

TULPEN RALLYE

7-8 May 2021

HOME
EDITION

Regulations



Final 6-5-2021

1. THE COMPETITION

- The entry for the 2nd Home Edition is open to all competitors. It is not necessary to register in advance. Submitting a solution ensures registration of participation.
- Participation is only possible on an individual basis. If several names are mentioned on the registration, only the first named person will be considered as a competitor.
- There are 2 classes in which can be entered: Sporting and Touring.
- If a competitor takes part in 2 classes, only the result in the Sporting applies.
- The route consists of 3 stages:

Stage	Part	Timeframe
1	Friday afternoon 7 May	14:00 tot 20:00 hrs.
2	Friday evening 7 May	20:30 tot 23:30 hrs.
3	Saturday morning 8 May	09:00 tot 12:00 hrs.

- The roadmap can be downloaded from the website www.tulpenrallye.nl.
- Different map reading systems can be used per stage. This will be stated on the roadmap. For map reading instructions, see appendix 1.
- The roadmap has a button to enter a special Tulpenrallye environment in Google Maps / Streetview. Routecontrols can be found here and additional information can be provided as well.
- The competitor can construct the ideal route first, and then see on Streetview which controls he will pass on the route. In addition, the map fragments can specifically indicate when the Tulpenrallye Google Maps / Streetview environment should be used to compare the map situation with 'reality'. Apart from these specific locations, the competitor does not have to compare the entire route with 'reality'.
- Afterwards, the competitor fills in his solution (RCs + possibly an RP time) on a control card app. This control card app can be opened by scanning the QR code on the roadmap with the camera of a mobile phone. If the camera does not respond, we recommend the free app 'Barcode Scanner'.
- The correct solution must be submitted within the timeframe of the stage. If the solution is handed in outside the timeframe, the stage is considered to be missed.
- If a stage is missed, the competitor will receive the maximum number of penalties for that stage. He will remain classified.
- After the timeframe is closed, each competitor will receive the result of his submitted solution.
- After each stage, the correct route explanation and an interim result will be published via the website www.tulpenrallye.nl.
- Entries must be submitted per participant from the same email address. It is not possible to merge different accounts at a later time.

2. CONTROLS IN THE ONLINE ENVIRONMENT

Route controls (manned or unmanned) can be found in the online Tulpenrallye Google Maps / Streetview environment, and are indicated by a sign "CONTROLE". In the area, these signs can be clicked on the left, so that the environmental situation on the right with route and / or controls is displayed.



Unmanned controls

Unmanned controls are indicated by an orange sign with a black letter and the word "CONTROLE" below it. When passing such controls, this letter must be noted in the next free space of the route control card.



There may also be unmanned controls such as 'self-service stamps'. These are orange and have an image of a stamp, with the word "CONTROLE" underneath. You must click on the check to see which stamp it concerns. The number can be noted in the next free space of the route control card.



Manned controls

There may be manned (time) controls along the road, which can provide additional information. No times are recorded or cards stamped by the crew. A route control can also be placed at the same location, which the participant must note on the route control card.



Closed roads

The organization can place reduced traffic signs that indicate a closed road. These signs have the same meaning as an official road sign and do close off the road behind it. The crew does not have to write down anything on the control card here.



3. REGULARITY STAGE

Procedure

A regularity stage should be driven as exactly as possible at the prescribed average speed and will be driven in accordance with a map reading system. The prescribed average speed can be changed during the regularity stage. The prescribed average speeds will be listed on the roadmap.

Start / Finish

A regularity stage will start at a manned control along the route which is indicated in the route book or an unmanned "self-start" which is indicated by 2 crossed "TULPEN"-arrows



The end of a regularity test is indicated along the route with a sign "END REGULARITY". The (scale on the) map is leading in correctly measuring the distance. When registering your control card, record the total regularity time (using the given table) in mm:ss.



Each second too early or too late passing at a GTC will be penalized with 2 penalty points per second of deviation. The maximum number of time penalty points at a regularity stage is 150 penalty points.

4. WINNERS

The winners of the Tulpenrallye Home Edition 2021 are the competitors with the least penalty points in their class (Sporting or Touring). The winner of each class will receive a silver Tulpenrallye Tulip.

In case of ex aequo, the competitor that submits the answer first on Saturday will be declared the winner.

