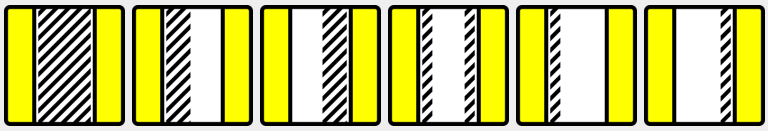
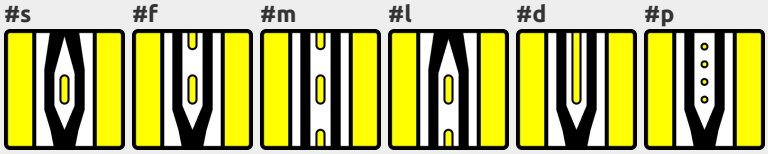
# VeloViewer Waymarker Information

| Image | Type | Description |
|---|---|---|
| | **Anti-Doping**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | Location of the anti-doping. |
| | **Bad road**<br>Default level: **H3**<br>Allowed: **H1-3,R1-6** | Bad road surface. Could be potholes, gravel from side road, cracks in asphalt, stretch of pavé on a junction. Options can also be used to show the side of the road affected or if just the edges of the road (e.g. cobbled gutter or intermittent cycle paths). Please add notes to give full details. |
| 1. **Width:**<br>◦ **f** **Full**<br>◦ **h** Half<br>◦ **e** Edge<br>2. **Side:**<br>◦ **b** **Both**<br>◦ **l** Left<br>◦ **r** Right<br>**#fb** **#hl** **#hr** **#eb** **#el** **#er**<br>  | | |
| | **Barrier**<br>Default level: **R1**<br>Allowed: **Info,R1-6** | A barrier. |
| | **Bidons**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | Bidons and extra feeding outside of official feed zones. Can be used with a "Bidons end" waymarker to show start/end of zone, or used on its own. Typically used by teams to show location for support staff to provide bidons, UCI rules allowing! Colours can be used to signify which group of team helpers are allocated to each location. |
| | **Bidons end**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | End of a bidons zone. Requires a preceding "Bidons" waymarker and should be set to the same level. |
| | **Cattle grid**<br>Default level: **H2**<br>Allowed: **H1-3,R1-6** | Cattle grid or similar. |
| | **Central island**<br>Default level: **H3**<br>Allowed: **H1-3,R1-6** | Used to show central islands/poles. |
| 1. **Type:**<br>◦ **s** **Single**<br>◦ **f** First<br>◦ **m** Middle<br>◦ **l** Last<br>◦ **d** Divide<br>◦ **p** Poles<br>**#s** **#f** **#m** **#l** **#d** **#p**<br>  | | |
| | **Chrono**<br>Default level: **E**<br>Allowed: **E,R1-6** | Intermediate split time on time trials. |

| Image | Type | Description |
|---|---|---|
| | **Circuit enter**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | Enter circuit. |
| | **Circuit exit**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | Exit circuit. |
| | **Deviation left**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | Deviation on left side. |
| | **Deviation right**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | Deviation on right side. |
| | **Down**<br>Default level: **H3**<br>Allowed: **H1-3,R1-6** | Start of descent or to highlight particularly steep section. Colours can be used to show the severity. |
| | **Drag**<br>Default level: **R1**<br>Allowed: **Info,R1-6** | Route drags uphill but not enough to counted as a climb. |
| | **Feed**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | Marks the start of the official feed zone. Can be used with a "Feed end" waymarker to show start/end of zone, or used on its own. |
| | **Feed end**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | End of a feed zone. Requires a preceding "Feed" waymarker and should be set to the same level. |
| | **Hotel**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | Location of team hotel. |
| | **HQ**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | Location of the race HQ. |
| | **Incident**<br>Default level: **UCI**<br>Allowed: **UCI**<br>Race Orgs only | Used to mark a racing incident. For post-race analysis by organiser and UCI/SafeR. |
| | **Incident near miss**<br>Default level: **UCI**<br>Allowed: **UCI**<br>Race Orgs only | Used to mark a near miss.For post-race analysis by organiser and UCI/SafeR. |
| | **Info**<br>Default level: **R1**<br>Allowed: **Info,R1-6** | To show additional information which isn't expressed by a more specific waymarker type. |
| | **KOM**<br>Default level: **E**<br>Allowed: **E,R1-6** | The top of a climb that is part of the KOM competition but doesn't have a category. Works with a preceding "KOM Start" waymarker to automatically display climb length and average gradient. Ideally the organiser provides the name of the climb in the description. |

