



POINTS 4 SAFETY playground game

B

1. cut this page on the dotted line.
2. fold the game piece into quarters, and then unfold. Where the two fold lines intersect is the center, as mentioned in the following steps.
3. put the game piece, text-side down, on a table surface.
4. fold the corners of the square into the center.
5. turn the game over.
6. fold the new corners of the square into the center.
7. fold this piece in half so that the points numbered 1 through 8 are inside of the fold.
8. put your index fingers under the back flaps, and your thumbs under the front flaps.
9. bring your fingertips & thumb-tips together (making the game 3-dimensional).
10. each "point" has been given a number for counting out the game movements.

~1~
**For bikes before
opening car doors**
LOOK

8
passengers'
doors

Passengers should look before opening car doors.
Be aware of when your door might open into
traffic (cars or bikes), such as when parallel
parked on the left, or exiting a cab

Look for oncoming traffic - cars & bikes -
before opening car doors. Listening
for traffic is not enough - bikes and
hands are difficult to hear

7
Driver's
door

~2~
STOP
**for
red lights**

2
DON'T WALK

Continue to cross when
"DON'T WALK" flashes,
but do not begin to cross

3
red lights
and cars

Cars must stop at all red lights. If the light
has been green for a while, be prepared
to stop in case the light changes.

The same red light laws that apply to
motorists also apply to bicyclists

4
Red lights
And bikes

1
WALK

Cross in the direction
of the "WALK" light

~4~
**With the
walk light**
CROSS

5
Crosswalks
at signals

Pedestrians have the right of way when
crossing toward the WALK light.
Turning drivers and bicyclists
should watch for and
yield to pedestrians

Drivers and bicyclists must stop for
pedestrians in a crosswalk.

6
unsignalized
crosswalks

~3~
YIELD
**to pedestrians
in crosswalks**

7

City of Cambridge

PUBLIC SAFETY

In City Council September 8, 2003

COMMITTEE MEMBERS

Vice Mayor Henrietta Davis, Chair
Councillor David P Maher
Councillor Timothy J. Toomey

The Public Safety Committee held a public meeting on August 13, 2003, beginning at 1:00 P.M. in the Sullivan Chamber. The meeting was held for the purpose of discussing the ongoing plans for a safety campaign for pedestrians, bicyclists and motorists.

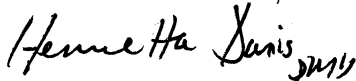
Present at the meeting were Vice Mayor Davis, Chair of the Committee, City Clerk Margaret Drury, Police Commissioner Ronnie Watson, Police Sergeant Kathleen Murphy, Bicycle Patrol, Lisa Peterson, Commissioner of Public Works and Stephanie Andenberg, Environmental and Transportation Planner, CDD,

Commissioner Watson and Sergeant Murphy displayed the revised logo for the safety campaign and campaign brochure. **Attachment A.** The committee also reviewed a re-draft of the text for the brochure, which will include a letter from Commissioner Watson, text bullet points on the four points for safety and "factoids" about safety. The committee made a preliminary choice of the safety factoids. It was agreed that the text changes and additions would go to the Police Department for one final review of whether the wording cites traffic regulations correctly.

Ms. Andenberg distributed a draft of a children's paper fold up game on the safety points of the campaign. **Attachment B.** The committee reviewed the text and made some suggestions and changes. Ms. Andenberg requested that any additional changes be sent to her no later than August 29, 2003.

Vice Mayor Davis thanked the group for its work and progress on this issue. The meeting was adjourned at 2:10 P.M.

For the Committee,



Vice Mayor Henrietta Davis, Chair

5283

Committee Report #7

A communication was received from
D. Margaret Drury, City Clerk,
transmitting a report from Vice
Mayor Davis, Chair of the Public
Safety Committee, for a meeting held
on August 13, 2003 for the purpose of
discussing the ongoing plans for a
safety campaign for pedestrians,
bicyclists and motorists.

In City Council September 8, 2003

**REPORT ACCEPTED
PLACED ON FILE**