On Saturday afternoon at 4:30 PM, numbers 1, 2 and 3 of Sporting and Touring will be festively announced via the website. If possible, a physical presentation of the prize will also be arranged for these participants at a central location in the Netherlands.

5. QUERIES

Questions can be sent to the Committee by email at the email address: TRHomeEdition@hotmail.com. The Committee reserves the right not to answer questions.

It is not possible to file a protest.

1. General

- 1.1 It is only permitted to use roads that are shown on the distributed map fragments (see legend in Annex 2).
- 1.2 For all maps, only roads with two borderlines may be used. One of the two borderlines may be a dotted line. Tunnels (see map legend) can be used normally.
- 1.3 The roads may be used multiple times in the route. However, after a road has been driven in one direction that same road may then never be driven in opposite direction within the same stage, unless specific instructions are provided to do so.
- 1.4 Road crossings can be included in the route multiple times, independently of the direction.
- 1.5 Within black circles drawn on the map-fragments, it is permitted to use all roads, whether shown on the map fragments or not, in order to follow the intended rally route. NO route controls will be placed in these black circles.
- 1.6 Ongoing borderlines do NOT interrupt a road-connection. On maps with a scale of 1:100.000 crossings of roads at different levels are often not recognizable based on the viaduct sign, but can be recognized based on the fact the borderlines of the higher road are ongoing. In these cases both roads are supposed to be ongoing and to have no connection on each other. So, when constructing your route, do not turn off at these situations.
- 1.7 When a road which is being displayed on the map-fragment continues into a new road which is not displayed on the map-fragment, this new road may be used if the old road on the map is no longer to be driven, to be reached or no longer present. Also view the Tulpenrallye Google Maps area. The new road must be followed until a road on the map is reached. If possible (as much as possible of) the missed constructed route should still be driven, taking action in accordance with Article 1.13.
- 1.8 Roundabouts can be used at all times, independent of the fact whether they are shown on the map or not.
- 1.9 Roads marked with a blocking-cross are not allowed to be used.
- 1.10 Turning on the route is not permitted, unless instructions are being provided to do so.
- 1.11 A time control (TC) is indicated on the map fragments with a flagstick, with the point of the flag indicating the direction from which the crew should come.
- 1.12 Original map signs, touristic signs indicating churches, castles etc. (coloured blocks) and text on the maps do not interrupt or block a road. However stickers applied on the map fragments by the organisers (including logo's, squares to note your route controls, text areas, circles with numbers indicating points and arrows, signs indicating petrol stations, flag symbols at a TC, not numbered arrows next to a drawn line etc.) of the rally do block roads.
- 1.13 In case a road cannot be driven, you should construct a new shortest route with roads that are shown on the map fragment. This route should allow you to follow your originally intended route as closely as possible with the shortest possible detour. The specific regulations of the stage related to the used map reading system remain valid.
- 1.14 In case the newly constructed route can also not be driven, then this route will no longer be valid and a new route needs to be constructed based on the principles described above.
- 1.15 Altered road connections, both at the beginning and at the end of a road, may be used, provided that the old road connection is no longer accessible, reachable or no longer present and the new road connection is within 100 meters of the (location of the) old road connection. If this is not the case, then action must be taken in accordance with Articles 1.13 and 1.14.
- 1.16 The road sign "dead end street" does not close a road. This road can be included in your route.
- 1.17 Roads that have a sign indicating 'destination traffic only', cannot be driven.
- 1.18 When a stage consists of multiple map fragments, transition points will be used. These transition points are only used to indicate a specific point on the map, where two roads are connected on both map fragments. When a transition point is included in the roadbook of a stage, than you need to construct your route via this point, using the regulations of the specific map reading system of that stage. 'Transition points' are marked with a letter (on both map fragments) , for example A, B, C, etc.
- 1.19 When a stage consists of multiple map fragments, these maps are connected in an inseparable way. Crews should read these maps as if they were one large map.
- 1.20 At a route control specific instructions can be placed. These instructions do prevail over the roadbook. The instructions are indicated in codes as follows. Reset codes:

HK = Turn here	1R, 2R = 1 st road to the right, 2 nd road to the right
DMP 7 = Proceed with point or arrow 7	ER = turn right at the end of the road

DMIL = Proceed with printed line	VR = turn right at the <u>next priority road</u>
DMG = proceed with border line approach	VO = cross <u>priority road</u> at next crossing
NVO = do not construct new routes, proceed with the intended route	
Ⓢ/Ⓣ = this instruction only applies for Sporting / Touring	

In the instructions above, L (left) can also be used instead of R (Right).

