```
[data.blockedCrossroadAhead() ||
                                    data.blockedWaypointRight() && !(
                                      data.posOrientation() == Orientation::SOUTH &&
                                      data.blockedWaypointAhead() &&
                                      data.blockedWaypointLeft())]
[else] / actors.driveForward()
       [forwardDist <= 3 && leftDist > 0] /
       actors.driveForward(), actors.turnLeft(), actors.driveForward()
[else]
       [dorwardDist <= 2] / actors.turnRight()
[else] / actors.driveForward()
```