| Image | Type | Description |
|---|---|---|
| | **KOM 1st**<br>Default level: **E**<br>Allowed: **E,R1-6** | The top of an 1st Category climb that is part of the KOM competition. Works with a preceding "KOM Start" waymarker to automatically display climb length and average gradient. Ideally the organiser provides the name of the climb in the description. |
| | **KOM 2nd**<br>Default level: **E**<br>Allowed: **E,R1-6** | The top of an 2nd Category climb that is part of the KOM competition. Works with a preceding "KOM Start" waymarker to automatically display climb length and average gradient. Ideally the organiser provides the name of the climb in the description. |
| | **KOM 3rd**<br>Default level: **E**<br>Allowed: **E,R1-6** | The top of an 3rd Category climb that is part of the KOM competition. Works with a preceding "KOM Start" waymarker to automatically display climb length and average gradient. Ideally the organiser provides the name of the climb in the description. |
| | **KOM 4th**<br>Default level: **E**<br>Allowed: **E,R1-6** | The top of an 4th Category climb that is part of the KOM competition. Works with a preceding "KOM Start" waymarker to automatically display climb length and average gradient. Ideally the organiser provides the name of the climb in the description. |
| | **KOM HC**<br>Default level: **E**<br>Allowed: **E,R1-6** | The top of an Haut Category climb that is part of the KOM competition. Works with a preceding "KOM Start" waymarker to automatically display climb length and average gradient. Ideally the organiser provides the name of the climb in the description. |
| | **KOM Start**<br>Default level: **E**<br>Allowed: **E,R1-6** | The start of a climb. Automatically display climb length and average gradient up to the next KOM/Summit waymarker or end of the route for mountain top finishes. |
| | **Left**<br>Default level: **H3**<br>Allowed: **H1-3,R1-6** | Left bend/turn. |

1. **Severity:**
   - **s** **Sharp**
   - **g** Gentle
   - **h** Hairpin
2. **Junction:**
   - **b** **Bend (not junction)**
   - **x** Crossroads
   - **t** T shaped
   - **m** ⊣ shaped
3. **Narrowing:**
   - **n** **No**
   - **y** Yes
4. **Island:**
   - **n** **None**
   - **f** Fore (before)
   - **a** Aft (after)
   - **b** Both
   - **d** Divide
   - **p** Poles

**#sbnn**

**#sbnd**

**#sbnp**

**#sxnn**

**#sxnf**

**#sxna**

**#sxnb**

**#sxyn**

**#sxyf**

**#stnn**

**#stnf**

**#stna**

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**#styf**

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**#gbnn**

**#gbnd**

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**#gxnn**

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**#gxna**

**#gxnb**

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**#gxyf**

**#gtnn**

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**#gmnb**

**#gmyn**

**#gmyf**

**#hbnn**

**#hbnd**

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**#hxnn**

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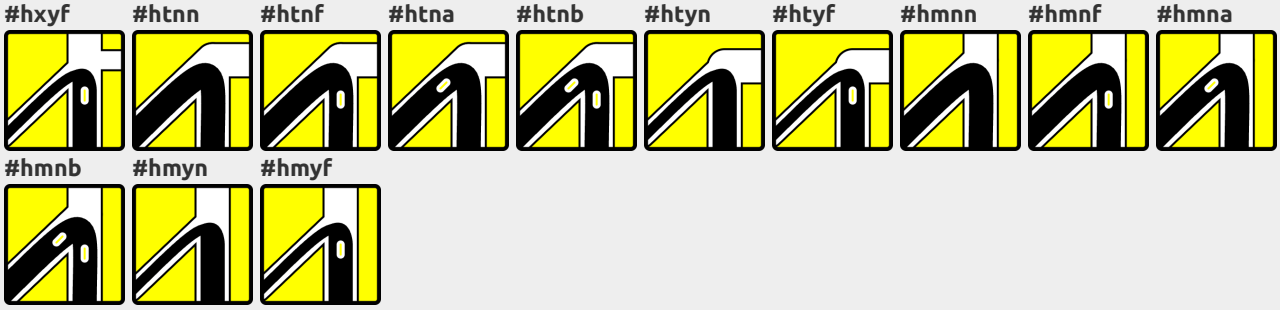
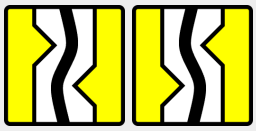
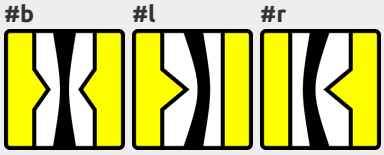
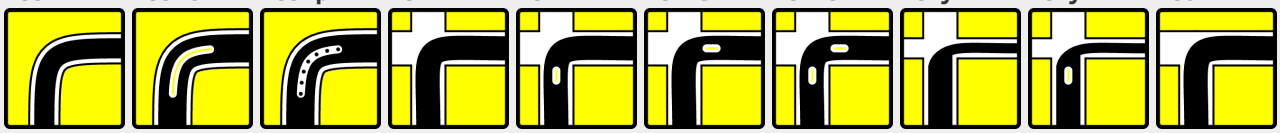
**#hxyn**