2. Points free route

- 2.1 De point should be included in the route in numbered order.
- 2.2 Every point is located on a road. This road can be present on the map or not.
- 2.3 Only Route Controls that are located within 25 meters of the point, should be reported and noted on the Route Control card. These Route Controls are supposed to be positioned at the exact location of the point.
- 2.4 From a TC location towards a point, from a point to a point and from a point to a TC location, the route is free.
- 2.5 In the context of road safety, the route should be chosen (as much as possible) in such a way, that the route can be driven in an ongoing direction (so preferably without change of direction).

3. Arrows and points

- 3.1 The Road book contains map-fragments, on which some numbered arrows and points have been indicated.
- 3.2 You should drive the arrows and points in numbered order by exclusively using those roads that are show on the map fragments.
- 3.3 When driving to an arrow, a point or to a TC the shortest possible route has to be constructed and driven.
- 3.4 Arrows and points have to be included in the route sequentially based on their number and should be included in the route based on this order. In all other cases they block the underlying road(s).
- 3.5 It is not permitted to touch or cross arrows.
- 3.6 Arrows have to be included in the route completely and in the indicated direction, from the beginning until and including the arrow point. It is not permitted to enter or leave arrows sideways.
- 3.7 An arrow can be indicated also through a line segment with an arrow point (which is not necessarily always drawn at the end of the line segment). The arrow should in this case be interpreted as the entire length of the line segment.
- 3.8 A road is assumed to be present under every arrow and under every point. In case a point is indicated next to a road, then there will be the possibility to drive across that point.
- 3.9 When map characters indicate that an arrow has been drawn over a viaduct, then it is allowed to drive the road underneath. This is not considered as 'crossing the arrow'.

Example:



Explanation:

From Start to arrow 1: Drive the shortest route to arrow 1. See black route.

From arrow 1 to arrow 2: Shortest route. See blue route.

Arrow 2: arrow point of arrow 2 must be driven completely.

From arrow 2 to point 3: Shortest route, but roads that have been driven cannot be driven again in opposite direction. So, make another loop at Aard turning left". See red route.

From point 3 to point 4: Shortest route. See blue route.

From point 4 to arrow 5: Shortest route.

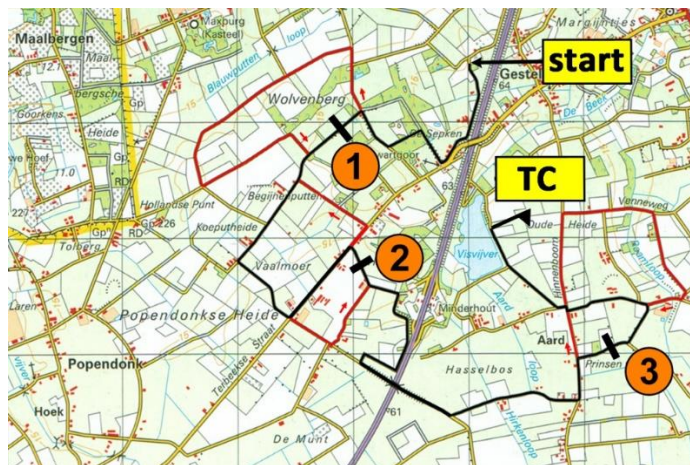
From arrow 5 to arrow 6: Shortest route, but not again over point 4. See red route.

Arrow 6 to arrow 7: Shortest route. See black route.

4. Printed line with barricades

- 4.1 The printed line should be driven from the beginning to the end as accurately as possible in the forward direction. Driving the printed line in reverse direction is not permitted.
- 4.2 The numbered cross stripes on the printed line are barricades. It is not permitted to drive the road section that is equipped with a barricade.
- 4.3 The barricades need to be avoided in your route in the sequence of the numbers of the barricades. Both before as well as after each barricade, the part of the printed line that you do not drive should be as short as possible.
- 4.4 You should therefore leave the printed line at the last junction of roads before the barricade and start to drive on the printed line again at the first junction of roads after the barricade in forward direction.
- 4.5 Roads may be included several times in your route, but only in one direction.
- 4.6 Junctions of roads may be included multiple times in your route.
- 4.7 You should never drive through a barricade, not even during the detour to avoid another barricade.
- 4.8 Subject to the foregoing, the detour to avoid a barricade should be as short as possible.

