

Maryland Road Signs Cheat Sheet 2026

The night-before summary, built like the exam.

25 Questions	— Time limit	88% or higher (e.g., 22 of... Passing score
\$0 Exam fee	Maryland Department of ... Governing body	

The Numbers to Remember

- Test length: 25 questions for the Class C, Class M, and Moped Permit knowledge test.
- Passing score: 88% or higher — on a 25-question test, that's very little margin for careless misses, so don't leave easy sign-shape points on the table.
- Traffic sign shapes and meanings are named directly as a tested category, covering both shape recognition and what each sign means — expect several questions on signs specifically, not just one or two.

Sign Shapes at a Glance

- Octagon — Stop. The only sign with this shape, by design, so it's recognizable from any angle.
- Downward triangle — Yield. Give the right-of-way, don't necessarily stop.
- Yellow diamond — General warning ahead (curve, crossing, merge, uneven road).
- Pentagon — School zone or school crossing.
- Circle — Railroad crossing.
- Rectangle — Regulatory info (speed limits, one-way, parking rules).
- Colors: red = stop/prohibited, yellow = caution, orange = work zone, green = guidance/direction, blue = services (hospitals, rest areas), fluorescent yellow-green = pedestrian/school/bike warnings.

Right-of-Way in One Breath

- Uncontrolled intersection: first vehicle to arrive goes first; if it's a tie, the vehicle on the right goes first.
- Four-way stop: first vehicle stopped is first to go, same right-side tiebreaker.
- Pedestrians in a crosswalk: they go first, whether the crosswalk is marked or unmarked.
- Emergency vehicles with lights/siren active: pull to the right, stop, and let them pass before continuing.
- Merging traffic yields to the lane already occupied — the driver already in the lane has the right-of-way.

Speed and Conditions

- The posted limit is the legal ceiling — it is not automatically the safe speed in every condition.
- Rain, fog, snow: slow down below the posted limit; traction and visibility both drop.
- School and work zones: reduced limits that are often time-restricted or only active when workers or children are present.
- Increase following distance in poor visibility or on wet roads — a normal gap isn't enough stopping room.

Impaired Driving, Fast Version

- Alcohol, drugs, and some prescription or over-the-counter medications slow reaction time and impair judgment before a driver necessarily feels impaired.
- Fatigue counts as its own impairment category on the test — treat drowsy driving like you would alcohol impairment.
- Distraction, especially phone use, is tested as its own hazard category separate from substances.
- Correct answer when impaired, medicated, or exhausted: don't drive — arrange another way home rather than trying to

compensate by driving slower.

Top Traps

- Confusing yield (triangle, give right-of-way but keep moving if clear) with a full stop (octagon, stop completely every time).
- Assuming the posted limit is always the safe speed — weather and active zones can lower the safe speed well below it.
- Forgetting that pedestrians and whoever stopped or arrived first often outrank the driver who feels most in a hurry.
- Missing that 88% on a 25-question test leaves very little margin for wrong answers — don't guess randomly on sign shapes; they're the highest-payoff category on the whole test.

Official sources

- MDOT Motor Vehicle Administration — Knowledge Tests | MDOT Motor Vehicle Administration:
<https://mva.maryland.gov/licenses-ids/prepare-drivers-license-test/knowledge-tests>
- MDOT Motor Vehicle Administration — License & ID Fees | MDOT Motor Vehicle Administration:
<https://mva.maryland.gov/licenses-ids/license-id-fees>
- MDOT Motor Vehicle Administration — Learner's Permit | MDOT Motor Vehicle Administration:
<https://mva.maryland.gov/your-mva-guide/teens-new-drivers/learners-permit>

Free practice questions for this exam: www.everyexamprep.com/exams/maryland-road-signs/practice-test