| Image | Type | Description |
|---|---|---|
| #hxyf #htnn #htnf #htna #htnb #htyn #htyf #hmnn #hmnf #hmna #hmnb #hmyn #hmyf  | | |
| | **Litter zone**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | The start of the litter zone. Can be used in conjunction with the end litter zone waymarker. |
| | **Litter zone end**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | The end of a litter zone. Requires a preceding "Litter zone" waymarker and should be set to the same level. |
| | **Narrow bridge**<br>Default level: **H3**<br>Allowed: **H1-3,R1-6** | To highlight a bridge where the road also narrows. |
| | **Narrow chicane**<br>Default level: **H3**<br>Allowed: **H1-3,R1-6** | Chicane, usually a build-out from right followed by one from the left (opposite in countries that drive on the left). |
| 1. **Order:**<br>◦ **n** **Normal (Europe)**<br>◦ **r** Reversed (UK)<br>#n #r  | | |
| | **Narrow pinch**<br>Default level: **H3**<br>Allowed: **H1-3,R1-6** | Pinch point to show a short narrowing in the road. Could be road furniture or squeeze between buildings. |
| 1. **Sides:**<br>◦ **b** **Both**<br>◦ **l** Left<br>◦ **r** Right<br>#b #l #r  | | |
| | **Narrow section end**<br>Default level: **H3**<br>Allowed: **H1-3,R1-6** | End of narrow section of road. Needs to be the same level as the Narrow section start waymarker to ensure visibility. |
| | **Narrow section start**<br>Default level: **H3**<br>Allowed: **H1-3,R1-6** | Start of narrow section of road. |
| 1. **Sides:**<br>◦ **b** **Both**<br>◦ **l** Left<br>◦ **r** Right | | |

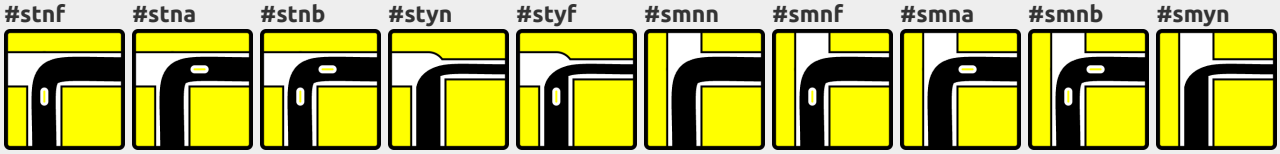
| Image | Type | Description |
|---|---|---|
| #b #l #r | | |
| | **Parking**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | Team parking. At start/finish but also can be provided by the organiser along the course for team helpers if parking needs to be carefully controlled (e.g. Flanders) |
| | **PPO**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | The location of the PPO for the start and finish of the stage. |
| | **Race Log**<br>Default level: **R1**<br>Allowed: **Info,R1-6** | Notes. |
| | **Rail crossing**<br>Default level: **H2**<br>Allowed: **H1-3,R1-6** | Railway crossing. Race organisers could provide expected train times in the description. |
| | **Right**<br>Default level: **H3**<br>Allowed: **H1-3,R1-6** | Right bend/turn. |