Example:



5. Tulip system with distances

- 5.1 Based on the sketched situations and the rules mentioned hereafter, you should drive the route from the ball to the point of the arrow.
- 5.2 Situations are presented as follows:
 - column 1: situation number
 - column 2: the total distance from of the previous TC
 - column 3: the distance between two successive situations
 - column 4: the sketched situations
 - column 5: extra supporting information (see the legend in Tulip Info Book)
 - column 6: the remaining distance to the next TC
- 5.3 The measuring point can be indicated with a little star (*).
- 5.4 Should the distance between two successive Tulip situations be shorter than 100 meters., then this will be marked with a vertical arrow in the 3rd column. So read fast!
- 5.5 The situations are sketched, which means that more or less twisty roads are not necessarily always drawn completely in line with the actual situation.
- 5.6 Paved roads are indicated with a fixed line.
- 5.7 Unpaved roads are indicated with a dotted line.
- 5.8 All roads that connect to a situation have been drawn in that situation sketch. Dead end roads as well as roads that are not allowed to be driven are not necessarily drawn in these sketches. In case these are drawn then they have been provided with a blocking symbol (black square).
- 5.9 As long as the next situation sketch has not been reached, the through route should be followed as much as possible.

Legenda/Legend - Frankrijk/France -1 schaal/scale 1 : 100.000

	Autoroute, section à péage, numéro d'échangeur Motorway, toll section, junction number Autobahn, gebührenpflichtiger Abschnitt, Autobahnkreuz		Autoroute, section libre, autoroute en construction Motorway, free section, motorway under construction Autobahn, gebührenfreier Abschnitt, Autobahn im Bau
	Route de liaison principale, route de liaison régionale Main road, regional connecting road Fernverkehrsstraße, regionale Verbindungsstraße		Route en construction Road under construction Straße im Bau
	Autre route, barrière, accès interdit Other road, road barrier, prohibited road Sonstige Straße, Straßenzugabe, gesperrte Straße		Route non revêtue, chemin Unsurfaced road, path Unbefestigte Straßendecke, Weg
	Route à chaussées séparées, à 4 voies et plus Dual carriageway, with four lanes and more Zweibahnige Fernstraße, mindestens vier Fahrbahnen		Route à 3 ou 2 voies, 1 voie Road with 3 or 2 lanes, 1 lane Straße mit 3 oder 2 Fahrspuren, 1 Fahrspur
	Barrière de péage, aire de service, aire de repos Tollgate, service area, rest area Mautstelle, Tankstelle, Rastplatz		Distances kilométriques totalisées et partielles Distances in kilometres on road Straßenentfernungen in Kilometern
	Gare : ouverte aux voyageurs, au frêt, tunnel < 200 m et > 200 m Passenger station, goods station, tunnel < 200 m and > 200 m Personenbahnhof, Güterbahnhof, Tunnel < 200 m und > 200 m		Limite d'État, de région, de département (chef lieu) State, region, département boundary (chief town) Staats-, Regions-, Departements-Grenze (Hauptstadt)
	Limite d'arrondissement (chef lieu), de commune, population en milliers d'habitants Arrondissement (chief town), commune boundary, population in thousands Hauptstadt des Arrondissement, Gemeindegrenze, Einwohnerzahl in Tausend		Limite de parc naturel, de réserve naturelle Nature park boundary, nature reserve limit Naturparkgrenze, Naturschutzgebietsgrenze
	Piste cyclable. Sentier de Grande Randonnée Cycle track. Hiking trail (GR)		Radweg. Großer Wanderweg (GR)
	Véloroutes et voies vertes en site propre : lisse / rugueux Cycle routes and greenways only : smooth surface / rough surface		Separate Radstrassen und grüne Wege : glatt / holprig
	Véloroutes et voies vertes : en site partagé / itinéraire difficile Shared use cycle routes and greenways : difficult route		Radstrassen und grüne Wege : geteilter Weg / schwieriger Weg
	Église, église touristique, chapelle, chapelle touristique, autres religions Church, historic church, chapel, chapel of interest, other religions Kirche, sehenswerte Kirche, Kapelle, sehenswürdige Kapelle, andere Religionen		Phare, cimetière, grotte, source, curiosité Lighthouse, cemetery, cave, spring, place of interest Leuchtturm, Friedhof, Höhle, Quelle, Sehenswürdigkeit
	Édifice remarquable, château, château ouvert au public, fortifications Building of interest, castle, castle open to the public, fortifications Sehenswertes Bauwerk, Schloss, Schlossbesichtigung, Befestigungen		Ruines, vestiges antiques, mégalithe, table d'orientation Ruins, antiquities, megalith, viewpoint indicator Ruinen, alttümliche Ruinen, Megalith, Orientierungstafel
	Maison du parc, refuge, gîte d'étape, stade Park visitor centre, refuge hut, stopover lodge, stadium Informationsbüro des Parks, Berghütte, Übernachtungsstelle, Stadion		Ville d'art, ensemble classé, musée, office du tourisme Town of artistic interest, listed architectural grouping, museum, tourist office Besonders sehenswerte Stadt, historische Gebäude, Museum, Verkehrsamt
	Station : de sports d'hiver, balnéaire, thermale, verte Winter sports resort, seaside resort, spa, country resort Wintersportort, Badeort, Kurort mit Thermalbad, Ferienort auf dem Lande		Port de plaisance, parc de loisirs, golf, hippodrome Yachting harbour, leisure park, golf course, racecourse Jachthafen, Freizeitpark, Golfplatz, Pferderennbahn
	Site : d'escalade, de vol libre, réserve naturelle, parc ou jardin Climbing rock, hang-gliding area, nature reserve, park or garden Kletterstätte, Drachenflugstartpunkt, Naturschutzgebiet, Park oder Garten		Camp militaire et champ de tir, fort, construction élevée, éolienne Military camp and firing range, fort, high structure, wind turbine Truppenübungsplatz und Schießplatz, Fort; hoch Struktur, Windkraftanlage
	Aéroport, aérodrome, piste Airport, airfield, runway Flughafen, Flugplatz, Rollbahn		Bâti, zone industrielle, bois, broussailles, vigne et verger Build-up area, industrial estate, wood, brushwood, vine and orchards Geschlossene Bebauung, Industriegebiet, Wald, Gebüsch, Weinbau und Obstgärten

