

TRACKS		WAYPOINTS		ON TRACK		SYMBOLS	
	Tarmac road	M	Masked WP	4	Bump	H	Fence
	Track Piste	C	Control WP	4	Dip hole	*****	Barbed fence
	Off track (HP)	S	Security WP	Ŧ	Compression		Rail road
>	Low visible track / traces		Navigation WP		Ditch	\otimes	Hole
Ρ	Track Piste	P	Precise WP	SUMMIT	Summit	Euro	Collapse, ditch, ravine, etc.
PP	Principal track/ piste	V	Visible WP	ĴĹ	Above bridge	} }}	Ruts
RO	Road	E	Eclipse WP	ЭĘ	Under bridge	5	Twisty / sinuous
P//	Parallel track/piste	1	Waypoint number	<u>ک</u>	Step up	M	Bumpy / broken
HP	Off track Sight driving!	CONTROLS		أك	Step down	M	Bumpy
НР	Off track forbidden	🗩 DSS	Start Selective Section	\sim	Up hill Down hill		Lateral inclination
FPP	Follow principal track/piste	🐼 ASS	Arrival Selective Section	~	Cut danger		Post
FR0	Follow road	CP	Check point		Right or Left over crest	+	Electric pole
SA	Sandy	DN FN	Start/Finish Neutralisation	Ⅲ 1 Ⅲ	Fence gate	1111	Electric line
GV	Gravel		Start neutralisation with speed limit	₩ Ĵ#	Fence with cattle gate	₩ Ø	High voltage tower
	SAFETY	DTFT	Start/Finish Transfer	-1-	Wall gate) A	Antenna
	Danger Level 1	TO	Start transfer with speed limit		Wading / water cross		Well
II	Danger Level 2	T:25	Neut./transfer max. time allowed	Î	Concrete pass	ÂPPA	Tanks
	Danger Level 3		Waiting for restart		CAPS		Barrels
	Global danger in the note		Stop for restart	CAP	Exit cap		Notable elements
DZ 40	Start Speed limit	M/Q/ T3/T4	Fuel zone with authorized cat.		Average cap	90)	Tires
FZ 40	Finish Speed limit	٢	Time control	CAP	Calculated cap (only HP)	$\Box \Box O$	Sign posts
STOP	Stop		Assistance Service	OBLIC	Cap that turns	Ø	Restricted/protec- ted area
	Important		Tyre marking zone				Buildings / houses
<u>25,25</u>	Red line under km = danger 2 in the note		End zone			Å Å	Church / mosque

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SYMBOLS		SYMBOLS		ABBREVIATIONS		ABBREVIATIONS	
۵ſĿ	Ruine / abandoned		Small wadi	VG	Vegetation	EFF	Collapsed
5	Fort / castle		Large wadi	L/R	Left and Right	ORN	Ruts
†+† †+† †+† † _† †	Cemetery		Sandy wadi	R/L	Right and Left	BAD	Bad
V	Village		River (water)	onL	On left	RP	Rejoin
BIYOUAC	Bivouac		Lake / puddle	onR	On right	BTW	Between
P	Tunnel		Plain / chott	kpL	Keep to the left	MODIF	Modification from Opening Car
	Pipeline	┢	Towards / direction	kpR	Keep to the right	NEW NOTE	New note from Opening Car
	Wall		Road works	kpS	Keep straight	BIG SMALL FOLLOW	Written as text (English)
CAMP	Native / local camp	~	Reset / recal trip	-V	Less visible*		
565 D	Petrol station & type of fuel	300m	Distance	±ν	More/less visible		
*	Monument	DUNES / SAND		ALT	Alternance		
	Animals individual		Sandy plain	1	During		
A	Animals		Big bowl "cuvette"	IN	In / into		
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	Cairn	V	Sand spit	ET	And / next		
$\bigcirc \bigcirc \frown$	Rocks		Dune	Α	At		
	Mountain		Broken dune	CX	Stone / stony		
	Tree		Dunes	<b>E3</b>	Narrow*		
* *	Palm tree	DN	Dune	QT	Quit / leave*		
yoway	Camel grass	DNX	Many dunes	ŢJS [®]	Always		
***	Vegetation	DNT	Small dune "dunette"	NBX	Many		
	Slope	L1 L2 L3	Dunes difficulty level	IMP	Imperative		

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