Route ID	Source (Signal)	Destination (Signal)	Direction	Path (Track Segments)	Points (Positions)	Signals	Conflicts (Route IDs)
0	signal3a	signal6	Anti-clockwise	seg31, seg30, seg29	point2 (reverse)	signal5	1, 2, 3, 4, 5, 6, 7, 8, 9
1	signal3a	signal7	Anti-clockwise	seg31, seg30, seg29, seg17, seg18, seg19	point2 (reverse)		0, 2, 3, 4, 5, 6, 7, 8, 9
2	signal3b	signal6	Anti-clockwise	seg31, seg30, seg29	point2 (normal)	signal5	0, 1, 3, 4, 5, 6, 7, 8, 9
3	signal3b	signal7	Anti-clockwise	seg31, seg30, seg29, seg17, seg18, seg19	point2 (normal)		0, 1, 2, 4, 5, 6, 7, 8, 9
4	signal5	signal4	Clockwise	seg18, seg17, seg29, seg30, seg31		signal3	0, 1, 2, 3, 5, 6, 7, 8, 9
5	signal5	signal1	Clockwise	seg18, seg17, seg29, seg30, seg31, seg32	point2 (reverse)		0, 1, 2, 3, 4, 6, 7, 8, 9
6	signal5	signal2	Clockwise	seg18, seg17, seg29, seg30, seg31, seg28	point2 (normal)		0, 1, 2, 3, 4, 5, 7, 8, 9
7	signal6	signal7	Anti-clockwise	seg30, seg29, seg17, seg18, seg19			0, 1, 2, 3, 4, 5, 6, 8, 9
8	signal4	signal1	Clockwise	seg30, seg31, seg32	point2 (reverse)		0, 1, 2, 3, 4, 5, 6, 7, 9
9	signal4	signal2	Clockwise	seg30, seg31, seg28	point2 (normal)		0, 1, 2, 3, 4, 5, 6, 7, 8

All routes conflict with each other on seg30