



**MARK R. PAWLINA**  
CHIEF OF POLICE

# CHATHAM POLICE DEPARTMENT

249 GEORGE RYDER ROAD  
CHATHAM, MASSACHUSETTS 02633-2099  
508-945-1213 • 508-945-2791 FAX



## **CROSSWALK SAFETY**

### **Pedestrians**

- Always cross at marked crosswalks, you forfeit your rights as a pedestrian if you cross elsewhere.
- Obey any pedestrian signals and look left-right-left to make sure the road is clear in both directions before crossing.
- If a vehicle approaches, make eye contact with the driver to be sure he/she sees you before you cross.
- Look before walking past stopped vehicles. Do not cross just because a driver waves you on. Be sure all lanes are clear first.
- Remember that bicyclists are not considered pedestrians, unless they are walking their bikes. Otherwise, they are considered vehicles.

### **Bicyclists**

- Yield to pedestrians.
- Remember that bicyclists are not considered pedestrians unless they are walking their bikes. Otherwise, they are considered vehicles and forfeit their rights as pedestrians in the case of an accident or citation.
- Use marked bike paths or multi-use paths when available.
- Obey vehicular traffic signals and laws on the roadways.
- Use extra caution as you transition between bike paths, roads, and sidewalks.
- Be aware that your actions are unpredictable to drivers and pedestrians.
- Always walk your bicycle across a crosswalk

### **Drivers**

- Motorists **MUST** yield to pedestrians in crosswalks and at intersections. \$200.00 Fine
- Be prepared to stop at all marked crosswalks. Stay alert and reduce speed in areas with crosswalks.
- Be alert for bicyclists and skateboarders whose approach to the crosswalk may be much swifter than that of pedestrians.
- Come to a complete stop if pedestrians are crossing or preparing to cross.
- Wait until pedestrians have crossed at least one lane past yours before resuming travel.
- Never pass another vehicle that has stopped or slowing down at a crosswalk. \$200.00 Fine
- Do not park a vehicle blocking a crosswalk. \$200.00 Fine.