1. **Severity:**
   - **s** **Sharp**
   - **g** Gentle
   - **h** Hairpin
2. **Junction:**
   - **b** **Bend (not junction)**
   - **x** Crossroads
   - **t** T shaped
   - **m** ⊢ shaped
3. **Narrowing:**
   - **n** **No**
   - **y** Yes
4. **Island:**
   - **n** **None**
   - **f** Fore (before)
   - **a** Aft (after)
   - **b** Both
   - **d** Divide
   - **p** Poles

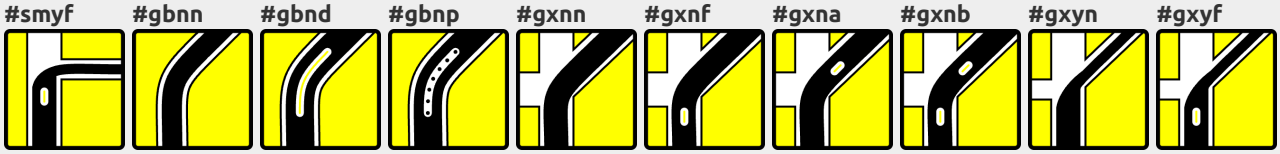
#sbnn #sbnd #sbnp #sxnn #sxnf #sxna #sxnb #sxyn #sxyf #stnn



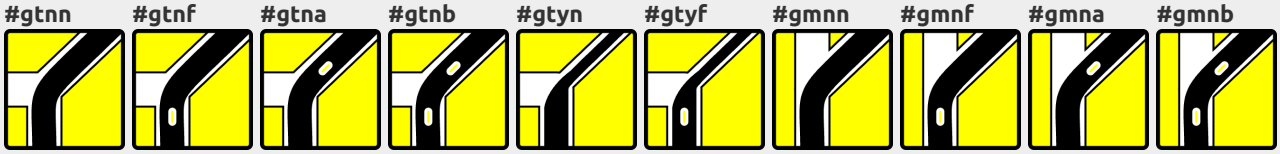
#stnf #stna #stnb #styn #styf #smnn #smnf #smna #smnb #smyn



#smyf #gbnn #gbnd #gbnp #gxnn #gxnf #gxna #gxnb #gxyn #gxyf

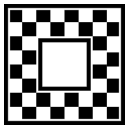


#gtnn #gtnf #gtna #gtnb #gtyn #gtyf #gmnn #gmnf #gmna #gmnb



#gmyn #gmyf #hbnn #hbnd #hbnp #hxnn #hxnf #hxna #hxnb #hxyn

| Image | Type | Description |
|---|---|---|
| #hxyf #htnn #htnf #htna #htnb #htyn #htyf #hmnn #hmnf #hmna #hmnb #hmyn #hmyf | | |
| | **RO Circle**<br>Default level: **R1**<br>Allowed: **R1-6**<br>Race Orgs only | Race Organiser circle. Used to mark any kind of logistical location. |
| | **RO Square**<br>Default level: **R1**<br>Allowed: **R1-6**<br>Race Orgs only | Race Organiser square. Used to mark any kind of logistical location. |
| | **RO Triangle**<br>Default level: **R1**<br>Allowed: **R1-6**<br>Race Orgs only | Race Organiser triangle. Used to mark any kind of logistical location. |
| | **Road works**<br>Default level: **H3**<br>Allowed: **H1-3,R1-6** | Expected road works. Watch out for a narrowing of the road and/or bad road surface. |
| | **Roundabout**<br>Default level: **H3**<br>Allowed: **H1-3,R1-6** | Roundabout. |
| 1. **Direction:**<br>- **s** Straight<br>- **l** Left<br>- **r** Right<br><br>2. **Side:**<br>- **b** **Both**<br>- **l** Left<br>- **r** Right<br><br>3. **Islands:**<br>- **n** **None**<br>- **f** Fore (before)<br>- **a** Aft (after)<br>- **b** Both<br><br>#sbn #sbf #sba #sbb #sln #slf #sla #slb #srn #srf #sra #srb #lbn #lbf #lba #lbb #lln #llf #lla #llb #lrn #lrf #lra #lrb #rbn #rbf #rba #rbb #rln #rlf #rla #rlb #rrn #rrf #rra #rrb | | |
| | **Sector end (pavés/gravel)**<br>Default level: **E**<br>Allowed: **E,R1-6** | Marks the end of a pavés/gravel sector. These are required if using the pavés/gravel start waymarker. Needs to be the same level as the Pavé/Gravel start waymarker to ensure visibility. |