Legenda/Legend - België/Belgium - 1

schaal / scale 1:100.000

ROUTES D'INTERET GENERAL - STRASSEN MIT ALLGEMEINER BEDEUTUNG BELANGRIJKE WEGEN - BASIC ROAD NET

	Autoroute - Autostrade - Autobaan - Motorway
	Roads à chaussées séparées - Weg met gescheiden rijbanen Gedrukt als gewone verkeerslijn - Road carriageway
	Roads d'un ou de deux sens de circulation - Weg met eenrichters of rijbanen Gedrukt als eenrichters 4 verkeerslijnen - Road with 4 or more lanes
	Roads, 7m or plus de large (2 or 3 sens) Weg van 7m en breder (2 of 3 rijbanen) Gedrukt, 7m oder breiter (2 oder 3 Fahrspuren) Road 7m wide or more (2 or 3 lanes)
	Roads moins de 7m (2 sens) Weg smaller dan 7m (2 rijbanen) Gedrukt smaller dan 7m (2 Fahrspuren) Road less than 7m wide (2 lanes)
	In construction - In aanleg - In Bau - Under construction
	In projet - In ontwerp - Gepland - Proposed
	Nombré européen de la route - Europees wegnummer Europasstrassennummer - European roadnumber
	Nombré national de la route - Nationaal wegnummer Nationalestrassennummer - National roadnumber

	Cours d'eau - 1. Schied - 2. Buisage Waterloop - 1. Dors - 2. Dors Wasserlauf - 1. Schloose - 2. Weir Wasserwaas - 1. Laal - 2. Dors
	Ruis d'un cours d'eau navigable - Terrage admin Naam van een navigabele waterloop - Terrage administratief Naam eines schiffbaren Wasserlaufes - Terrage administratief Naam af navigabele waterwaas - Admin terrage
	Ruis d'un cours d'eau non navigable Naam van een onnavigabele waterloop Naam eines unschiffbaren Wasserlaufes Naam af onnavigabele waterwaas
	Lung - Mars, marage Veer - Mars, dield Teich - Meer, Werdend Pond - Swamp, marsh
	Station d'apuation - Reservoir Zaeningsstation - Reservoir Obanage - Wasserbehälter Fibration d'el - Reservoir
	Source, fontaine - Station de pompage Bun, lavon - Pumpstation Quelle, fontaine - Pumpstation Spring, fountain - Pumping station
	Orléau d'eau - Waterston - Waterston - Water-tower

