







































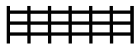








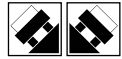


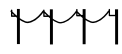



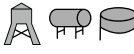







TRACKS	
	Tarmac road
	Track Piste
	Off track (HP)
	Low visible track / traces
P	Track Piste
PP	Principal track/piste
RO	Road
P//	Parallel track/piste
HP	Off track Sight driving!
HP	Off track forbidden
FPP	Follow principal track/ piste
FRO	Follow road
SA	Sandy
GV	Gravel
WAYPOINTS	
	Masked WP
	Control WP
	Security WP
	Navigation WP
	Precise WP
	Visible WP
	Eclipse WP
	Waypoint number







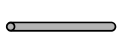
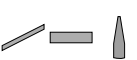












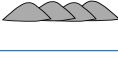



ON TRACK	
	Bump
	Dip hole
	Compression
	Ditch
	Summit
	Above bridge
	Under bridge
	Step up
	Step down
	Up hill Down hill
	Cut danger
	Right or Left over crest
	Fence gate
	Fence with cattle gate
	Wall gate
	Wading / water cross
	Concrete pass








CAPS	
CAP	Exit cap
CAP_A	Average cap
CAP_c	Calculated cap (only HP)
OBLIC	Cap that turns

SAFETY	
	Danger Level 1
	Danger Level 2
	Danger Level 3
	Global danger in the note
	Start Speed limit
	Finish Speed limit
	Stop
	Important
25,25	Red line under km = dan- ger 2 in the note
	Start Difficult Overtaking Zone
	Finish Difficult Overtaking Zone

DUNES / SAND	
	Sandy plain
	Big bowl "cuvette"
	Sand spit
	Dune
	Broken dune
	Dunes
DN	Dune
DNX	Many dunes
DNT	Small dune "dunette"
L1 L2 L3	Dunes difficulty level

SYMBOLS	
	Fence
	Barbed fence
	Rail road
	Hole
	Collapse, ditch, ravine, etc.
	Ruts
	Twisty / sinuous
	Bumpy / broken
	Bumpy
	Lateral inclination
	Post
	Electric pole
	Electric line
	High voltage tower
	Antenna
	Well
	Tanks
	Barrels
	Notable elements
	Tires
	Sign posts
	Restricted/protected area
	Buildings / houses
	Church / mosque

SYMBOLS	
	Ruine / abandoned
	Fort / castle
	Cemetery
	Village
	Bivouac
	Tunnel
	Pipeline
	Wall
	Native / local camp
	Petrol station & type of fuel
	Monument
	Animals individual
	Animals
	Cairn
	Rocks
	Mountain
	Tree
	Palm tree
	Camel grass
	Vegetation
	Slope
	Small wadi
	Large wadi
	Sandy wadi

SYMBOLS	
	River (water)
	Lake / puddle
	Plain / chott
	Towards / direction
	Road works
	Reset / recal trip
	Distance

CONTROLS	
	Start Selective Section
	Arrival Selective Section
	Check point
	Start/Finish Neutralisation
	Start neutralisation with speed limit
	Start/Finish Transfer
	Start transfer with speed limit
	Neut./transfer max. time allowed
	Waiting for restart
	Stop for restart
	Fuel zone with authorized cat.
	Time control
	Assistance Service
	Tyre marking zone
	End zone

ABBREVIATIONS	
VG	Vegetation
L/R	Left and Right
R/L	Right and Left
onL	On left
onR	On right
kpL	Keep to the left
kpR	Keep to the right
kpS	Keep straight
-V	Less visible*
±V	More/less visible
ALT	Alternance
/	During
IN	In / into
ET	And / next
A	At

ABBREVIATIONS	
CX	Stone / stony
E3	Narrow*
Q^T	Quit / leave*
TJS	Always
NBX	Many
IMP	Imperative
EFF	Collapsed
ORN	Ruts
BAD	Bad
RP	Rejoin
BTW	Between
MODIF	Modification from Opening Car
NEW NOTE	New note from Opening Car
BIG SMALL FOLLOW	Written as text (English)