

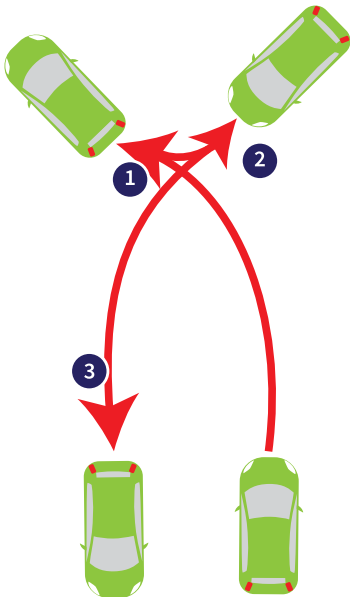
## Three-Point Turn

Sometimes you will need to turn around in a very small space. Use a three-point turn only if the road is too narrow for a U-turn and you can't go around the block.

To make a three-point turn:

1. Move as far right as possible, check traffic, and signal a left turn. Turn the steering wheel sharply to the left and move forward slowly. Stop at the curb.
2. Shift to reverse, turn your wheels sharply to the right, check traffic, and back your vehicle to the right curb.
3. Shift the vehicle into drive and pull forward carefully.

Never make a three-point turn or a U-turn on a curve, a hill, the highway, or where there is a sign that prohibits U-turns.



## Intersections

Many intersections are marked with stop lines to show where you must come to a complete stop. Always stop behind stop lines. After a complete stop, you must yield the right-of-way to all other traffic already in the intersection and to pedestrians. Move forward only when the road is clear.

Vehicles proceed through the intersection in the order that they arrived at the intersection; the first vehicle to reach the intersection should move forward first. If vehicles arrive at approximately the same time, each driver must yield to the drivers on their right.

At a two-way stop, the turning vehicle yields to the vehicle going straight.

**Right-of-way** rules tell you who goes first and who must wait in different conditions. The law says who must yield (give up) the right-of-way. **Every driver, motorcyclist, moped rider, bicyclist, and pedestrian must do everything possible to avoid a crash.**

## Open Intersections

An open intersection is one without traffic control signs or signals. When you enter an open intersection, you must yield the right-of-way if:

- a vehicle is already in the intersection;
- you enter or cross a state highway from a secondary road;