

ARTICLE VI TURNING MOVEMENTS

Sec. 6.1 REQUIRED POSITION AND METHOD OF TURNING AT INTERSECTIONS

The driver of a vehicle intending to turn at an intersection shall do so in the manner described in G.L. c.90, §14 .

Sec. 6.2 AUTHORITY TO PLACE AND OBEDIENCE TO TURNING MARKERS

- (a) The Traffic Director is authorized to place markers, buttons, or signs within or adjacent to intersections indicating the course to be traveled by vehicles turning at such intersections.
- (b) The Traffic Director is authorized to place markers, buttons, or signs within or adjacent to intersections indicating that certain lanes are to be used for turning movements only described in Schedule A incorporated herein and made a part hereof available at the Traffic Department.
- (c) When authorized markers, buttons, or other indications are placed within an intersection indicating the course to be traveled by vehicles turning thereat, or indicating that vehicles in certain lanes must turn, no driver of a vehicle shall disobey the directions of such indications.

Sec. 6.3 AUTHORITY TO PLACE RESTRICTED TURN SIGNS

The Traffic Director is hereby authorized to determine those intersections at which drivers of vehicles shall not make a right, left or U turn, or shall only make a right or left turn, and shall place proper signs at such intersections, in accordance with a list of locations described in Schedule A incorporated herein and made a part hereof available at the Traffic Department.

Sec. 6.4 OBEDIENCE TO TURN SIGNS

Whenever authorized signs are erected indicating that no right, or left, or U-turn is permitted, or a right, or left turn is required, no driver of a vehicle shall disobey the directions of any such sign.

Sec. 6.5 LIMITATIONS ON TURNING AROUND

The driver of any vehicle shall not turn such vehicle so as to proceed in the opposite direction upon any street in a business district and shall not upon any other street so turn a vehicle unless such movement can be made in safety and without interfering with other traffic.