



## REDUNDANT – Slant T and Intersections

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In the Wino You Come and Rally, we show you a couple of examples of redundant instructions where without the instruction you would have gone “as straight as possible”.

### Slant T

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#### 1. Slant T

Slant T intersections are a good example of following the “straight as possible” route concept. As you approach this intersection, the road naturally goes to the left. If you tried to make a right turn, this would be considered an acute right and would have to be specified in the instruction.





## Intersection

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### 1. Acute turns

In this example, the main road continues straight, to turn either right or left would require making an acute turn and that would have to be specified in the instructions.





## 2. Put on road by name

The route instruction used the “PU Britt Whitmire Rd”. When the terms “on”, “onto” or PU (pick up) are used in an instruction, you are instructed to stay on that road, even if it means make a turn at an intersection, until are instructed different by a numbered instruction as shown below.

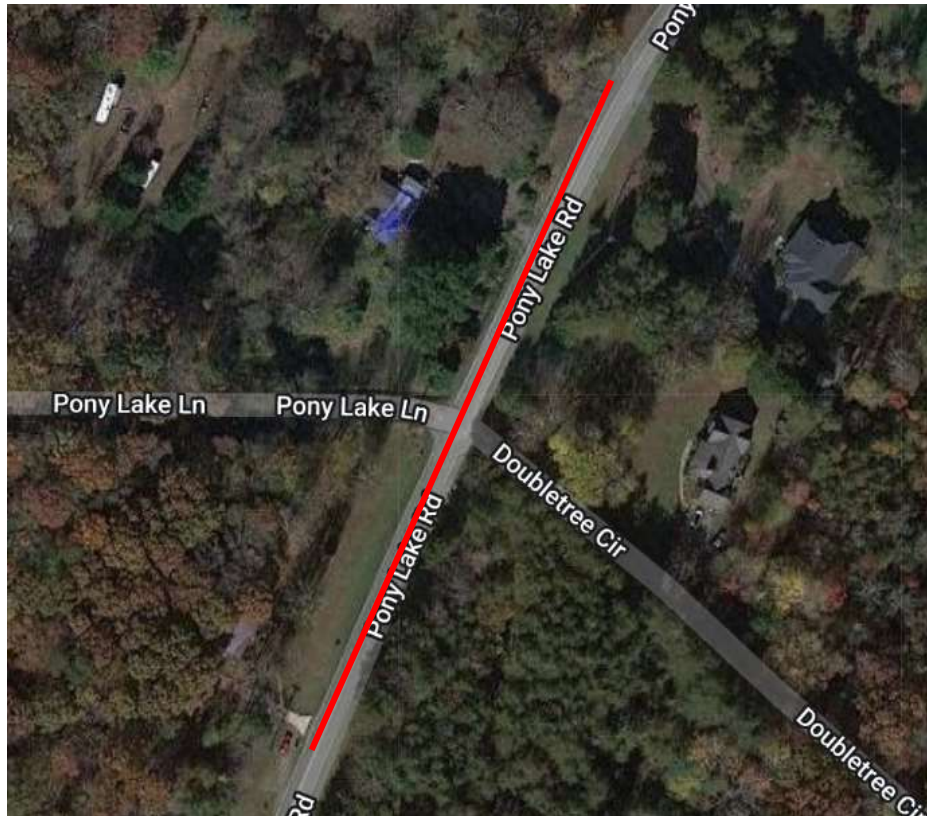
- 13 S at intersection PU Britt Whitmire Rd
- 14 R at T





### 3. Dead-end

At this intersection, the road to the right and to the left are dead-end roads. Unless specified in the instructions, dead-end roads are NOT considered as a turn opportunity or a valid road. Therefore, you would continue straight through this intersection.





#### 4. Gravel Roads

At this intersection, the road to the right and to the left are gravel roads. Unless specified in the instructions, gravel roads are NOT considered as a turn opportunity or a valid road. Therefore, you would continue straight through this intersection.