ROUTES ET CHEMINS D'INTERET LOCAL - OERTLICHE STRASSEN WEGEN VOOR PLAATSELIJK VERKEER - ROADS OF LOCAL INTEREST

	Route de liaison Verbindingsweg Verbindingsstrasse Linking road
	Autre route - Autre weg Sontige Strasse - Other road
	Roads de praticabilité limitée Mandig berisbare weg Schlecht berisbare Strasse Road with poor trafficability
	Chemin de terre - Aardweg Feldweg - Earthroad
	Sentier - Pad Futweg - Path
	Crope-feu - Brandlaan Waldschneise - Fire lane
	Chemin de fer - voie simple - Spoorweg - enkel spoor Eisenbahn - eingleisig - Railway - single track
	Chemin de fer - voies multiples - Spoorweg - meervoudig spoor Eisenbahn - meingleisig - Railway - multitrack
	Ligne non exploitée Lijn buiten gebruik Lijn außer Betrieb Abandoned railway
	Devicé - Voies de service Gefietstrecke - Dienpaar Dienstpaar - Nebenbahnen Devicé - Dienpaar
	Station - Arid Station - Stoppplaats Bahnhof - Haltpaart Station - Stopping place
	Chemin de fer touristique - Touristische spoorweg Touristische Eisenbahn - Tourist railway
	Téléphérique - Kabelspoor, kabelbaan Seilbahn - Aerial cableway
	Ligne à haute tension - Hoogspanningsleiding(en) Hochspannungsleitung(en) - Power transmission line(s)
	Cablevision visible - Zichtbare pijpleiding Sichtbare Rohrleitung - Visible pipe-line

	Stations locale - Agglomération Mandigliges gebouwen - Agglomeration Isolierte Gebäude - Isolierte Gebäu Isolated buildings - Built-up area
	Eglise - Abbaye - Chapelle Kerk - Abdij - Kapel Kirche - Abbat - Kapelle Church - Abbey - Chapel
	Cas - Cimetière - Arde remarquable Kas - Begräbnispaar - Merkwürdige kas Cas - Friedhof - Merkwürdige Kas Cas - Cemetery - Remarkable kas
	Moulin à vent - Moulin à eau - Akmolator Windmolen - Watermolen - Windmolen, windmill Windmühle - Wassermühle - Akmolator Windmill - Watermill - Windpump
	Bone - Tour - Pyllone (telecommunication) Paar - Turm - Mast (telecommunication) Bun - Turm - Mast (telecommunication) Stone - Tower - Pylon (telecommunication)
	Bâtiment industriel - Sere - Oesende Industrial gebouwen - Sere - Scherend Industriebau - Serechbau - Scherend Industrial building - Greenhouse - Chimney stack
	Ruine - Orléau - Phos Ruine - Kastel - Vaartoren Ruine - Schloss - Leuchtturm Ruine - Castle - Lighthouse

	Point géométrique Geometrisch paart Geometrischer paart Geometrical point
	Mine - Carrière - Sablière Mijn - Steengraaf - Zandgraeve Bergwerk - Steinbruch - Sandgrube Mine - Quarry - Sandpit
	Aéroport - Aérodrome Luchthaven - Vliegveld Flughafen - Flugplatz Airport - Aerodrome
	1. Bois - Bos - Wald - Wood 2. Veget. pibulaire Beemgaard, boskantenrij Glaspaar, Beemgaard 3. Parc, pelouse - Park, graspaar Park, Rasen - Park, lawn 4. Lande au bryon - Heide Heide - Heide of dune

Parcel topographique vlieg met toonnet in onder de dore de dore
Mandig met toonnet in onder de dore de dore
Mandig met toonnet in onder de dore de dore
Mandig met toonnet in onder de dore de dore

