





















































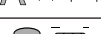






















5.14 LEXIQUE ROAD BOOK FIA

Seuls les symboles suivants doivent être utilisés. Les symboles nouveaux ou supplémentaires doivent être approuvés par la FIA.

5.14 FIA ROAD BOOK LEXICON

Only the following symbols must be used. New or additional symbols must be approved by the FIA.

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	 Step down	 Bumpy
HP Off track forbidden	 Start Selective Section	 Up hill Down hill	 Lateral inclination
FPP Follow principal track/piste	 Arrival Selective Section	 Cut danger	 Post
FRO Follow road	 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	T:25 Neut./transfer max. time allowed	 Concrete pass	 Tanks
 Danger Level 3	 Waiting for restart	CAPS	 Barrels
 Global danger in the note	 Stop for restart	CAP Exit cap	 Notable elements
 Start Speed limit	 Fuel zone with authorized cat.	CAP Average cap	 Tires
 Finish Speed limit	 Time control	CAP Calculated cap (only HP)	 Sign posts
 Stop	 Assistance Service	OBLIC Cap that turns	 Restricted/protec- ted area
 Important	 Tyre marking zone		 Buildings / houses
25.25 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	350m 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	ːTJS Always	
Vegetation	DNT Small dune "dunette"	NBX Many	
Slope	L1 L2 L3 Dunes difficulty level	IMP Imperative	