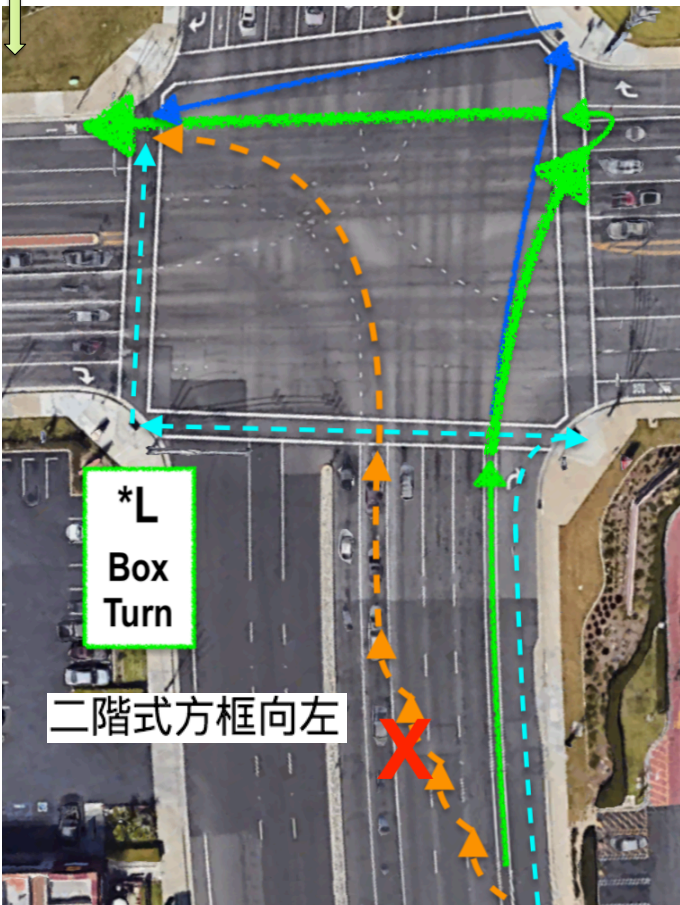
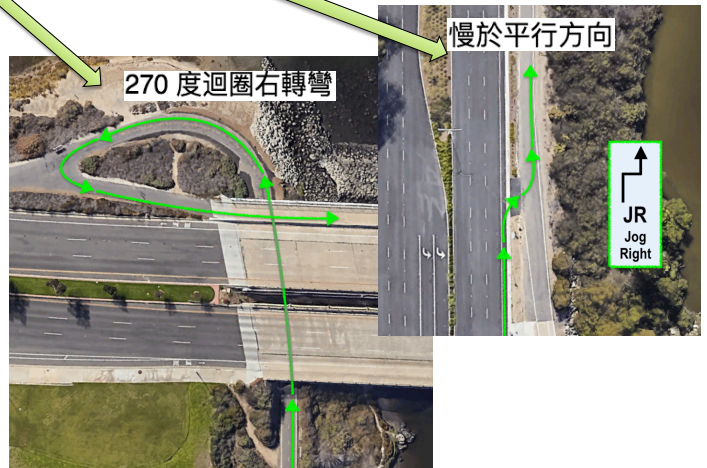
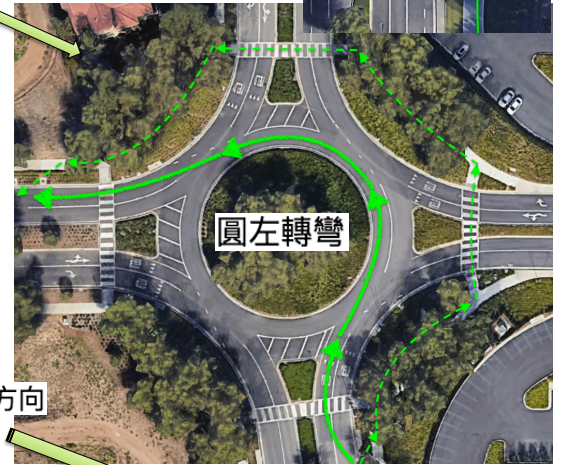
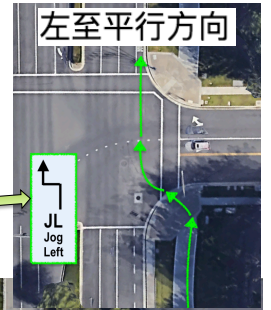
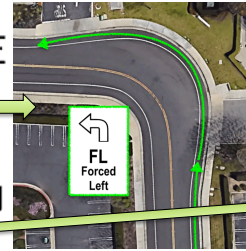


- ← L Left Turn 左拐
- \*L 2-Step Box Turn Left (go straight, at far corner turn & go) 二階式方框向左
- FL Forced Left (road bends - no choice) 逼左轉彎
- #L Sharp Left (>90° acute left) 夏普左轉
- BL Bear Left (slight left / stay left) 左彎 左至平行方向
- JL Jog Left (jog from parallel path to road or road to path)
- °L Circle Left ('Fish hook' at roundabouts; 3/4 circle) 圓左轉彎
- ⊗L Cloverleaf Left (270° loop) 270 度迴圈左轉彎

- ↑ to Straight to continue (usually a name change)
- X Cross (a significant road, often when name changes) 超
- U U-Turn (turn around at an end or roundabout) 掉頭

- R Right Turn 右轉
- FR Forced Right (road bends - no choice) 被逼右轉彎
- #R Sharp Right (>90° acute right) 向右急轉彎
- BR Bear Right (Slight right / stay right) 右轉
- JR Jog Right (jog from parallel path to road or road to path) 慢於平行方向
- °R Circle Right (roundabouts 1st exit: 1/4 circle) 圓形右轉彎
- ⊗R Cloverleaf Right (270° loop) 270 度迴圈右轉彎

❖ Corner (usually to or from a path or sidewalk) 街角  
 ie @NW❖ = "At North-West Corner"  
 在西街拐角處



← \*L 2-Step Box Turn Left 二階式方框向左

- 1 If able to, merge left to left turn lane and turn with traffic  
若能，將左轉入左轉彎車道，並轉為交通
- 2 Cross to far corner, out of street and wait to go across with signal  
跨到很遠的角落，在街上等待著信號
- 3 Cross, jog right, turn and wait to go with signal  
交叉，慢跑右，轉，等待訊號
- 4 Enter the nearest corner and cross the two crosswalks  
請輸入最近的角落並跨越兩個交叉階層