






































TRACKS	WAYPOINTS	ON TRACK	SYMBOLS
Tarmac road	Masked WP	Bump	Fence
Track Piste	Control WP	Dip hole	Barbed fence
Off track (HP)	Security WP	Compression	Rail road
Low visible track / traces	Navigation WP	Ditch	Hole
P Track Piste	Precise WP	Summit	Collapse, ditch, ravine, etc.
PP Principal track/ piste	Visible WP	Above bridge	Ruts
RO Road	Eclipse WP	Under bridge	Twisty / sinuous
P// Parallel track/piste	Waypoint number	Step up	Bumpy / broken
HP Off track Sight driving!	CONTROLS		Bumpy
HP Off track forbidden	DSS Start Selective Section	Up hill Down hill	Lateral inclination
FPP Follow principal track/piste	ASS Arrival Selective Section	Cut danger	Post
FRO Follow road	CP Check point	Right or Left over crest	Electric pole
SA Sandy	Start/Finish Neutralisation	Fence gate	Electric line
GV Gravel	Start neutralisation with speed limit	Fence with cattle gate	High voltage tower
SAFETY	Start/Finish Transfer	Wall gate	Antenna
Danger Level 1	Start transfer with speed limit	Wading / water cross	Well
Danger Level 2	Neut./transfer max. time allowed	Concrete pass	Tanks
Danger Level 3	Waiting for restart	CAPS	
Global danger in the note	Stop for restart	CAP Exit cap	Notable elements
Start Speed limit	Fuel zone with authorized cat.	CAP _A Average cap	Tires
Finish Speed limit	Time control	CAP _C Calculated cap (only HP)	Sign posts
Stop	Assistance Service	OBLIC Cap that turns	Restricted/protected area
Important	Tyre marking zone		Buildings / houses
<u>25,25</u> Red line under km = danger 2 in the note	End zone		Church / mosque

SYMBOLS		SYMBOLS		ABBREVIATIONS		ABBREVIATIONS	
	Ruine / abandoned		Small wadi	VG	Vegetation	EFF	Collapsed
	Fort / castle		Large wadi	L/R	Left and Right	ORN	Ruts
	Cemetery		Sandy wadi	R/L	Right and Left	BAD	Bad
	Village		River (water)	onL	On left	RP	Rejoin
	Bivouac		Lake / puddle	onR	On right	BTW	Between
	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)
	Native / local camp		Reset / recal trip	-V	Less visible*		
	Petrol station & type of fuel		Distance	±V	More/less visible		
	Monument	DUNES / SAND		ALT	Alternance		
	Animals individual		Sandy plain	/	During		
	Animals		Big bowl "cuvette"	IN	In / into		
	Cairn		Sand spit	ET	And / next		
	Rocks		Dune	A	At		
	Mountain		Broken dune	CX	Stone / stony		
	Tree		Dunes	E3	Narrow*		
	Palm tree	DN	Dune	Q^T	Quit / leave*		
	Camel grass	DNX	Many dunes	ṬJS	Always		
	Vegetation	DNT	Small dune "dunette"	NBX	Many		
	Slope	L1 L2 L3	Dunes difficulty level	IMP	Imperative		