

South Carolina Road Signs Cheat Sheet 2026

The night-before summary, built like the exam.

Questions	Time limit	Passing score
\$0 Exam fee	South Carolina Departm... Governing body	

The numbers to remember

- Minimum permit age: 15
- Knowledge test fee: \$2.00
- Beginner's permit fee: \$2.50 (paid after you pass the knowledge test)
- Permit hold before next step: 180 days if under 18, 30 days if 18+
- Conditional license eligible at: 15½
- Full driving privileges at: 17 (or after 1 year on conditional/special restricted)
- Required supervised driving: 40 hours, including 10 hours at night
- Test administered at: any SCDMV branch or an approved One Stop Driver Training and Testing Program third-party tester
- Skills-test retest waits: 2 business days after a 1st fail, 7 calendar days after a 2nd, 30 calendar days after a 3rd or later fail

Sign shapes at a glance

- Red octagon = Stop
- Red/white downward triangle = Yield
- Round = Railroad crossing
- Yellow diamond = General warning (curves, crossings, merges)
- Pennant (elongated triangular flag) = No passing zone
- Pentagon = School zone/crossing
- Orange = Construction/work zone
- Green = Guide/direction, distances
- Blue = Motorist services (gas, food, hospital)
- Brown = Recreation/cultural interest
- White rectangle = Regulatory (speed limits, rules)

Right-of-way in one breath

- No signs, arrive together: yield to the driver on your right.
- Four-way stop: first to arrive goes first; tie goes to the driver on the right.
- Turning left: yield to oncoming traffic and to crossing pedestrians.
- Crosswalk: pedestrians always have the right-of-way, marked or unmarked.
- Emergency lights/siren: pull right, stop, let them pass.
- Roundabout: yield to traffic already circulating.
- Merging: the vehicle already in the lane generally has priority over the merging vehicle.

Top traps

- Posted speed limit is a legal maximum, not a guaranteed safe speed in rain, fog, or on wet roads — slow down below it.
- Yellow advisory speed plaques under warning signs are recommendations, not laws, but ignoring them on a curve is a common cause of run-off-road crashes.
- The manual's own sample section is only 10 questions with an answer key — don't mistake memorizing those for being fully ready; drill full-length, timed practice sets instead.
- Fatigue impairs like alcohol does — reduced reaction time and microsleep episodes — treat "too tired to drive" as seriously as "too impaired to drive."
- Refusing a lawfully requested chemical test triggers its own separate license consequences, apart from any DUI conviction.
- Distraction from a phone, eating, or adjusting controls counts against you on the test even if you're otherwise sober and alert.
- Headlights are required whenever visibility drops — dusk, dawn, rain, fog — not just after full dark.

Official sources

- South Carolina Department of Motor Vehicles (SCDMV) — South Carolina Driver's Manual (SCDMV):
<https://dmv.sc.gov/sites/scdmv/files/2026-01/Drivers%20Manual.pdf>
- South Carolina Department of Motor Vehicles (SCDMV) — Beginner's Permit - SCDMV - South Carolina:
<https://dmv.sc.gov/driver-services/drivers-license/beginner-permits>
- South Carolina Department of Motor Vehicles (SCDMV) — Teenage Drivers - SCDMV - South Carolina:
<https://dmv.sc.gov/driver-services/drivers-license/teenage-drivers>

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