Legenda/Legend - België/Belgium - 2

schaal / scale 1:100.000

.....	Limite d'état Rijpsgrens Staatsgrens International boundary		Hippodrome - Autodrome Hippodroom - Autodroom Pferdrennbahn - Autorennbahn Hippodrome - Motor-racing track		Zoo Zoo Zoo
BRUGGE	Limite de province avec chef-lieu Provinciegrens en hoofdplaats Provinciegrens mit Hauptort Province boundary and chief town		Spport nautique - Golf Watersport - Golf Watersport - Golfplatz Water activities - Golf-course		Parc animalier Wildpark Tierpark Wildlife park
THUIN	Limite d'arrondissement administratif avec chef-lieu Grens en hoofdplaats van bestuurlijk arrondissement Grens und Hauptort eines Verwaltungsbereichs Boundary and chief town of administrative district		Monument - Cuvette Monument - Beuervandigheid Denkmal - Sicherheitskiste Monument - Cuvette		Aire de promenade Wandengebiet Wandengebiet Stabling area
Gesves (45)	Commune Gemeente Gemeinde Commune		Tumulus - Megalithe, dolmen Tumulus - Megaliet, dolmen Gräbtigel - Megalith, Dolmen Tumulus - Megalith, dolmen		Site classé Beschermd landschap Anlage unter Denkmalschutz Protected site
Weywertz Pelt-Ges	Ancienne commune, hameau Voormalige gemeente, gehucht Ehemalige Gemeinde, Weiler Former commune, hamlet		Abbaye - Eglise Abdij - Kerk Abtei - Kirche Abbey - Church		Abbaton Abbaton Abbaton
	Point d'arrêt Stopplaats Haltepunkt Shopping place		Chapelle - Croix Kapel - Kruis Kapelle - Kreuz Chapel - Cross		Réserve naturelle Reinwoudreservaat Naturschutzgebiet Nature reserve
	Chemins de fer touristique Toeristische spoorweg Toeristische Eisenbahn Tourist railway		Château - Château visitable Kasteel - Te bezichtigen kasteel Schloss - Zugängliches Schloss Castle - Worth visiting castle		Forêt promenade Wandelforest Wanderwald Walking forest
	Télégraphique Kabelbaan Seilbahn Telfer		Ferme - Ruine Hoeve - Ruine Hof - Ruine Farm - Ruin		Domaine provincial Provinciaal domein Provinciepark Provincial property
	Moulin à vent - Moulin à eau Windmolen - Watermolen Windmühle - Wassermühle Windmill - Watermill		Camping Camping Zeltplatz Camping site		
	Fort - Citadelle Fort - Citadel Festung - Zitadelle Fort - Citadel		Centre de vacances - Parc d'attractions Vakantieoord - Pretpark Ferienort - Vergnügungspark Holiday centre - Amusement park		
	Tour - Arbre remarquable Toren - Merkwaardige boom Turm - Merkwürdiger Baum Tower - Conspicuous tree		Hôpital (100) Hospitaal (100) Krankenhaus (100) Hospital (100)		
	Rechers - Trou, chanoir Rotsen - Hal Felsen - Höhle Rocks - Hole		Gendarmerie - Brigade - district Rijkswacht - Brigade - district Gendarmerie - Brigade - District Gendarmere - Brigade - district		
	Grotte - Grotte visitable Grot - Te bezichtigen grot Grotte - Zugängliche Grotte Cave - Visitable grotto		Bureau de douane belge Belgisch toelambt Belgisches Zollamt Belgian customs station		
	Point de vue - Table d'orientation Blickpunkt - Orientierungstafel Ausichtspunkt - Orientierungstafel Viewpoint - Viewing table		Bureau de douane étranger Beitendlands toelambt Ausländisches Zollamt Foreign customs station		
	Belvédère - Phare Uitzichtoren - Vuurtoren Ausichtsturm - Leuchtturm Viewtower - Lighthouse		Musée Museum Museum Museum		
	Champ de bataille - Cimetière militaire Slagveld - Militaire begraafplaats Schlachtfeld - Militärriedhof Battle field - Military cemetery		Terrain ULM ULM - veld ULM - Platz ULM field		

Autonoute - Autobahn
Autonnelweg - Motorway

SAUSSURE

NAMUR

E 42

A 15

N 21

P 22

Echangeur
Verkeerswisselaar
Anschluss
Interchange

Sortie
Uitrit
Ausfahrt
Exit

Aire de stationnement
Parkeringsplaats
Parkplatz
Parking place

Aire de stationnement avec station de service
Parkeringsplaats met tankstation
Parkplatz mit Tankstelle
Parking place with service station

Numéro européen et national
Europees en nationaal nummer
Europäischer und Nationalstraßennummer
European and national number

Numéro national de la route
Nationaal wegnummer
Nationalstraßennummer
National roadnumber