













STAGE 1 INFO: SEA CAMP \rightarrow SEA CAMP



































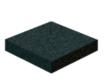
NATURE OF TERRAIN







60% Terre Soil Tierra التراب



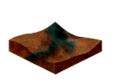
15% Goudron Tarmac Asfalto الزفت



1% Cailloux Stones **Piedras** الحجارة



7% **Dunes** Dunes **Dunas** الكثبان



0% Lac asséché Chott Lago seco بحيرة جافة





























GENERAL INFORMATION

ROAD SECTION A – 42KM → Target time: 01:00

DSS → Dakar Shuttle : Registration is mandatory (Sportity : DAKAR23 → Shuttle DSS/ASS)

TRANSFER 1 → K168 to K205

→ T1/T2:35'

→ B/Q/T3/T4/T5:55°

→ Refueling: TOUT K205

TRANSFER 2 → K276 to K296

→ B/Q/T1/T2/T3/T4/T5 : 22'

 $ASS \rightarrow Refueling (B - Q - T3 - T4)$



























GENERAL INFORMATION

ROAD SECTION B – **193KM** → Max Time : 05:00

FIA MAX TIME → T. OUT 1 (K2O5) : Start time + O6:00

→ T. OUT 2 (K296) : Start time + 08:00

ASSISTANCE ALLOWED → BIVOUAC to DSS (NO CP1)





























GENERAL DESCRIPTION

Start of the track is next to the sea for 10 kilometers, then, the competitors leave the beach by a plain to join tracks between mountains with a risk of dust until T. IN 1.

After the transfer, the terrain changes, it is more open with complicated navigation, it is desert until T. IN 2.

The last part of the stage is sandy with sections of dunes, and a big dune to climb.

At the end, there are parts off-piste which are interspersed by parts stony parts until the finish.



























- **KO** Twisty track, a bit sandy, next to a river that flows into the sea
- K3 Fast and twisty track (WRC style), parallel to the Red Sea
- K19 DZ (speed zone) on asphalt during 4 km
- K22 CP1, caution traffic (road junction)
- K28 Fast and twisty track in big valleys and dry rivers, track still sandy and with gravel
- **K37** CP2
- **K49** Zone with dry rivers, track is twisty, tight and with white sand, caution: there are stones on the side of the track \rightarrow risk of punctures



























K56 - Dry rivers again, gravel tracks with in big valleys

K144 – CP2, fast and twisty, still in big valleys

K153 – Valleys are narrower, stones on the track, pace is slower

K167 – Transfer for 38km on asphalt

K205 – End of transfer, track not very visible, important to follow the cap!

K213 - Pipeline

K215 – Track not very visible, very fast plateau

K229 – Start of the sand area, some parts with dunes and fast tracks into valleys formed by

mountains chain and dunes





























K241 – Big dunes to climb

K248 – Go into valley, sandy track between dunes and mountains

K251 – Section of easy dunes (level 1 for 3km) then off-piste on a sandy and fast plateau

K256 - Pipeline

K261 - Pipeline

K276 – New transfer of 20km on asphalt

K300 - Level 2 dunes for 4km, then level one dune

K309 – End of dunes, beautiful sandy valley on a twisty track

K315 – Passage with dunes, then alternation of twisty tracks, fast plateau and little sandy canyons





























K323 – Tracks are not very visible, sandy and fast plateau

K328 - Pipeline

K333 – Climb and descent in level 1 dunes, then enter in big valley with sandy tracks, fast and twisty

K343 – Passage of dune of level 3 for 2km, then descent on a fast and sandy plateau until the end of

the SS

K351 - Pipeline

K368 - ASS





























COMPLICATED ROAD BOOK NOTES

66,64 - 131,49 - 139,11 - 260,23 - 337,32 - 358,37

POINTS OF ATTENTION

- CP1 → DANGER: TRAFFIC (HIGHWAY CROSSING)
- $K163 \rightarrow E3$ TRUCK POSSIBLE, BYPASS TRIAL SECTION BY THE RIGHT
- ANIMALS CAN BE PRESENT ON THE SPECIAL (ESPECIALLY BETWEEN K133 AND K151)
- THE RAIN HAS DAMAGED THE SPECIALE
- FARM FENCES CAN BE PRESENT DUE TO THE RAIN
- RESPECT SPEED LIMIT





























OPENING NOTES

- Beautiful stage
- Rain these last few days: terrain has changed
- K3 to K12 : all along the sea, the track has "steps", the track is collapsed due to the rain
- K6: water on the track, bypass by the left
- K76 on 10km : off-piste, tracks with sand and stones due to the rain















