

		rule number	turn	position	direction	angle	side	out	
	BACK	1	x	x	in_back	~zero	left	left	position = {center, close, far}
		2	x	x	in_back	~zero	right	right	direction = {in, in_back, out}
	NO TURNS	3	none	~center	in	low	left	right	angle = {zero, low, high}
		4	none	~center	in	low	right	left	side = {left, right}
		5	none	~center	in	high	x	no_turn	turn = {left, right, none}
		6	none	~center	out	x	left	right	out = {left, no_turn, right}
		7	none	~center	out	x	right	left	
		8	none	~center	x	zero	left	right	
		9	none	~center	x	zero	right	left	
		10	none	~far	in	low	left	left	
		11	none	~far	in	high	left	left	
		12	none	~far	in	low	right	right	
		13	none	~far	in	high	right	right	
		14	none	~far	out	low	left	right	
		15	none	~far	out	low	right	left	
		16	none	~far	out	high	left	right	
		17	none	~far	out	high	right	left	
		18	none	~far	x	zero	x	no_turn	
	APPROACHING LEFT TURN	19	left	x	out	x	left	right	
		20	left	x	in	~high	left	right	
		21	left	x	in	high	left	no_turn	
		22	left	center	out	~high	right	right	
		23	left	center	out	high	right	no_turn	
		24	left	center	in	x	right	right	
		25	left	close	in	~zero	right	right	
		26	left	close	out	~zero	right	left	
		27	left	close	x	zero	right	no_turn	
		28	left	far	in	~high	right	left	
		29	left	far	in	high	right	no_turn	
		30	left	far	out	x	right	left	
		31	left	x	out	x	right	left	
		32	left	x	in	~high	right	left	

	APPROACHING RIGHT TURN	33	left	x	in	high	right	no_turn	
		34	left	center	out	~high	left	left	
		35	left	center	out	high	left	no_turn	
		36	left	center	in	x	left	left	
		37	left	close	in	~zero	left	left	
		38	left	close	out	~zero	left	right	
		39	left	close	x	zero	left	no_turn	
		40	left	far	in	~high	left	right	
		41	left	far	in	high	left	no_turn	
		42	left	far	out	x	left	right	