

**Chapter 10.28**

**SPEED LIMITS**

**Sections:**

**10.28.010 Basic prima facie speed limits.**

**10.28.020 Increases and decreases to speed limit.**

**Section 10.28.010 Basic prima facie speed limits.**

A. The prima facie speed limits for all streets in the City of Galt shall be 15 miles per hour when traversing railroad crossings; when traversing uncontrolled intersections with less than 100 feet of unobstructed view during the last 100 feet of approach; and on any alley.

B. The prima facie speed limits for all streets in the City of Galt shall be 25 miles per hour on any highway or street other than a state highway and in any school zone unless a different speed limit is set and marked in accordance with section 10.28.020.

C. The basic speed limits in this section are consistent with California Vehicle Code and may be enforced with or without speed limit notice signage.

(Manual, Amended, 02/04/2004; Ord. 2004-01, Repealed and Replaced, 02/04/2004)

**Section 10.28.020 Increases and decreases to speed limit.**

A. If the City Engineer, upon the basis of a traffic and engineering survey and in consultation with the Police Chief, determines that a speed greater than 25 miles per hours would facilitate the orderly movement of vehicular traffic and would be reasonable and safe on a local street, he/she is authorized to declare a different prima facie speed limit of no more than 65 miles per hour on that street.

B. If the City Engineer, upon the basis of a traffic and engineering survey and in consultation with the Police Chief, determines that a speed limit of 25 miles per hours in a business district, residential area, or school zone is more than would be reasonable and safe, he/she is authorized to declare a different prima facie speed limit of no less than 15 miles per hour on that street.

C. The speed limit for limits set under this section shall be in effect and may be enforced upon the erection of appropriate signage giving notice of the speed limit.

(Ord. 2004-01, Repealed and Replaced, 02/04/2004)