| Image | Type | Description |
|---|---|---|
| | **Sector start gravel**<br>Default level: **E**<br>Allowed: **E,R1-6** | The start of a gravel sector. Must be followed by a "Sector end" waymarker from which the length is automatically calculated. |
| | **Sector start pavés**<br>Default level: **E**<br>Allowed: **E,R1-6** | The start of a pavés sector. Must be followed by a "Sector end" waymarker from which the length is automatically calculated. |
| | **Sector start pavés/KOM**<br>Default level: **E**<br>Allowed: **E,R1-6** | The start of a pavés climb. Must be followed by one of the "KOM" waymarkers from which the length and average gradient is automatically calculated. |
| | **Speed bump**<br>Default level: **R1**<br>Allowed: **H1-3,R1-6** | Speed bumps. Potentially the first of a number of speed bumps. |
| | **Sprint**<br>Default level: **E**<br>Allowed: **E,R1-6** | Sprint location for the points competition. |
| | **Sprint bonus**<br>Default level: **E**<br>Allowed: **E,R1-6** | Bonus sprint, to show a special intermediate sprint location that typically doesn't count towards the points competition e.g. bonus seconds. |
|  | **Sprint zone**<br>Default level: **E**<br>Allowed: **E,R1-6** | Riders affected by incidents like falls or mechanical issues are credited with the same time as their group from this location. |
| | **Straight ahead**<br>Default level: **R1**<br>Allowed: **H1-3,R1-6** | To show the route goes straight ahead at a junction. Could still be hazardous (where a colour could be set) due to road furniture. |
| 1. **Junction:**<br>◦ **x Crossroads**<br>◦ **l** Left<br>◦ **r** Right<br>2. **Narrowing:**<br>◦ **n No**<br>◦ **y** Yes<br>**#xn** **#xy** **#ln** **#ly** **#rn** **#ry**<br> | | |
| | **Summit**<br>Default level: **R1**<br>Allowed: **E,R1-6** | The top of a climb that isn't part of the KOM competition (mainly used by teams). Works with a preceding "KOM Start" waymarker to automatically display climb length and average gradient. Ideally the organiser provides the name of the climb in the description. |
| | **Town**<br>Default level: **R1**<br>Allowed: **H3,Info,R1-6** | The start of a town. Be aware of more road furniture and also change in speed limit if applicable. |
| | **Town end**<br>Default level: **R1**<br>Allowed: **H3,Info,R1-6** | Leaving a town. Needs to be the same level as the Town start waymarker to ensure visibility. |
| | **Tunnel**<br>Default level: **H2**<br>Allowed: **H1-3,R1-6** | The start of a tunnel. |

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|---|---|---|
| | **Warning**<br>Default level: **H3**<br>Allowed: **H1-3,R1-6** | To show additional warning which isn't expressed by a more specific waymarker type. |
| | **Warning <<<**<br>Default level: **R1**<br>Allowed: **R1-6** | Warning, left chevron sign. Set the color for severity. To highlight important turns to teams use the "Left" waymarker type. |
| | **Warning >>>**<br>Default level: **R1**<br>Allowed: **R1-6** | Warning, right chevron sign. Set the color for severity. To highlight important turns to teams use the "Right" waymarker type. |
| | **Way out/in**<br>Default level: **R1**<br>Allowed: **R1-6**<br>Race Orgs only | Show the way out and way in locations for motorbikes. |
| 1. **Out/In:**<br>◦ **o** Out<br>◦ **i** In<br>2. **Direction:**<br>◦ **l** Left<br>◦ **r** Right<br>**#ol** **#or** **#il** **#ir** | | |
| | **Wheels**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | Team helper with spare wheels. Usually part way along or at the end of a pavés/gravel sector. |
| | **Wheels+Bidons**<br>Default level: **Info**<br>Allowed: **Info,R1-6** | Similar to the Bidons waymarker but with additional spare wheels, often used after pavés/gravel sectors. |
| | **Winds**<br>Default level: **H3**<br>Allowed: **H1-3,R1-6** | The start of a potentially windy section. In the Live app, these will display expected wind strength and direction in the waymarker list and popup. Can be used with the "Wind end" waymarker to show the start/end of the potential windy section. |
| | **Winds end**<br>Default level: **H3**<br>Allowed: **H1-3,R1-6** | The end of a potentially windy section. Requires a preceding "Winds" waymarker. Needs to be the same level as the Winds start waymarker to ensure visibility. |