



# **american bus company rules of the road regulation**

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and xInstinctSniper, who was just sitting and looking like a duck



## in this guide you'll see...

- abc driver agreement
- basic rules of the road
- assignment information
- school assignments and what they mean
- route boundaries
- bus regulations
- more



## **american bus company: driver agreement**

The only assignable buses (in Karson, MI) are payment buses. All other buses are free to drive, and therefore no one should be claiming buses as their own.

Professionalism is required at all times in our games. This consists of following road laws, functioning a bus properly, and more.

All buses have an assigned school. School assignments are listed on a Trello board. All drivers must go to the schools assigned to the bus they're driving.

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rules of the road



# rules of the road

these are some rules drivers should  
be following regardless at all times

- Respect all road signs
- Respect traffic lights and follow them accordingly
- Right on red is not allowed
- Follow speed limits to your best ability
- Stop at all **railroad crossings**
- Acknowledge and stop for other drivers performing bus stops
- Keep a safe driving distance between you and another driver to avoid collisions



## rules of the road

These simple rules are something all drivers should be aware of and already follow. Though they are constantly emphasized and drivers are reminded of them a lot, this just shows out how important they are, and drivers should take each and every rule serious.

Drivers should never **rush** another driver just because they're trying to follow driving regulation. Rather it be performing a bus stop, doing an RR procedural check, or simply trying to turn onto another road. You could be putting yourself, the driver you're attempting to rush, or other drivers around you in a dangerous situation.



# driver rules

In this upcoming section, you will see rules that drivers must follow while at route sessions. These rules are in place to ensure people are role playing professionally and are not attempting to compete with one another.

Please ensure you read these rules carefully.



## minimum and maximum bus stop requirement

Drivers are required to perform a certain amount of bus stops for each of their routes.

The amount of bus stops required vary between each school run you do.

There's also a maximum amount of bus stops you can do, to avoid trying to have an unreasonable amount of bus stops.

High School: 6 minimum, 10 maximum

Middle School: 5 minimum, 9 maximum

Elementary School: 4 minimum, 8 maximum

Preschool: 4 minimum, 7 maximum





# special needs driver stop requirement

Considering that most special need drivers drive short buses and need to transport not only the usual students, but WCL-dependant students,

Their requirements have been eased up to make things a little less stressful.

Please do not try to take advantage of this exception being made to you

High School: 5 Stops Minimum

Middle School: 4 Stops Minimum

Elementary School: 4 Stops Minimum

*You are **not** required to have a special needs student pickup for all of your routes - you may have a **maximum of two routes without a special needs student!** This exception only applies when you have a **special needs student onboard!***



## arrival times for school in the morning

In order to further combat drivers finishing routes too soon, a new rule has been implemented to keep drivers in check from arriving too early.

Karson HS:

- Buses begin drops at 6:25am

Westen MS & Lakeside MS:

- Westen buses begin drops at 7:15am
- Lakeside buses begin drops at 7:20am

Branton ES & Forest ES:

- Buses begin drops at 8:00am

Aurora ES:

- Buses begin drops at 8:05am

ABC Preschool:

- Buses begin drops at 7:55am



## distanced stops

To avoid causing delays to other drivers, **bus stops must be distanced by passing at least one intersections**. If you have not passed an intersection after your most recent stop, you cannot stop in that location.

The only drivers who are allowed to have **door-to-door** bus stops are drivers in WCL-equipped buses.

While having door-to-door bus stops are not being discouraged, if you want to have them in your routes still, you must allow drivers in front or behind you pass by safely. You can do this by keeping your **yellow amber** lights on and notifying a driver they can pass you or turning on your hazards, telling drivers they can pass you.

Do NOT immediately enable your red stop lights when another driver is nearing you at a speed that makes it nearly impossible to stop safely. If you see a nearing drivers on the opposite side of traffic, keep your **yellow ambers** enabled until that driver has safely passed by.



