a travel lane — pull off the road instead – Drive while fatigued (same impairment as alcohol) – Use any handheld or hands-free phone on a probationary license

Parking rules

Uphill with curb	Wheels AWAY from curb (turn left)	Parallel park — curb gap	Within 6 inches of curb
Downhill with curb	Wheels TOWARD curb (turn right)	Freeway shoulder	No parking — emergency stops only
Hill with no curb	Wheels TOWARD road edge	Crosswalk or intersection	No parking in marked crosswalk or intersection

Equipment and vehicle rules

Seat belts — Driver and ALL passengers must wear a seat belt.

GDL cell phone — No handheld or hands-free phone on probationary license.

Kyleigh's Law decals — Under-21 probationary: 2 reflective GDL decals on plate.

Learner permit curfew — No driving 11:00 p.m. – 5:00 a.m. on learner permit.

Supervised hours (under 21) — 50 hours total, at least 10 at night.

GDL supervised hours (under 21) — 6 months supervised driving before road test.

GDL supervised hours (21+) — 3 months supervised driving before road test.

Probationary period — 1 year unsupervised driving; then eligible for basic license.

New Jersey test-day cheat box

Exam length	50 questions	Permit valid for	2 years to complete all GDL steps
Passing score	40 correct (80 %)	Min age for special learner	16 (enrolled in driver ed program)
Permit fee	\$10 (+ \$4 for GDL decals)	Official manual title	New Jersey Driver Manual (NJ MVC)
Supervising driver must be	21+ with valid NJ license, 3 yrs experience	Restrictions lift rule	Age 21 removes curfew/passenger limits; 1-yr probation for full basic license

Last-minute test-taking tips

Read every option before choosing — NJ questions often include a partially correct option designed to mislead. When two choices look right, pick the more cautious one ('slow and yield' beats 'proceed' or 'speed up'). GDL restrictions (curfew, passenger limit, decals, no phone) appear on multiple questions — know them cold. Sign-shape rules (octagon = stop, pennant = no-pass, pentagon = school) are instant points. If you blank, eliminate the obvious wrong answers and guess — unanswered counts as wrong.