rule number	distance	direction	angle	side	out	distance = {low, high}	out = {left, no_turn, right}
	X	back		left	left	direction = {in, back, out}	
2	х	back	~zero	right	right	angle = {zero, low, high}	
3	high	in	low	left	right	side = {left, right}	
4	high	in	low	right	left		
5	high	in	high	x	no_turn		
6	high	out	х	left	right		
7	high	out	х	right	left		
8	high	x	zero	left	right		
9	high	x	zero	right	left		
10	low	in	low	left	left		
11	low	in	high	left	left		
12	low	in	low	right	right		
13	low	in	high	right	right		
14	low	out	low	left	right		
15	low	out	low	right	left		
16	low	out	high	left	right		
17	low	out	_	right	left		
		x	zero	x	no_turn		