# no transportation zones

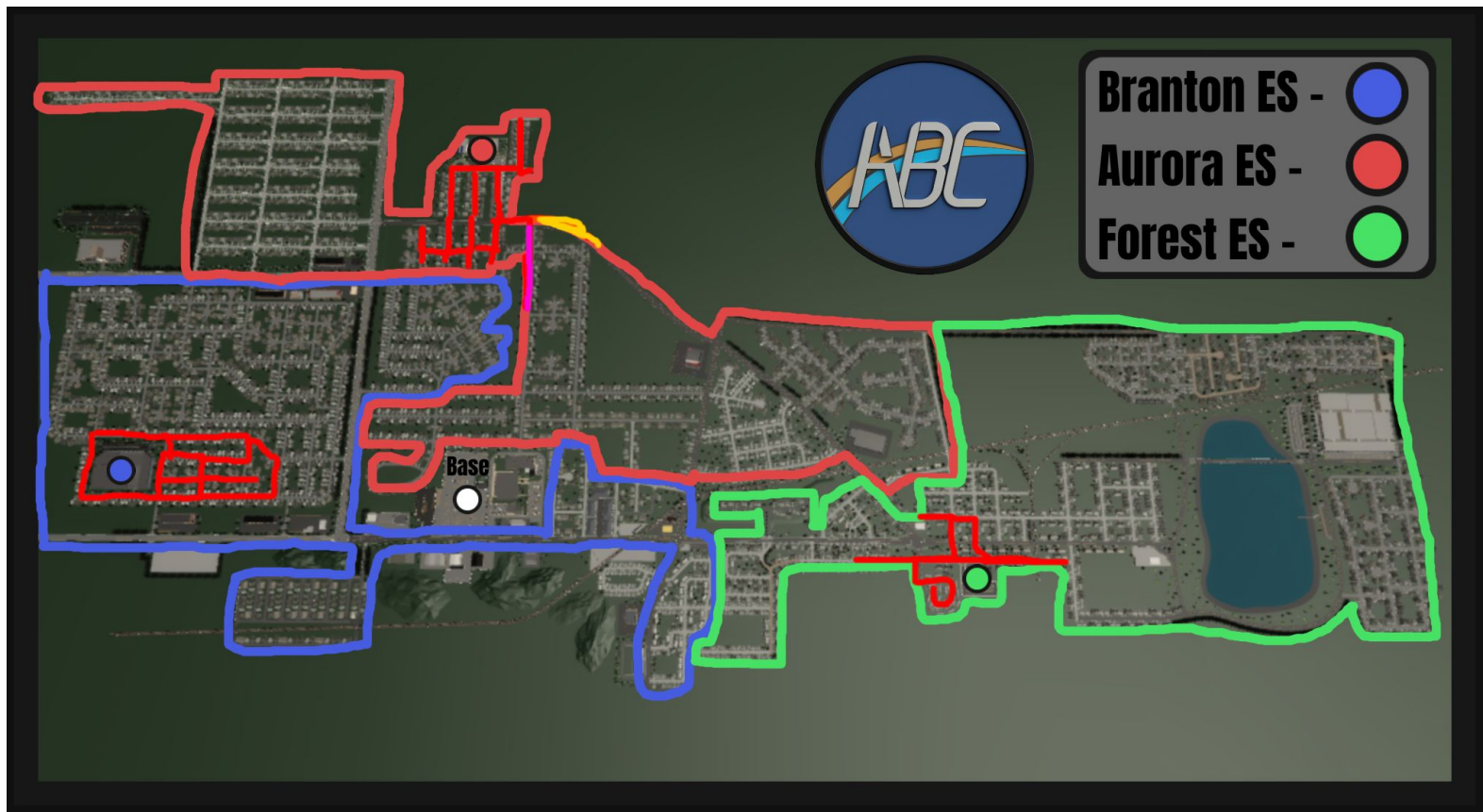
NTZs or “No Transportation Zones” are implemented zones restricting drivers from making bus stops too close to their destination schools. This is one of the few new methods being made to combat drivers doing their bus routes too fast



Karson HS - No Transportation Zone



Lakeside & Westen MS - No Transportation Zone



Aurora (marked differently), Branton, and Forest ES - No Transportation Zone



# no transportation zones

After looking at the images in the previous 3 slides,  
if you see any roads marked out by the red lines,  
that means you cannot have bus stops there.  
Simple.

**No exceptions.**



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# assignments



# assignments

There are two types of assignments:  
**Bus Assignment** & **School Assignment**

**Assignable buses** are only available by specific payment buses. All other buses (in Karson, MI) are free and cannot be claimed.

For each bus in the fleet, including payment buses, **they all carry a specific school assignment**. You are expected to follow those school assignments unless otherwise instructed during route sessions by route managers or dispatchers.



# speed limits

Around all ABC maps there are speed limits that dictate how fast you can go in certain zones.

The general speed limit is 45 but there will be some signs around that may tell you otherwise.

If you're gonna speed... do it like you've got some damn sense.



## additional driving rules & information

Though what was most important was included already, there's still some extra things you need to keep in mind



## additional driving rules (for karson)

When exiting Lakeside Middle School, turning left is prohibited unless the traffic signal is green

When just departing base, do NOT have your first few bus stops on the main road. Other drivers are trying to leave base and you suddenly stopping is building up traffic. Save those bus stops for last

Drivers are required to check their bus for left over students after **every route they've completed**

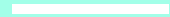
Bus stops are to be 7 to 15 seconds long, how can a student get on your bus if you open your door and immediately close it?

When approaching railroads, drivers must take 4 to 7 seconds to check both sides of the railroad before proceeding

lastly...

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**its drop & go for AM  
and dismissal for PM!**



now stop asking.

**map events can change some  
of these rules or add in new  
ones, disclaimer.**

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## the end - and now, the credits

guide: darius

darius: darius

rule god: darius

coloring: foogle

bottom: jacob

girls generation

abc: aquafresh, found a better place

jerry has big ears

special funeral: instinct