






















Legend

- * **Social Constraints**
- **Towns**
-  **Railroads**
-  **Roads**
-  **Perennial Rivers**
-  **International**
-  **Categories I-VI**
-  **Protected**
-  **Mangroves**
-  **Swamp Bushland**
-  **Wetlands**
-  **Cropland >50%**
-  **Cropland Woody**
-  **Irrigated Crops**
-  **Crops**
-  **Unavailable**
-  **Stoney Desert**
-  **Built-up**
-  **Barerock**
-  **Unsuitable**
-  **Semi-arid**
-  **Arid**
-  **Senegal**

