Turning Circles Policy

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Turning Circles can also be called: turning loops, cul de sacs, etc.

Turning circles at the end of a road, (first looks at how the local community is modeling them and copy that)

- Modeling: If there is an island in the circle that is at least the width of the normal road then model as a loop, otherwise just leave as a line.

- Tagging: The tag is only needed if you are not modeling the road as a loop and are modeling it as a line. If there is an island at the end then use the tag highway=turning_loop, but if there is no island at the end then use tag the end node highway=turning_circle. You don't need the noexit=yes unless the end node is very close to another node and will cause an error (see examples below)

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- **End of road turning circles:**

- If there is an island use tag highway=turning_loop (island also looks about the width of the road so we could also model as a loop and not use the tag).
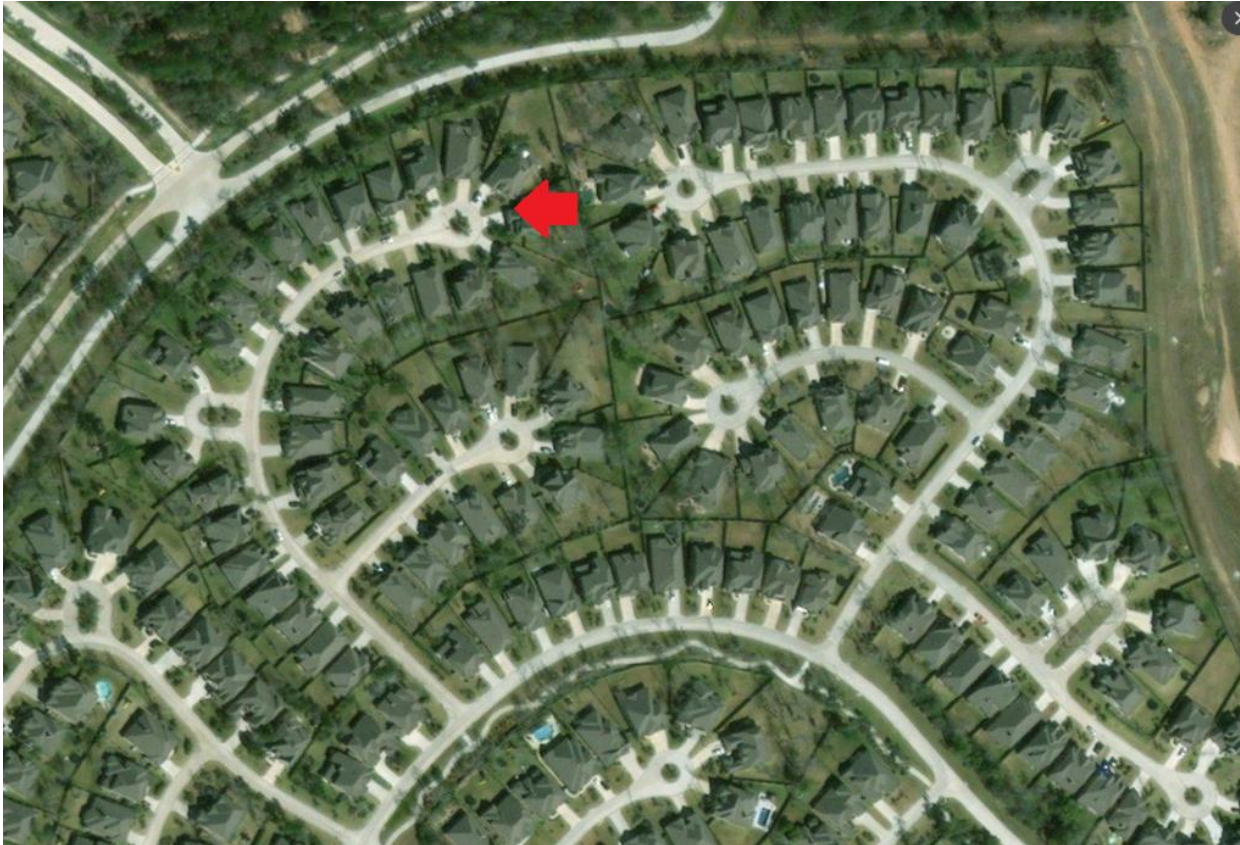
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- If there is no island at the end, then use tag highway=turning_circle. In this one we would just draw this in as a line and add the tag at the end node.